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This document contains Model statistics for the **Royal Australians**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

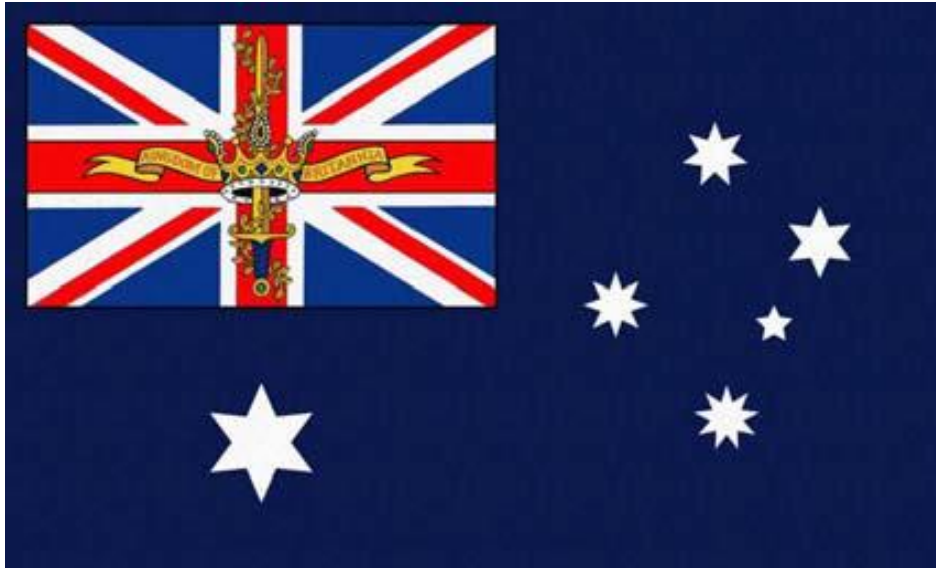
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**Version 1.1**

# ROYAL AUSTRALIANS



**Fleet Quality = 2**

## ROYAL AUSTRALIAN MODEL ASSIGNED RULES

### **Forced Compliance**

*Australian boarding parties have a fearsome reputation throughout the world. Their hardened fighters specialise in commandeering their unfortunate targets through a mix of rough and ready technical know-how and intimidation.*

In a Boarding Assault in which a Royal Australian Squadron is the attacker, if the Royal Australian Squadron causes DOUBLE (or more) hits, then in addition to the usual effects they may resolve one attack with one weapon system on the target model against another enemy squadron reducing successes for damage as normal.

# ROYAL AUSTRALIAN BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Royal Australian player may take a Battle Group chosen from below.
- In some cases, Battle Groups will have a 0-1 notation – this means that the Battle Group may only be taken ONCE in a Fleet!

## CORE BATTLE GROUP

<b>Large Squadrons</b>	1-2 Large Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Medium Squadrons</b>	1-3 Medium Squadrons
<b>Small Squadrons</b>	1-3 Small Squadrons
<b>SPECIAL RULE</b>	<i>“Together we are one!”</i> All Models in this Battle Group must be able to operate within the same Theatre – Armoured, Naval or Aerial.


## RECON BATTLE GROUP

<b>Medium Squadrons</b>	1-2 Medium Squadrons * <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Small Squadrons</b>	1-2 Small Squadrons
<b>SPECIAL RULE</b>	<i>“We are ready to react at a moment’s notice.”</i> All Models in this Battle Group may choose to deploy AFTER any non-Recon Battle Group. Should both sides have Recon Battle Groups, roll off to see who must deploy first.


## ALLIANCE NAVAL BATTLE GROUP


<b>Large Squadrons</b>	1 Cerberus Battleship <i>(Lead Squadron)</i>
<b>Medium Squadrons</b>	1 Victoria Monitor Squadron 0-1 Tasmania Tender Cruiser Squadron
<b>Small Squadrons</b>	1-2 Protector Frigate Squadrons
<b>SPECIAL RULE</b>	<i>“We Fight for the Grand Alliance!”</i> This Battlegroup may be included in the following forces as a narrative battlegroup: <ul style="list-style-type: none"> <li>• Federated States of America</li> <li>• Kingdom of Britannia</li> <li>• Russian Coalition</li> </ul>

## LARGE NAVAL MODELS


 <b>CERBERUS BATTLESHIP</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		155
				Squadron Size		1
				Act.D	Pas.D	VP
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	8	7	8	5	3	7
Weapon		Arc	MAR	PB	EF	LR
Standard Turret		F/P/S	Punishing	10	8	5
Standard Turret		A/P/S	Punishing	10	8	5
Gunnery Broadships		P+S	Massed Fire	8	4	-
MARs	Die Hard Crew					
Special Rules	<b>Convertible Generator:</b> When targeted by an Attack this model may elect to increase its Pas.D to 5. If it does so then add 1 to any attacker roll on the Damage Table.					
	<b>Squadron Support:</b> This Squadron may have 0-2 Naval Protector Frigates Attached, increasing the points cost of the Squadron by the appropriate amount.					


## MEDIUM NAVAL MODELS

 <b>VICTORIA MONITOR</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		100
				Squadron Size		1-2
				Act.D	Pas.D	VP
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	6	6	6	4	2	4
Weapon		Arc	MAR	PB	EF	LR
Standard Fixed Weapon		F	Punishing	8	12	4
Gunnery Broadside		P+S	Massed Fire	5	3	-
MARs	Die Hard Crew, Disruption Generator					


		<b>TASMANIA TENDER CRUISER</b>				
<b>Medium Naval Model</b>						
PLAYTEST DOCUMENT				Points		95
				Squadron Size		1-2
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
6"	5	5	4	3	1	4
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	10	8	5
<b>MARs</b>	<i>Combat Deployment (Crocodiles, 4), Die Hard Crew</i>					
<b>Special Rules</b>	<b>Massed Assault:</b> This Squadron must deploy their entire compliment of Crocodile Assault Submarines at the same time, becoming an Activation in their own right.					


## SMALL NAVAL MODELS

		<b>PROTECTOR FRIGATE</b>				
<b>Small Naval Model</b>						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		3-4
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
12"	4	2	2	1	0	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Gunnery Battery</i>		<i>F/P/S</i>	<i>Massed Fire</i>	5	4	-
<b>MARs</b>	<i>Die Hard Crew, Escort, Small Target</i>					


		<b>CROCODILE ASSAULT SUBMARINE</b>				
Small Naval Diving Model						
PLAYTEST DOCUMENT				Points		N/a
				Squadron Size		N/a
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	2	1	1	0	0	See Below
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Fearless, Independent Move, Small Target, Special forces (1)</i>					
Special Rules	<p><b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Crocodile)</i> MAR.</p> <p><b>Low-Value Resource</b> – The opponent scores IVP for every <b>TWO</b> models destroyed.</p>					

# LARGE AERIAL MODELS


 <b>HARRIER SKY FORTRESS</b>						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		190
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	9	7	7	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		F/P/S	-	8	7	5
<i>Standard Turret</i>		A/P/S	-	8	7	5
<b>Bombs</b>		360°	<i>Punishing</i>	16	-	-
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2) , Die Hard Crew, Minelayer, Elite Crew</i>					
Special Rules	<b>Mine Racks:</b> This Squadron counts as two Squadrons when calculating which player has the largest number of <i>Mine Layers</i>					

 <b>OSPREY WAR ROTOR</b>						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	8	8	9	5	6	7
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		F/P/S	-	8	7	4
<i>Standard Turret</i>		A/P/S	-	8	7	4
<b>Bombs</b>		360°	<i>Punishing</i>	18	-	-
MARs	<i>Die Hard Crew, Elite Crew, Independent Move</i>					

## MEDIUM AERIAL MODELS

 <b>KESTRAL SCOUT ROTOR</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points	85	
				Squadron Size	2-3	
Move	DR	HP	CP	Act.D	Pas.D	VP
9"	5	5	4	4	3	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	5	6	3
<b>Bombs</b>		360°	<i>Punishing</i>	7	-	-
MARs	<i>Die Hard Crew, Independent Move</i>					

## SMALL AERIAL MODELS

 <b>GOSHAWK LIGHT INTERCEPTOR</b>						
Small Aerial Model						
PLAYTEST DOCUMENT				Points	30	
				Squadron Size	3-5	
Move	DR	HP	CP	Act.D	Pas.D	VP
15"	3	2	1	2	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Battery</i>		F	<i>Hunter (Aerial), Punishing</i>	5	2	-
MARs	<i>Die Hard Crew, Small Target</i>					