

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.

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Revisions to these document to will occur prior to the final print publishing of the contents of these documents. Please check our online downloads at www.spartangames.co.uk for the latest version of this document.

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OPERATIONAL ASSETS

Important Notes: 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.

Due to their nature, these models will not be part of Specialist Group Squadrons, nor do they have set Battle Groups to be fielded in.

Operational Assets		Titan				Points	75	
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: This Model may upgrade its Crew Type from Non Combatant to Conscripted for +10 points or Defensive for +15 points
 Weaponry Arcs: None

Operation Assets		Apollo				Points	40	
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 (Medium, Naval,1), Carrier (4), Fuel Reserves, Strategic Value (25), Vulnerable
 Options: This Model may upgrade its Crew Type from Non Combatant to Conscripted for +5 points or Defensive for +10 points
 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		Vulkan				Points	30	
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: Attachment (Naval, 1), Engineers (Experienced), Strategic Value (25)
 Options: None
 Weaponry Arcs: None

Operation Assets		Hercules				Points	15	
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 (*All Nations, Naval Large & Massive, 1-4*), Directed Fire (*Concussion Charges*), Elusive Target, Small Target
 Options: None
 Weaponry Arcs: None

Design 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 to now use as an Escort instead.

Operation Assets		Large Landing Barge				Points	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 Models or up to FOUR Medium Models.

Operation Assets		Medium Landing Barge				Points	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				Points	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 size].

Operation Assets				Hermes				Points	35
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 (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: The Optional Fore Turret has a Fore 270 Degree Fire Arc
 The Optional Aft Turret has an Aft 270 Degree Fire Arc
 The Optional P/S Torpedo Broadside (T) have a Broadside Fire Arc

Design Note: The Merchant Ships are not intended to be front line combat vessels, 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.

Operational Assets					Aergia		Points	**
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	6

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 has a 360 degree Fire Arc
 ONE Lower Turret has a 180 degree Fore Fire Arc

Designers 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.

LAND FORTIFICATION

Operation Assets					Radar Station		Points	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 (3), Small Target, Spotter (Expert)

Options: None

Weaponry Arcs: None