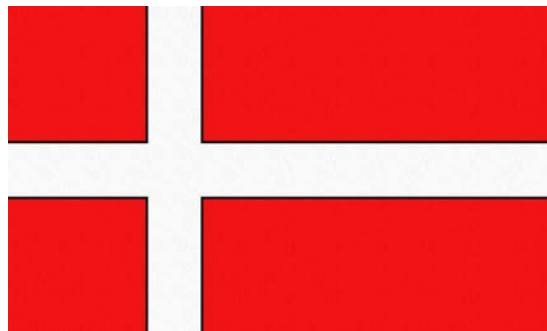


This document contains Model statistics for the Kingdom of Denmark Faction. The statistics are compatible with the Dystopian Wars 2.0 Game Engine.

These statistics have been made available as a free download to support the Commodore and Admiral Edition Rulebooks. 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 for the latest version of this document.



Last Updated 03.03.2016

THE KINGDOM OF DENMARK

UNIVERSAL RULES FOR THE KINGDOM OF DENMARK

- All Surface Mines deployed by the Kingdom of Denmark are considered to have the High Payload (Surface Mines) Munitions Type.
- All Models in the Kingdom of Denmark fleet with Primary Gunnery are considered to have the Close Quarters Gunnery **Model Assigned Rule**.
- All Capital Class Models marked as Prussian Empire – Lend Lease have the Rugged Construction (1) **Model Assigned Rule** unless otherwise specified.
- In some places, the Kingdom of Denmark is abbreviated as **KoD** in the Force Guide.

KINGDOM OF DENMARK COMMODORE RULES

Command Abilities

- Safe Passage (Within 8" of the Commodore's Model) - Re-roll one Treacherous Terrain Test for a Model in their fleet.
- Fix it Lads (Within 8" of the Commodore's Model) - Re-roll one Damage Repair Test for a Model in their fleet.
- Stand Up and Be Counted (Within 8" of the Commodore's Model) – Re-roll one die after a failed Disorder Test.

Commodore Doctrines

- Magnetic Pulse: This Ability is activated during the Command Segment of the Danish Force Commodore's Activation. The vessel is retro-fitted with a powerful magnetic pulse device that is especially attuned to the Mines deployed by the fleet. Any Danish Mines deployed by the Commodore's Force (including Linked Mines) may be moved 2" in any direction provided the movement of the Mine does NOT bring it closer to the Commodore's Model. Should the Mine or Linked Mine's detonation protocol be met, the Mine will explode immediately.
- Combat turn: This ability is activated during the command segment of any Non- disordered squadron within 16" of the Commodore's model. For this activation, any model that normally uses the large turn template instead uses the medium one, and any model that normally uses the medium turn template instead uses the small one.

KINGDOM OF DENMARK BATTLE GROUPS

The Kingdom of Denmark makes use of the following Battle Groups:

- The inclusion of any of these Battle Groups allows the Force access to the Tally Ho! (TAC) into the Tactical Action Card Deck.
- Models that form part of a specific Battle Group must be clearly identifiable

NAVAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Ragnarok Pocket Battleship	3x Skagerrak Gunships	5x Korsor Corvettes	None	
	1x Ragnarok Pocket Battleship	3x Sigurd Cruisers	5x Korsor Corvettes		

Free Tactical Action Card – Tally-Ho!

[Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]

SURFACE ASSAULT BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Asgard Heavy Battle Carrier	2x Fafnir Light Sky Fortresses	4x Magni Assault Airships	6x Tyr Assault Craft (deployed by the Asgard)	

Free Tactical Action Card – Radio Intercept

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.

The Danish Force may contain the following Models as part of their Non-Core Force without the requirement for Allied Battle Groups to be formed:

- Emperor Class Battleship
- Königsberg Battle Cruiser
- Stolz Destroyer
- Wächter Escort
- Havel Light Carrier
- Gewitterwolke Airship
- Adler Heavy Bomber
- Geier Bomber
- Jäger Strike Airship
- Speerwurf Strike Airship

All lend lease units are subject to the KoD Universal Rules unless noted otherwise

KINGDOM OF DENMARK SPECIALIST GROUP SQUADRONS

The following models may be combined to create Specialist Group Squadrons using the rules found on page 18 of the Admiral Version Rulebook and page 69 of the Commodore 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 NAVAL FORCES

Prussian Empire-Lend lease		Emperor				Points	190	
Battleship					Crew Type - Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	11	9	6	3	6	11	7"	8
P/S Broadships (S)	6	5	4	-	AP	AA	CC	IR
P/S Tesla Broadships (S)	7	6	-	-	10	6	6	6
Aft Tesla Coils (S)	6	5	-	-				

LARGE NAVAL CAPITAL MODEL

Minimum Move: 2"

Turning Template: Large

Turn Limit: 0"

Squadron Size: 1

Model Assigned Rules: 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:

- Calcification (16") Generator
- Shield (3) Generator

The Model may upgrade its Crew Type from Aggressive to Elite for +10 points

Weaponry 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 Broadships (S) have a Broadside Fire Arc

The P/S Tesla Broadships (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			
RB	1	2	3	4	DR	CR	MV	HP
Turret (P)	11	9	6	3	6	9	7"	7
P/S Broadships (S)	8	7	5	-	AP	AA	CC	IR
Surface Mines x2	4	-	-	-	7	4	5	6

LARGE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Advanced Engines (+2"), Sharp Turn
Options: The Model may replace one of its Turrets for an External Calcification (12") Generator for no additional cost.
 The Model may upgrade its Crew Type from Regular to Aggressive for an additional +10 points
 The Model is fitted with an Internal Nullification Generator.
 The Model may replace its Internal Nullification Generator for ONE of the following:

- An Internal Tesla (8") Generator for +5 points
- Internal Shield (2) Generator for +10 points

Weaponry Arcs: TWO Turrets (P) have a 270 degree Fore Fire Arc
 ONE Turret (P) has a 270 degree Aft Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

Kingdom of Denmark					Asgard		Points	195
Heavy Battle Carrier					Crew Type: Aggressive			
RB	1	2	3	4	DR	CR	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 Broadships (S)	10	9	7	-	7	5	7	6
Surface Mines x3	4	-	-	-				

MASSIVE NAVAL CAPITAL MODEL

Minimum Move: 2"

Turning Template: Large

Turn Limit: 0"

Squadron Size: 1

Model Assigned Rules: Advanced Engines (+1"), Carrier (6), 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 Calcification (12") 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

Weaponry 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 Broadships (S) have a Broadside Fire Arc

Kingdom of Denmark					Tyr		Points	10
Assault Craft					Crew Type - Reckless			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	-	12"	1
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	0	1	0

TINY NAVAL MODEL

Minimum Move: 0"

Turning Template: 360-degree

Turn Limit: 0"

Squadron Size: Squadron Support Only

Model Assigned Rules: Difficult Target, Directed Fire (Concussion Charges), Elusive Target, Terror Tactics (1)

Options: None

Weaponry Arcs: None

Prussian Empire-Lend Lease				Königsberg				Points	110
Battle Cruiser					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	11	9	6	3	5	7	8"	6	
P/S Broadships (S)	6	4	3	-	AP	AA	CC	IR	
Heavy Speerschleuder (S)	9	8	7	-	6	5	4	5	
Aft Tesla Coils (S)	6	5	-	-					

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Combat Patrol, Specialised Defences (2), Strategic Value (25)
 Options: The Model is fitted with an Internal Tesla (8") Generator
 The Model may upgrade its Crew Type from Regular to Aggressive for +5 points
 Weaponry Arcs: TWO Main Turrets (P) have a 270-degree Fore Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc
 ONE Heavy Speerschleuder (S) has a 360-degree Fire Arc
 The Aft Tesla Coils (S) have a 90-degree Aft Fire Arc

Prussian Empire – Lend Lease				Havel				Points	80
Light Carrier					Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
P/S Tesla Broadships (S)	9	8	-	-	5	6	9"	5	
Surface Mines x2	(5)	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	4	4	4	3	

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 1-2

Model Assigned Rules: Advanced Engines (+1"), Attachment (PE: Naval, 1), Carrier (4), Fuel Reserves, Specialised Defences (2), Strategic Value (25)
 Options: The Model has the Lethal Strike (Surface Mines) Munitions Type
 Weaponry Arcs: The P/S Tesla Broadships (S) have a Broadside Fire Arc

Kingdom of Denmark					Skagerrak		Points	80
Gunship					Crew Type: Regular			
RB	1	2	3	4	DR	CR	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	-	-	-				

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"

Turning Template: Medium

Turn Limit: 0"

Squadron Size: 1-3

Model Assigned Rules: Advanced Engines (+2"), Sharp Turn

Options: The Model must be chosen as one of the following Marks:

MkI The Model is fitted with an External Calcification (12") Generator

MkII The Model replaces its External Calcification (12") Generator for a Raised Turret (P) for an additional +15 points

Weaponry 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		Pts	65
Cruiser					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Turret (P)	11	8	5	3	4	6	10"	5
Surface Mines x1	4	-	-	-	AP	AA	CC	IR
-	-	-	-	-	5	3	3	3

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"

Turning Template: Medium

Turn Limit: 0"

Squadron Size: 2-3

Model Assigned Rules: Advanced Engines (+2"), Sharp Turn, Terror Tactics (I)

Options: None

Weaponry Arcs: ONE Turret (P) has a 270 degree Fore Fire Arc

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Kingdom of Denmark

The Aft Tesla Coils (S) have a 90-degree Aft Fire Arc

Prussian Empire- Lend Lease					Stolz			Points	40
Destroyer					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Cannon (P)	6	4	-	-	3	5	10"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	2	1	2	

SMALL NAVAL MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Close Quarters Gunnery, Pack Tactics (Fore Cannon, +2), Rugged Construction (1), Small Target

Options: This Model has the Piercing (Fore Cannon) Munitions Type

Weaponry Arcs: ONE Fore Cannon (P) has a Fixed Channel Fore Fire Arc

Kingdom Of Denmark					Korsor			Pts	25
Mine Layer Corvette					Crew Type: Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Turret (S)	4	3	1	-	3	4	15"	2	
Surface Mines x1	4	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	1	2	-	

SMALL NAVAL MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Directed Fire (Concussion Charges), Elusive Target, Sharp Turn, Small Target

Options: The Model has the Limited Munitions (Surface Mines, 1) Munitions Type

Weaponry Arcs: ONE Turret (S) has a 270 degree Fore Fire Arc

Prussian Empire – Lend Lease				Wächter				Points	20
Escort					Crew Type - Reckless				
RB	1	2	3	4	DR	CR	MV	HP	
Turret (S)	5	3	2	-	3	5	12"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	1	1	1	

SMALL NAVAL ESCORT MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: Attachment Only

Model Assigned Rules: Attachment (KoD, Large & Massive Naval, 3), Elusive Target, Small Target

Options: None

Weaponry Arcs: ONE Turret (S) has a 270 degree Fore Fire Arc.

KINGDOM OF DENMARK AERIAL FORCES

Prussian Empire- Lend Lease		Gewitterwolke				Points	125	
Airship					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Fore Tesla Coil (S)	10	8	6	4	6	10	7"	8
P/S Tesla Broadships (S)	8	7	-	-	AP	AA	CC	IR
P/S Broadships (S)	7	5	4	-	9	6	3	6
Tesla Bomb Bays (T)	6	-	-	-				

LARGE AERIAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Tesla Bombs), Hunter (Aerial, Tesla, +1),
 Specialised Defences (2), Spotter (Regular)
 Options: The Model is fitted with an Internal Tesla (8") Generator
 Weaponry Arcs: ONE Fore Tesla Coil (S) has a 90-degree Fore Fire Arc
 The P/S Tesla Broadships (S) have a Broadside Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc
 FOUR Tesla Bomb Bays (T) have a 2" Range and a 360-degree Fire Arc

Important Note: Tesla Bomb Bays may only perform Firing Actions with other Tesla Bomb Bays, and may NOT perform Firing Actions with the Fore Tesla or Tesla Broadships.

Prussian Empire- Lend Lease					Adler			Pts	110
Heavy Bomber					Crew Type - Defensive				
RB	1	2	3	4	DR	CR	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	

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 4"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Speerschleuder Bombs), Combat Patrol, Hunter (Surface, Speerschleuder Bombs, +1), Momentum, Rugged Construction (2) Specialised Defences (2)
 Options: This Model is fitted with an Internal Tesla (8") Generator for no additional points cost
 Weaponry 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

Important Note: Speerschleuder Bomb Bays may only perform Firing Actions with other Speerschleuder Bomb Bays, and may NOT perform Firing Actions with the Fore Tesla or Heavy Speerschleuder.

Kingdom of Denmark					Fafnir			Points	95
Light Sky Fortress					Crew Type: Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Turret (P)	11	8	5	3	4	6	8"	5	
Bomb Bay (T)	6	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	4	4	4	3	

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 1-2

Model Assigned Rules: Carrier (4), 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 (Regular) for +5 points a model.
 Weaponry 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

Prussian Empire -Lend Lease				Geier			Points	60
Bomber				Crew Type - Defensive				
RB	1	2	3	4	DR	CR	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

MEDIUM AERIAL MODEL

Minimum Move: 4"
 Turning Template: 45-degree
 Turn Limit: 1"
 Squadron Size: 2-3

Model Assigned Rules: Momentum
 Options: None
 Weaponry 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

Important Note: Tesla Bomb Bays may only perform Firing Actions with other Tesla Bomb Bays, and may NOT perform Firing Actions with the Tesla Coils on this model.

Prussian Empire -Lend Lease				Speerwurf			Points	30
Strike Airship				Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP
Speerschleuder (S)	5	4	3	-	3	4	12"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	2	1

SMALL AERIAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Elusive Target, Hunter (Diving, Speerschleuder, +1), Small Target
 Options: None

Prussian Empire- Lend Lease				Jäger				Points	25
Strike Airship					Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Tesla Coil (S)	4	3	-	-	3	4	12"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	2	1	1	

SMALL AERIAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Elusive Target, Hunter (Aerial, Tesla Coil, +1), Small Target
 Options: None
 Weaponry Arcs: ONE Tesla Coil (S) has a 360-degree Fire Arc

Kingdom of Denmark				Magni				Pts	30
Assault Airship					Crew Type - Aggressive				
RB	1	2	3	4	DR	CR	MV	HP	
Surface Mines x1	4	-	-	-	3	4	12"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	2	1	1	

SMALL AERIAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 3-4

Model Assigned Rules: Elusive Target, Small Target, Sharp Turn, Terror Tactics (1)
 Options: The Model has the Limited Munitions (Surface Mines, 1) Munitions Type
 Weaponry Arcs: None

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
Reconnaissance Plane	16"	0	3	Spotter (Expert)	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 **FORTIFICATIONS**

UNIVERSAL FORTIFICATIONS

These Fortifications may be deployed on either the Land or Water Major Surface as desired.

Kingdom of Denmark				Forward Landing Field				Pts	115
Universal Fortification					Crew Type: Non-Combatant				
RB	1	2	3	4	DR	CR	MV	HP	
Quad Turret (S)	8	6	4	2	5	8	0"	6	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	7	5	2	8	

MASSIVE UNIVERSAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Altered Silhouette (Large), Carrier (9), Fuel Reserves, High Angle (Quad Turrets), Strategic Value (75), Vulnerable.

Options: None

Weaponry Arcs: ONE Quad Turret (S) has a 270 degree Fore Fire Arc
ONE Quad Turret (S) has a 270 degree Aft Fire Arc