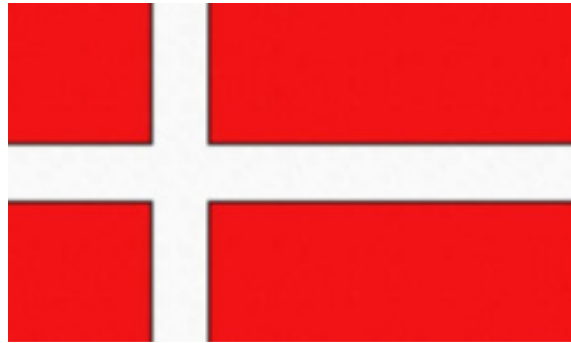


This document contains Model statistics for the **Kingdom of Denmark**. The statistics are compatible with the **Dystopian Wars V2.5** Game Engine.

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

This is a living document and will be periodically updated. Please check our online downloads at www.spartangames.co.uk for the latest version of this document.



Version 1.0

Kingdom of Denmark Universal Rules

- All Surface Mines deployed by the Kingdom of Denmark are considered to have the High Payload Munitions Type.
- All Models in the Kingdom of Denmark Fleet with Primary Gunnery are considered to have the Close Quarters Gunnery Model Assigned Rule.
- In some places, the Kingdom of Denmark is abbreviated as KOD in the Force Guide.

Kingdom of Denmark Commodore Rules

Commodore Traits

- Kingdom of Denmark Commodores may always take the Perfect Reconnaissance Defensive trait instead of making a roll on the Defensive Trait table.
- Kingdom of Denmark Commodores (including Competitive Commodores) may exchange any Aggressive Trait they have generated for the following trait:
 - o **Combat Turn:** Once per Game Turn – This ability may be activated during the Command Segment of a Squadron that has at least one Model with Command Radius of the Commodore. All Models in the Squadron that usually use the Large Turning Template may use the Medium Turning Template. All Models in the Squadron that usually use the Medium Turning Template may use the Small Turning Template.

PRUSSIAN LEND LEASE

Given their long standing alliance with the Prussian people and their strategic importance in the region, the Danish Navy have access to a limited number of Prussian Naval and Aerial assets, gifted to them by their larger ally.

Models with the Lend Lease MAR may not be used to fulfill the Minimum Force Requirement.

KINGDOM OF DENMARK

SPECIALIST GROUP SQUADRONS

The following models may be combined to create Specialist Group Squadrons using the rules found on pages 80-81 of the Dystopian Wars 2.5 Rulebook:

Tung Squadron

Squadron MUST contain:

2x Sigurd Cruisers (Parent Models)

+1x Skagerrak MkI Gunship (Attached Model)

Ryker Squadron

Squadron MUST contain:

1x Skagerrak MkII Gunship (Parent Model)


+3x Korser Corvettes (Attached Models)


Ørn Squadron


Squadron MUST contain:


1x Fafnir Light Sky Fortress (Parent Model)


+2x Magni Assault Airships (Attached Models)


Kingdom Of Denmark		Asgard				Points	195		
Heavy Battle Carrier					Crew Type: Aggressive				
					Massive Naval Capital Model Minimum Move: 2" Turning Template: Large Turn Limit: 0" Squadron Size: 1				
RB	1	2	3	4	DR	GR	MV	HP	
Turret (P)	11	9	6	3	6	10	6"	9	
Raised Turret (P)	11	9	6	3	AP	AA	CC	IR	
P/S Broadside (S)	10	9	7	-	7	5	7	6	
Surface Mines x3	4	-	-	-					
MAR:	Advanced Engines (+1"), Carrier (6, 1X5 Wings), Fuel Reserves, Sharp Turn, Squadron Support (KoD: Tyr Assault Boats, 6), Strategic Value (75)								
Options:	The Model may replace one of its Turrets for an External Entropy (20") Generator for no additional cost. The Model is fitted with an Internal Nullification Generator. The Model may replace its Internal Nullification Generator for ONE of the following: · Internal Tesla (8") Generator for +5 points · Internal Shield (2) Generator for +10 points								
Weaponary Arcs:	ONE Turret (P) has a 270 degree Fore Fire Arc ONE Raised Turret (P) has a 270 degree Fore Fire Arc The P/S Broadside (S) have a Broadside Fire Arc								


Prussian Empire-Lend Lease		Emperor				Points	190		
Battleship					Crew Type: Aggressive				
					Large Naval Capital Model Minimum Move: 2" Turning Template: Large Turn Limit: 0" Squadron Size: 1				
RB	1	2	3	4	DR	GR	MV	HP	
Main Turret (P)	11	9	6	3	6	11	7"	8	
P/S Broadside (S)	6	5	4	-	AP	AA	CC	IR	
P/S Tesla Broadside (S)	7	6	-	-	10	6	6	6	
Aft Tesla Coils (S)	6	5	-	-					
MAR:	Lend Lease, Rugged Construction (1), Specialised Defences (2)								
Options:	The Model is fitted with an Internal Tesla (8") Generator The Model may replace ONE of its Turrets with an External Generator from the following for an additional 10 points: · Entropy (16") Generator · Shield (3) Generator The Model may upgrade its Crew Type from Aggressive to Elite for +10 points								
Weaponary Arcs:	TWO Main Turrets (P) have a 270-degree Fore Fire Arc ONE Main Turret (P) has a 270-degree Aft Fire Arc The P/S Broadside (S) have a Broadside Fire Arc The P/S Tesla Broadside (S) have a Broadside Fire Arc The Aft Tesla Coils (S) have a 90-degree Fire Arc								


Kingdom Of Denmark		Ragnarok				Points	140		
Pocket Battleship					Crew Type: Regular				
					Large Naval Capital Model Minimum Move: 2" Turning Template: Large Turn Limit: 0" Squadron Size: 1				
RB	1	2	3	4	DR	GR	MV	HP	
Turret (P)	11	9	6	3	6	9	7"	7	
P/S Broadside (S)	8	7	5	-	AP	AA	CC	IR	
Surface Mines x2	4	-	-	-	7	4	5	6	
-	-	-	-	-					
MAR:	Advanced Engines (+2"), Sharp Turn								
Options:	<p>The Model may replace one of its Turrets for an External Entropy (20") Generator for no additional cost.</p> <p>The Model may upgrade its Crew Type from Regular to Aggressive for an additional +10 points</p> <p>The Model is fitted with an Internal Nullification Generator.</p> <p>The Model may replace its Internal Nullification Generator for ONE of the following:</p> <ul style="list-style-type: none"> • An Internal Tesla (8") Generator for +5 points • Internal Shield (2) Generator for +10 points 								
Weaponary Arcs:	<p>TWO Turrets (P) have a 270 degree Fore Fire Arc</p> <p>ONE Turret (P) has a 270 degree Aft Fire Arc</p> <p>The P/S Broadside (S) have a Broadside Fire Arc</p>								


Kingdom Of Denmark		Königsberg				Points	110		
Battle Cruiser					Crew Type: Regular				
					Medium Naval Capital Model Minimum Move: 2" Turning Template: Medium Turn Limit: 0" Squadron Size: 1				
RB	1	2	3	4	DR	GR	MV	HP	
Main Turret (P)	11	9	6	3	5	7	8"	6	
P/S Broadside (S)	6	4	3	-	AP	AA	CC	IR	
Heavy Speerschleuder (S)	9	8	7	-	6	5	4	5	
Aft Tesla Coils (S)	6	5	-	-					
MAR:	Combat Patrol, Specialised Defences (2), Strategic Value (25), Lend Lease, Rugged Construction (1)								
Options:	<p>The Model is fitted with an Internal Tesla (8") Generator</p> <p>The Model may upgrade its Crew Type from Regular to Aggressive for +5 points</p>								
Weaponary Arcs:	<p>TWO Main Turrets (P) have a 270-degree Fore Fire Arc</p> <p>The P/S Broadside (S) have a Broadside Fire Arc</p> <p>ONE Heavy Speerschleuder (S) has a 360-degree Fire Arc</p> <p>The Aft Tesla Coils (S) have a 90-degree Aft Fire Arc</p>								


Kingdom Of Denmark		Havel				Points	80		
Light Carrier					Crew Type: Defensive				
					Medium Naval Capital Model Minimum Move: 2" Turning Template: Medium Turn Limit: 0" Squadron Size: 1-2				
RB	1	2	3	4	DR	GR	MV	HP	
P/S Tesla Broadside (S)	9	8	-	-	5	6	9"	5	
Surface Mines x2	(4)	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	4	4	4	3	
-	-	-	-	-					
MAR:	Advanced Engines (+1"), Attachment (KOD: Naval, 1), Carrier (4, 1X4 Wings), Fuel Reserves, Specialised Defences (2), Strategic Value (25), Lend Lease, Rugged Construction (1)								
Options:	None								
Weaponary Arcs:	The P/S Tesla Broadside (S) have a Broadside Fire Arc								


Kingdom Of Denmark		Skagerrak				Points	80		
Gunship					Crew Type: Regular				
					Medium Naval Capital Model Minimum Move: 2" Turning Template: Medium Turn Limit: 0" Squadron Size: 1-3				
RB	1	2	3	4	DR	GR	MV	HP	
Turret (P)	11	8	5	3	4	7	10"	5	
Raised Turret (P)	11	8	5	3	AP	AA	CC	IR	
P/S Broadside (S)	5	4	2	-	4	4	3	4	
Surface Mines x1	4	-	-	-					
MAR:	Advanced Engines (+2"), Sharp Turn								
Options:	This Model is fitted with an External Entropy (20") Generator This Model may replace its External Entropy (20") Generator with a Raised Turret (P) for an additional +15 points								
Weaponary Arcs:	ONE Turret (P) has a 270 degree Fore Fire Arc ONE Raised Turret (P) has a 270 degree Fore Fire Arc The P/S Broadside (S) have a Broadside Fire Arc								


Kingdom Of Denmark	Sigurd				Points	65		
Cruiser					Crew Type: Regular			
					Medium Naval Capital Model Minimum Move: 2" Turning Template: Medium Turn Limit: 0" Squadron Size: 2-3			
RB	1	2	3	4	DR	GR	MV	HP
Turret (P)	11	8	5	3	4	6	10"	5
Surface Mines x1	4	-	-	-	AP	AA	CC	IR
-	-	-	-	-	5	3	3	3
-	-	-	-	-				
MAR:	Advanced Engines (+2"), Sharp Turn, Terror Tactics (1)							
Options:	None							
Weaponary Arcs:	ONE Turret (P) has a 270 degree Fore Fire Arc							


Kingdom Of Denmark	Stolz				Points	40		
Destroyer					Crew Type: Aggressive			
					Small Naval Model Minimum Move: 2" Turning Template: Small Turn Limit: 0" Squadron Size: 2-4			
RB	1	2	3	4	DR	GR	MV	HP
Firebrand Gun (S)	6	4	-	-	4	5	12"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	2	2	2
-	-	-	-	-				
MAR:	Pack Tactics (Firebrand Gun), Rugged Construction (1), Small Target, Hunter (Surface, +1)							
Options:	This Model has the Incendiary and Lethal Strike (Firebrand Gun) Munitions Types.							
Weaponary Arcs:	ONE Firebrand Gun (S) has a Fixed Channel Fore Fire Arc							


Kingdom Of Denmark		Korsor				Points	25		
Mine Layer Corvette					Crew Type: Regular				
					Small Naval Model				
					Minimum Move:		2"		
Turning Template:		Small							
Turn Limit:		0"							
Squadron Size:		2-5							
RB	1	2	3	4	DR	GR	MV	HP	
Turret (S)	4	3	1	-	3	4	15"	2	
Surface Mines x1	4	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	1	2	-	
-	-	-	-	-					
MAR:	Directed Fire (Concussion Charges), Elusive Target, Sharp Turn, Small Target								
Options:	The Model has the Limited Munitions (Surface Mines, 1) Munitions Type								
Weaponary Arcs:	ONE Turret (S) has a 270 degree Fore Fire Arc								


Kingdom Of Denmark		Wächter				Points	20		
Escort					Crew Type: Reckless				
					Small Naval Escort Model				
					Minimum Move:		2"		
Turning Template:		Small							
Turn Limit:		0"							
Squadron Size:		Attachment Only							
RB	1	2	3	4	DR	GR	MV	HP	
Turret (S)	5	3	2	-	3	5	12"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	1	1	1	
-	-	-	-	-					
MAR:	Attachment (KoD, Large & Massive Naval, 3), Elusive Target, Small Target, Lend Lease								
Options:	None								
Weaponary Arcs:	ONE Turret (S) has a 270 degree Fore Fire Arc								


Kingdom Of Denmark		Tyr				Points	10		
Assault Craft					Crew Type: Reckless				
					Tiny Naval Model Minimum Move: 0" Turning Template: 360-Degrees Turn Limit: 0" Squadron Size: Squadron Support Only				
					RB	1	2	3	4
-	-	-	-	-	3	-	12"	1	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	1	0	1	0	
-	-	-	-	-					
MAR:		Difficult Target, Directed Fire (Concussion Charges), Elusive Target, Terror Tactics (1)							
Options:		None							
Weaponary Arcs:		None							


Kingdom Of Denmark		Gewitterwolke				Points	125		
Airship					Crew Type: Elite				
					Large Aerial Capital Model Minimum Move: 2" Turning Template: 45-Degrees Turn Limit: 1" Squadron Size: 1				
					RB	1	2	3	4
Fore Tesla Coil (S)		10	8	6	4	6	10	7"	8
P/S Tesla Broadside (S)		8	7	-	-	AP	AA	CC	IR
P/S Broadside (S)		7	5	4	-	9	6	3	6
Tesla Bomb Bays (T)		6	-	-	-				
MAR:		Area Bombardment (Tesla Bomb Bays, 1), Hunter (Aerial, Tesla, +1), Specialised Defences (2), Spotter (16"), Rugged Construction (1), Lend Lease							
Options:		The Model is fitted with an Internal Tesla (8") Generator							
Weaponary Arcs:		ONE Fore Tesla Coil (S) has a 90-degree Fore Fire Arc The P/S Tesla Broadside (S) have a Broadside Fire Arc The P/S Broadside (S) have a Broadside Fire Arc FOUR Tesla Bomb Bays (T) have a 2" Range and a 360-degree Fire Arc							


Kingdom Of Denmark		Adler				Points	110		
Heavy Bomber					Crew Type: Defensive				
					Medium Aerial Capital Model				
					Minimum Move:		4"		
Turning Template:		45-Degrees							
Turn Limit:		1"							
Squadron Size:		1							
RB	1	2	3	4	DR	GR	MV	HP	
Heavy Speerschleuder (S)	9	8	7	-	5	7	8"	6	
Fore Tesla Coil (S)	8	6	4	2	AP	AA	CC	IR	
Speerschleuder Bomb Bays (T)	8	-	-	-	5	6	6	4	
-	-	-	-	-					
MAR:	Area Bombardment (Speerschleuder Bomb Bay, 1), Combat Patrol, Hunter (Surface, Speerschleuder Bombs, +1), Momentum, Rugged Construction (2), Specialised Defences (2), Lend Lease								
Options:	This Model is fitted with an Internal Tesla (8") Generator for no additional points cost								
Weaponary Arcs:	ONE Heavy Speerschleuder (S) has a 360-degree Fire Arc ONE Fore Tesla Coil (S) has a 90-degree Fore Fire Arc TWO Speerschleuder Bomb Bays (T) have a 2" Range and a 360-degree Fire Arc								

Kingdom Of Denmark		Fafnir				Points	95		
Light Sky Fortress					Crew Type: Regular				
					Medium Aerial Capital Model				
					Minimum Move:		2"		
Turning Template:		45-Degrees							
Turn Limit:		1"							
Squadron Size:		1-2							
RB	1	2	3	4	DR	GR	MV	HP	
Turret (P)	11	8	5	3	4	6	8"	5	
Bomb Bay (T)	6	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	4	4	4	3	
-	-	-	-	-					
MAR:	Carrier (4, 1X4 Wings), Fuel Reserves, Strategic Value (25)								
Options:	The Model has an Internal Nullification Generator. The Model may replace the Internal Nullification Generator with an Internal Tesla (8") Generator for +5 points The Squadron may purchase the Spotter (16") for +5 points a model.								
Weaponary Arcs:	ONE Turret (P) has a 270 degree Fore Fire Arc ONE Turret (P) has a 270 degree Aft Fire Arc ONE Bomb Bay (T) has a 2" Range and 360-degree Fire Arc								

Kingdom Of Denmark		Geier				Points	60		
Bomber					Crew Type: Defensive				
					Medium Aerial Model Minimum Move: 4" Turning Template: 45-Degrees Turn Limit: 1" Squadron Size: 2-3				
RB	1	2	3	4	DR	GR	MV	HP	
Fore Tesla Coil (S)	8	6	4	2	4	6	10"	4	
Aft Tesla Coils (S)	6	4	2	-	AP	AA	CC	IR	
Tesla Bomb Bay (T)	8	-	-	-	4	4	2	3	
-	-	-	-	-					
MAR:	Momentum, Lend Lease								
Options:	None								
Weaponary Arcs:	ONE Fore Tesla Coil (S) has a 90-degree Fore Fire Arc The Aft Tesla Coils (S) have a 90-degree Aft Fire Arc ONE Tesla Bomb Bay (T) has a 2" Range and a 360-degree Fire Arc								

Kingdom Of Denmark		Magni				Points	30		
Assault Airship					Crew Type: Aggressive				
					Small Aerial Model Minimum Move: 2" Turning Template: 45-Degrees Turn Limit: 0" Squadron Size: 3-4				
RB	1	2	3	4	DR	GR	MV	HP	
Surface Mines x1	4	-	-	-	3	4	12"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	2	1	1	
-	-	-	-	-					
MAR:	Elusive Target, Small Target, Sharp Turn, Terror Tactics (1)								
Options:	The Model has the Limited Munitions (Surface Mines, 1) Munitions Type								
Weaponary Arcs:	None								


Kingdom Of Denmark		Speerwurf				Points	30		
Strike Airship					Crew Type: Defensive				
					Small Aerial Model Minimum Move: 2" Turning Template: 45-Degrees Turn Limit: 0" Squadron Size: 2-4				
RB	1	2	3	4	DR	GR	MV	HP	
Speerschleuder (S)	5	4	3	-	3	4	12"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	1	2	2	1	
-	-	-	-	-					
MAR:	Elusive Target, Hunter (Diving, Speerschleuder, +1), Small Target, Lend Lease								
Options:	None								
Weaponary Arcs:	None								

Kingdom Of Denmark		Jäger				Points	25		
Strike Airship					Crew Type: Defensive				
					Small Aerial Model Minimum Move: 2" Turning Template: 45-Degrees Turn Limit: 0" Squadron Size: 2-5				
RB	1	2	3	4	DR	GR	MV	HP	
Tesla Coil (S)	4	3	-	-	3	4	12"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	2	1	1	
-	-	-	-	-					
MAR:	Elusive Target, Hunter (Aerial, Tesla Coil, +1), Small Target, Lend Lease								
Options:	None								
Weaponary Arcs:	ONE Tesla Coil (S) has a 360-degree Fire Arc								

SUPPORT AIRCRAFT SQUADRON RULES

AIRCRAFT	MOVE	AD	AA	MARS	DR	HP
FIGHTER PLANE	16"	0	3	Hunter (Aerial, +1)	2	1
TORPEDO BOMBER	14"	3	1	Hunter (Diving, +2)	2	1
DIVE BOMBER	12"	3	1	Hunter (Surface, +1), Vertical Dive	2	1

Danish Aces: The following Support Aircraft Squadrons in the Danish Force may upgrade ONE of their Wings to be an Ace for +10 points: Fighter Plane, Dive Bomber.

Kingdom Of Denmark		Forward Landing Field				Points	115		
Universal Fortification					Crew Type: Non-Combatant				
					Massive Universal Fortification				
					Minimum Move: 0"				
					Turning Template: 0				
					Turn Limit: 0"				
					Squadron Size: 1				
RB	1	2	3	4	DR	GR	MV	HP	
Quad Turret (S)	8	6	4	2	5	8	0"	6	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	7	5	2	8	
-	-	-	-	-					
MAR:	Carrier (9, 2X4 Wings), Fuel Reserves, High Angle (Quad Turrets), Strategic Value (75), Vulnerable								
Options:	None								
Weaponary Arcs:	ONE Quad Turret (S) has a 270 degree Fore Fire Arc ONE Quad Turret (S) has a 270 degree Aft Fire Arc								