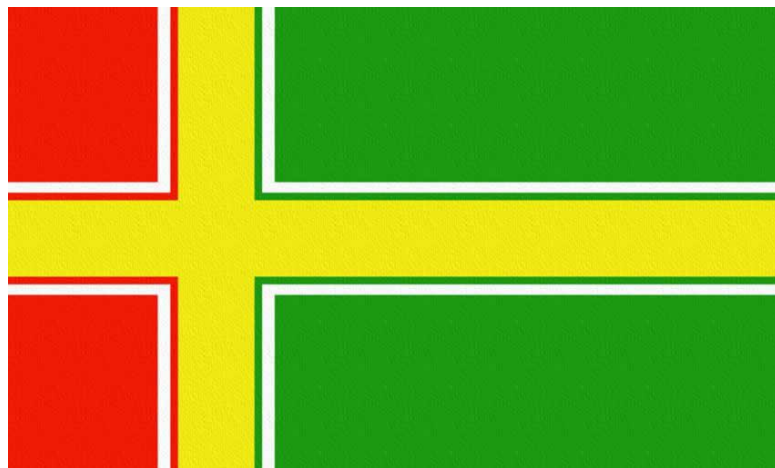


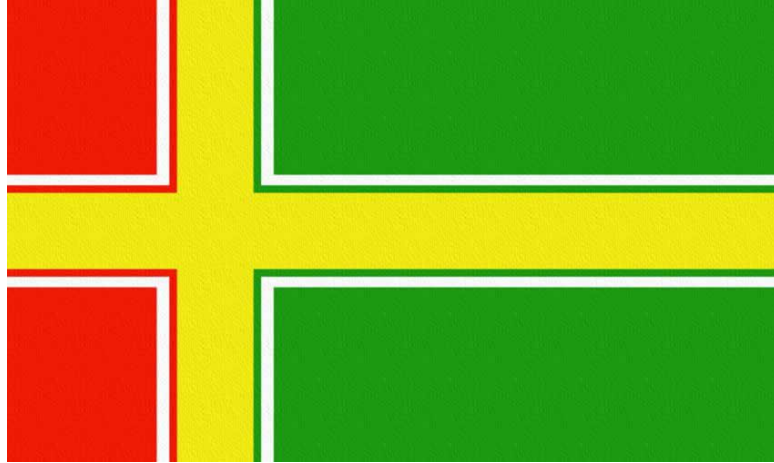
This document contains Model statistics for the **Scandinavian Teutonic Order**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

These statistics have been made available as a free download to support the **Dystopian Wars: Fleet Action Game**. The contents of these documents are **Copyright Spartan Games**, but have been made available to our community for personal use only.

Revisions to this document will occur prior to the final print publishing. Please check our online downloads at [www.spartangames.co.uk](http://www.spartangames.co.uk) for the latest version of this document.



# SCANDINAVIAN TEUTONIC ORDER



**Fleet Quality = 3**

## SCANDINAVIAN TEUTONIC ORDER MODEL ASSIGNED RULES

### Thor's wrath

*The Scandinavian Teutonic Order is famed, and feared, across the world for its judicious use of advanced combat robots. These formidable machines make extensive use of Tesla technology wracking their victims with bolts of electricity even as they are pummelled into scrap.*

When a Scandinavian Teutonic Order Model with the **Restricted Boarding** Special rule rolls on the damage table due to a boarding assault the target gains one Disorder Token in addition to any other effects.

# SCANDINAVIAN TEUTONIC ORDER BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Scandinavian Teutonic Order 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.


<b>FORTIFICATIONS BATTLE GROUP</b>	
<b>Large Squadrons</b>	1-2 Bunker Complexes <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
	0-1 Airfield
<b>Medium Squadrons</b>	1-2 Tower Squadrons
<b>SPECIAL RULE</b>	<p><i>"Emplacements"</i></p> <p>Fortifications Battle Groups must be deployed before all other Battle Groups. Units in Fortifications Battle Groups may be deployed up to 6" beyond their standard deployment zone but not within 8" of the opponent's deployment zone. In scenarios with an Attacker and Defender the Attacker may not take Fortification Battle Groups.</p> <p><i>"We Stand Alone!"</i></p> <p>These models may only be fielded as part of a Fortifications Battle Group.</p>


<b>ALLIANCE ARMoured BATTLE GROUP</b>	
<b>Large Squadrons</b>	1 Metzger AUSF-B Robot <i>(Lead Squadron)</i>
	0-1 Aufseher Assault Airship
<b>Medium Squadrons</b>	1-2 Schildtrager Medium Robot Squadrons
<b>Small Squadrons</b>	1-2 Faust Small Robot Squadrons
<b>SPECIAL RULE</b>	<p><i>"We fight for the Imperial Bond!"</i></p> <p>This Battlegroup may be included in the following forces as a narrative battlegroup:</p> <ul style="list-style-type: none"> <li>• Empire of the Blazing Sun</li> <li>• Prussian Empire</li> <li>• Republique of France</li> </ul>

## LARGE ARMoured MODELS


 <b>METZGER AUSF-B BATTLE ROBOT</b>						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		145
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	8	7	9	4	4	7
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Battery</i>		<i>F/P/S</i>	<i>Disruption</i>	16	10	-
MARs	<i>Disruption Generator, Elite Crew, Fearless, Special Forces (4)</i>					
Special Rules	<b>Restricted Boarding:</b> This Model has a Boarding Assault Range of 4".					


## MEDIUM ARMoured MODELS


 <b>SCHILDTRAGER MEDIUM ROBOT</b>						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		85
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	6	4	5	2	4	3
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Turret</i>		<i>F/P/S</i>	<i>Disruption</i>	7	5	2
MARs	<i>Disruption Generator, Fearless, Independent Move</i>					


 <b>RECKE AUSF-B ASSAULT TANK</b>						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		105
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	4	5	2	1	4
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Broadside</i> s		P+S	<i>Disruption Massed Fire</i>	7	5	-
MARs	<i>Combat Deployment (Faust, 2), Elite Crew, Independent Move</i>					
Special Rules	<b>Massed Assault</b> – <i>This Squadron must deploy their entire compliment of Faust Robots at the same time, becoming an Activation in their own right.</i>					

## SMALL ARMoured MODELS


 <b>FAUST SMALL ROBOT</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		4-6
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	4	2	2	1	0	1
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Battery</i>		F/P/S	<i>Disruption</i>	4	3	-
MARs	<i>Fearless, Independent Move, Small Target, Special Forces (1)</i>					

 <b>LINE INFANTRY</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	2	6	5	3	0	I
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Independent Move, Small Target</i>					
Special Rules	<b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Line Infantry)</i> MAR.					


 <b>SUPPORT INFANTRY</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
5"	2	6	3	2	0	I
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Gun Battery</i>		<b>F</b>	<i>Massed Fire</i>	6	4	-
MARs	<i>Independent Move, Small Target</i>					
Special Rules	<b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Support Infantry)</i> MAR.					

 <b>ASSAULT INFANTRY</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	2	6	5	2	0	I
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Independent Move, Small Target, Special Forces (2)</i>					
Special Rules	<b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Assault Infantry)</i> MAR.					


## LARGE AERIAL MODELS

 <b>AUFSEHER ASSAULT AIRSHIP</b>						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		220
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	8	8	8	4	3	8
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Battery</i>		F	<i>Disruption</i>	15	12	3
<i>Gunnery Broadside</i> s		P+S	<i>Massed Fire</i>	10	8	-
MARs	<i>Combat Deployment (Faust, 6) Disruption Generator</i>					
Special Rules	<b>Dedicated Armoured Support:</b> This Model may be included in a Core Battle Group that contains Armoured Models. If it is included in an Armoured Core Battle Group it may not be the Lead Squadron.					


## MEDIUM AERIAL MODELS

 <b>ADLER HEAVY BOMBER</b>						
Medium Aerial Model						
PLAYTEST DOCUMENT				Points		110
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	7	6	4	4	2	4
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Battery</i>		F	<i>Disruption</i>	8	5	3
<i>Tesla Battery</i>		360°	<i>Disruption</i>	9	7	-
<i>Tesla Bombs</i>		360°	<i>Disruption, Hunter (Surface)</i>	14	-	-
MARs	<i>Disruption Generator, Security Posts (2)</i>					
Special Rules	<b>Momentum:</b> This model has a 4" drift move.					





		<b>GEIER BOMBER</b>				
<b>Medium Aerial Model</b>						
PLAYTEST DOCUMENT				Points		60
				Squadron Size		2-3
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
10"	5	4	3	2	1	2
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Tesla Battery</i>		F	<i>Disruption Hunter (Surface)</i>	6	5	3
<i>Tesla Bombard</i>		A	<i>Disruption</i>	6	-	-
<i>Tesla Bombs</i>		360°	<i>Disruption</i>	7	-	-
<b>MARs</b>		-				

## SMALL AERIAL MODELS


		<b>ZERSTORER STRIKE BOMBER</b>				
<b>Small Aerial Model</b>						
PLAYTEST DOCUMENT				Points		20
				Squadron Size		3-5
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
15"	4	2	1	1	0	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Tesla Bombs</i>		360°	<i>Hunter (Surface)</i>	4	-	-
<b>MARs</b>		<i>Small Target</i>				


# LARGE FORTIFICATION MODELS


 <b>BUNKER COMPLEX</b>						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		170
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	9	12	9	6	3	8
Weapon		Arc	MAR	PB	EF	LR
<i>Tesla Fixed Weapon</i>		F	<i>Disruption</i>	12	9	6
<i>Standard Turret Battery</i>		F	-	17	11	5
MARs	<i>Combat Deployment (Line Infantry 3), Fearless, Minelayer, Security Posts (2)</i>					
Special Rules	<b>Defensive Garrison</b> - This model may upgrade to have the <i>Combat Deployment (Support Infantry 2)</i> MAR for an additional +30 Points.					


 <b>AIRFIELD</b>						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		115
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	7	9	7	4	1	7
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Gunnery Battery</i>		360°	<i>Massed Fire</i>	10	5	-
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (3)</i>					

# MEDIUM FORTIFICATION MODELS

	<b>TURRET TOWER</b>					
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		75
PLAYTEST DOCUMENT				Squadron Size		2
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	6	5	4	4	5	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Gunnery Turret</i>		360°	<i>Massed Fire</i>	10	7	4
MARs	Security Posts (1)					

	<b>FLAK TOWER</b>					
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		40
PLAYTEST DOCUMENT				Squadron Size		2
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	6	5	4	5	3	3
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Security Posts (1)					
Special Rules	<b>Flak Barrage:</b> Friendly models within 8" of this Model may add its Active Defence value to their defence pool against SAW and Rocket Attacks.					

		<b>COMMUNICATIONS TOWER</b>				
<b>Medium Multi-Theatre Model</b>						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
0"	6	5	4	4	5	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
-		-	-	-	-	-
<b>MARs</b>		<i>Security Posts (1)</i>				
<b>Special Rules</b>		<b>Communications Array:</b> Friendly Fortifications within 8" of this Model gain the <i>Die Hard Crew</i> and <i>Hunter (Aerial)</i> MARs.				

		<b>GUN TOWER</b>				
<b>Medium Multi-Theatre Model</b>						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
0"	6	5	4	4	5	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Tesla Battery</i>		F	<i>Disruption</i>	7	5	-
<i>Tesla Broadside</i> s		P+S	<i>Disruption</i>	6	4	-
<b>MARs</b>		<i>Security Posts (1)</i>				