

This document contains Model statistics for the **Operational Asset** elements that may be used by all Factions in the game. **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.

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## OPERATIONAL ASSETS

**Important Note:**

**Operational Assets always come from the 40% Non-Core part of a Force List and do NOT require the creation of a legal Battle Group to field in a Force.**

Operational Assets					Titan		Pts	100
Troop Transport					Crew Type - Non Combatant			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	6	9	6"	7
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	12	4	4	6

**LARGE NAVAL CAPITAL MODEL**

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

**Model Assigned Rules:** Advanced Engines (2"), Long Range Assault, Troop Reinforcement

**Options:** None

**Weaponry Arcs:** None

Operation Assets					Apollo		Pts	60
Support Carrier					Crew Type - Non Combatant			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	4	6	8"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	2	2	3

**MEDIUM NAVAL CAPITAL MODEL**

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

**Model Assigned Rules:** Attachment (Any\*, Medium, Naval, 1), Carrier (4), Fuel Reserves, Strategic Value (25), Vulnerable

**Options:** None

**Weaponry Arcs:** None

**\*Important Note:** The Support Carrier may be taken by Forces that have access to Support Aircraft Squadrons provided the Force does not make use of Drones. Any SAW launched by a Support Carrier use the same SAW rules as their Core Force.

Operation Assets		Hermes				Pts	45	
Light Merchantman				Crew Type - See Mark				
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (S)	6	5	4	-	4	6	8"	4
Torpedo Turret (T)	5	4	-	-	AP	AA	CC	IR
P/S Torpedo Broadside (T)	5	4	-	-	4	2	2	3

**MEDIUM NAVAL CAPITAL MODEL**

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

**Model Assigned Rules:** Attachment (Any, Naval Medium, I), Combustible Cargo

**Options:** Must be taken as one of the following **Marks:**  
**Mk1 Merchantman** The Model has the **Non Combatant Crew Type** and the **Strategic Value (25) MAR**

**Mk2 Q-Ship** The Model has the **Regular Crew Type**, and must purchase at least one of the **Optional** weapons listed below. A Model can purchase a maximum of One Fore, One Aft and One Broadside weapon.  
 Any Model may purchase a **Fore Main Turret (S)/Torpedo Turret (T)** for **+10pts**  
 Any Model may purchase an **Aft Main Turret (S)/Torpedo Turret (T)** for **+ 5pts**  
 Any Model may purchase a **P/S Torpedo Broadside (T)** for **+ 5pts**

**Weaponry Arcs:** **ONE** Optional Fore Turret has a Fore 270 Degree Fire Arc  
**ONE** Optional Aft Turret has an Aft 270 Degree Fire Arc  
**ONE** Optional P/S Torpedo Broadside(T) have a Broadside Fire Arc

*Designer's Note:*  
 The Merchant Ships are not intended for competitive play, but rather to be used in campaigns and scenario games, where their capture, safe arrival, etc., is likely to be part of the victory conditions.

Operation Assets		Vulkan				Pts	40	
Repair Cruiser					Crew Type - Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	4	6	8"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	5	2	2	4

**MEDIUM NAVAL REPAIR MODEL**

Minimum Move: 2"  
 Turning Template: Medium  
 Turn Limit: 0"  
 Squadron Size: 1-3

**Model Assigned Rules:** Engineers (*Experienced*), Strategic Value (25)

**Options:** None

**Weaponry Arcs:** None

Operational Assets		Aergia				Pts	**	
Oil Rig					Crew Type - See Mark			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (S)	9	7	5	3	5	7	0"	6
Torpedo Turret (T)	9	8	7	6	AP	AA	CC	IR
-	-	-	-	-	4	2	2	-

**MEDIUM NAVAL CAPITAL MODEL**

Squadron Size: 1-3

**Model Assigned Rules:** Altered Silhouette (*Massive*), Combustible Cargo, Fuel Reserves,

**Options:** Must be taken as one of the following **Marks:**  
**Mk1 40 points** The Model has the **Non Combatant Crew Type**, and gains the **Strategic Value (50) MAR**

**Mk2 55 points** The Model has the **Defensive Crew Type**, and the following weapons:  
**ONE Upper Torpedo Turret (T) OR Upper Main Turret (S)**  
**ONE Lower Torpedo Turret (T) OR Lower Main Turret (S)**

**Weaponry Arcs:** **ONE Upper Turret (S)** has a 360 degree Fire Arc  
**ONE Lower Turret (S)** has a 180 degree Fore Fire Arc  
**ONE Upper Torpedo Turret (T)** has a 360 degree Fire Arc  
**ONE Lower Torpedo Turret (T)** has a 180 degree Fore Fire Arc

*Designer's Note:*  
 The Oil Rigs are not intended to be front line combat vessels, but rather to be used in campaigns and scenario games, where their capture or survival is likely to be part of the victory conditions.

Operation Assets					Hercules		Pts	20
Armed Trawler					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	10"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	1	2	0

**SMALL NAVAL ESCORT MODEL**

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

**Model Assigned Rules:** Attachment (Any, Large & Massive Naval, 1-4),  
 Directed Fire (Concussion Charges), Elusive Target, Small Target

**Options:** None

**Weaponry Arcs:** None

*Designer's Note:*  
 This Model was formerly used as a Tug boat, but we have not included Towing in the 2.0 edition of Dystopian Wars; however, no model gets left behind, so they are available to players as an Escort instead!

**LAND FORTIFICATIONS**

These Fortifications MUST be deployed on the Land Major Surface.

Operation Assets					Radar Station		Pts	20
Land Fortification					Crew Type - Non Combatant			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	0"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	0	4

**SMALL LAND FORTIFICATION**

Squadron Size: 1

**Model Assigned Rules:** Security Posts (2), Small Target, Spotter (Expert)

**Options:** None

**Weaponry Arcs:** None

Operation Assets		Large Landing Barge				Pts	30		
Landing Barge					Crew Type - Non Combatant				
RB	1	2	3	4	DR	CR	MV	HP	
-	-	-	-	-	6	9	6"	7	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	0+*	3+*	3+*	5	

**LARGE NAVAL CAPITAL LANDING CRAFT MODEL**

Minimum Move: 0"  
 Turning Template: 45 Degree  
 Turn Limit: 0"  
 Squadron Size: Special

**Model Assigned Rules: Controlled Contact, Rugged Construction (2)**

Options: None

Weaponry Arcs: None

**Important Note:** A Large Landing Craft can hold **ONE** Large Model or up to **FOUR** Medium Models

Operation Assets		Medium Landing Barge				Pts	20		
Landing Barge					Crew Type - Non Combatant				
RB	1	2	3	4	DR	CR	MV	HP	
-	-	-	-	-	4	6	8"	5	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	0+*	2+*	2+*	3	

**MEDIUM NAVAL LANDING CRAFT MODEL**

Minimum Move: 0"  
 Turning Template: 45 Degree  
 Turn Limit: 0"  
 Squadron Size: Special

**Model Assigned Rules: Controlled Contact, Rugged Construction (2)**

Options: None

Weaponry Arcs: None

**Important Note:** A Medium Landing Craft can hold up to **THREE** Medium Models or up to **SIX** Small Models.

Operation Assets		Small Landing Barge				Pts	10	
Landing Barge					Crew Type - Non Combatant			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	12"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	0+*	1+*	1+*	1

**SMALL NAVAL LANDING CRAFT MODEL**

Minimum Move: 0"  
 Turning Template: 45 Degree  
 Turn Limit: 0"  
 Squadron Size: Special

**Model Assigned Rules:** Controlled Contact, Rugged Construction (1), Small Target

**Options:** None

**Weaponry Arcs:** None

**Important Note:** A Small Landing Craft can hold up to **FOUR** Small or Tiny Models, or **ONE** Infantry Formation (of any permitted size)