

This document contains model statistics for the Royal Australian and Free Australian Factions. 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



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THE ROYAL AUSTRALIANS & THE FREE AUSTRALIANS

ROYAL / FREE AUSTRALIAN UNIVERSAL RULES

- The Royal Australians are commonly referred to as RA in this Force Guide.
- The Free Australians are commonly referred to as FA in this Force Guide.
- All Royal Australian and Free Australian Models have the Diehard Attitude Model Assigned Rule.
- All Royal Australian Capital Models have the Engineers (Experienced) Model Assigned Rule.
- All Free Australian Capital Models have the Inventive Scientists Model Assigned Rule.

ROYAL / FREE AUSTRALIAN FLEET COMMODORES

Command Abilities

Each Game Turn an Australian player (RA or FA) can have their Commodore perform ONE of the following Command Abilities:

- Safe Passage - One Model within 8" of the Commodore's Model may re-roll a failed Treacherous Terrain Test.
- Pass the Tools - One Model within 8" of the Commodore's Model may re-roll a single failed Repair attempt.
- Stand up and be Counted! - A Squadron within 8" of the Commodore's Model may re-roll a single failed Disorder Test.

Commodore Doctrines

In addition to their Command Abilities, all Australian Commodores (RA or FA) can perform ONE of the following Doctrine Abilities ONCE per Game Turn. These Abilities are designed to reflect the various combat doctrines prevalent in the Australians.

- Perfect Aim - Re-roll one Critical Effect Result against an enemy Model, within 8" of the Commodore's Model, as a result of a Targeted Attack.
- Forced Compliance - ONCE per game, if a single Capital enemy Model is Prized as a result of a Boarding Assault by Australian troops, then the Australian player may elect to Assume Command of the enemy Model instead of Prizing it. If he does so, then the Model targeted by this special ability IMMEDIATELY gains an Activation Marker if it does not already have one.

In addition, the Australian player does not gain the VPs for Prizing, and instead the Model is considered to be Lost as a Derelict, suffering HP loss in the End Phase as normal!

The Model becomes part of the Australian Force for all intents and purposes. However, a Model with Drones or Support Aircraft may NOT use Carrier Points.

ROYAL AND FREE AUSTRALIAN BATTLE GROUPS

- By choosing the models from Battle Groups listed below a Force may play the stated Tactical Action Card for FREE during the battle.
- This card can still be cancelled, but if it is permitted to resolve, the acting player does not give the enemy any Victory Points.
- The Card stated must still be included in the player's Tactical Action Card Deck as normal.
- If the Card is itself used to cancel an enemy Tactical Action Card, it still gives up its Victory Points as normal.
- No model may be chosen as part of more than ONE Battle Group.
- In certain cases a Battle Group will contain elements that may attach to other models in the Force (such as Escort Models for example), this is still permitted.

ROYAL AUSTRALIAN NAVAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Cerberus Battleship	2x Tasmania Tender-Cruisers	4x Protector Frigates	8x Crocodile Assault Craft*	None
	1x Cerberus Battleship	2x Victoria Monitors	4x Protector Frigates		
		2x Victoria Monitors			
Deployed via Squadron Support from the Tender Cruisers					
Free Tactical Action Card – Tally-Ho! [Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]					

FREE AUSTRALIAN NAVAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Bounty Battleship	2x Sirius Tender-Cruisers	4x Protector Frigates	8x Crocodile Assault Craft*	None
	1x Bounty Battleship	2x Victoria Monitors	4x Protector Frigates		
		2x Victoria Monitors			
Deployed via Squadron Support from the Tender Cruisers					
Free Tactical Action Card – Tally-Ho! [Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]					

ROYAL/FREE AUSTRALIAN AERIAL BATTLE GROUP					
Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Harrier Sky Fortress*	1x Osprey War Rotor*	3x Kestrel Scout Rotors*	5x Goshawk Light Interceptors*	None	None
<p><i>*Players should use the Kingdom of Britannia Aerial Battle Group to represent these models, perhaps with a turret swap to help differentiate them from the norm. The vast majority of Royal and Free Australian Aerial assets are reconditioned Britannian vessels gifted by (...or appropriated from...) Kingdom of Britannian Aerial Command, so it is reasonable to assume they would be very similar.</i></p>					
<p align="center">Free Tactical Action Card – Tally-Ho! [Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]</p>					

**ROYAL/FREE AUSTRALIAN
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:

Shrike Patrol Squadron
 The Squadron MUST contain:
 1 x Victoria Monitor (Parent Model)
 +2 Protector Frigates (Attached Models)

Raptor Squadron
 The Squadron MUST contain:
 1 x Osprey War Rotor (Parent Model)
 1 X Kestrel Scout Rotor (Attached Models)

ROYAL AND FREE AUSTRALIAN NAVAL FORCES

Royal Australians					Cerberus		Points	155
Battleship					Crew Type - Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
Heavy Turrets (P)	11	9	7	5	6	10	8"	7
P/S Broadships (S)	8	8	-	-	AP	AA	CC	IR
-	-	-	-	-	8	5	5	5

LARGE NAVAL CAPITAL MODEL

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

Model Assigned Rules: Advanced Engines (+1"), Combat Coordinator (RA: Naval, 8", Terror Tactics (1))
 Options: The Model has the Devastating (Heavy Turrets) Munitions Type
 The Model is fitted with a Convertible Generator** for no additional points

****Important Note: The Battleship's Convertible Generator when set Internally it operates as a Shield (2) Generator and when set Externally it operates as a Guardian (2, 8", Protective=1) Generator and the Model gains the Vulnerable MAR.****

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

Free Australians					Bounty		Points	150
Battleship					Crew Type - Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
Energy Turrets (S)	8	8	8	8	6	10	8"	7
P/S Broadships (S)	8	8	-	-	AP	AA	CC	IR
-	-	-	-	-	8	5	5	5

LARGE NAVAL CAPITAL MODEL

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

Model Assigned Rules: Advanced Engines (+1"), Combat Coordinator (FA: Naval, 8", Terror Tactics (1))
 Options: The Model is fitted with a Convertible Generator for no additional points

****Important Note: The Battleship's Convertible Generator when set Internally it operates as a Shield (2) Generator and when set Externally it operates as a Guardian (2, 8", Protective=1) Generator and the Model gains the Vulnerable MAR.****

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

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Royal and Free Australians Stats

Royal Australians & Free Australians					Victoria			Points	100
Monitor					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Battle Cannon (P)	8	13	8	4	5	7	5"	6	
P/S Broadships (S)	5	5	-	-	AP	AA	CC	IR	
-	-	-	-	-	6	4	4	4	

MEDIUM NAVAL CAPITAL MODEL

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

Model Assigned Rules: Rugged Construction (1).
 Options: The Model is fitted with an Internal Tesla (8") Generator for no additional cost.
 This Model has the Devastating (Battle Cannon) Munitions Type
 Weaponry Arcs: ONE Battle Cannon (P) has a Fixed Channel Fore Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

Royal Australians					Tasmania			Points	95
Tender-Cruiser					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Heavy Turret (P)	11	9	7	5	5	6	6"	5	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	4	3	3	3	

MEDIUM NAVAL CAPITAL MODEL

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

Model Assigned Rules: Squadron Support (RA: Crocodile, 4)
 Options: The Model is fitted with an Internal Nullification Generator for no additional cost.
 The Model has the Devastating (Heavy Turrets) Munitions Type
 Weaponry Arcs: ONE Heavy Turret (P) has a 270-degree Fore Fire Arc

Dystopian Wars 2.0

Royal and Free Australians Stats

Free Australians					Sirius		Points	90
Tender-Cruiser					Crew Type- Regular			
RB	1	2	3	4	DR	CR	MV	HP
Energy Turret (S)	8	8	8	8	5	6	6"	5
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	3	3	3

MEDIUM NAVAL CAPITAL MODEL

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

Model Assigned Rules: Squadron Support (FA: Crocodile, 4)
 Options: The Model is fitted with an Internal Nullification Generator for no additional cost.
 Weaponry Arcs: ONE Energy Turret (S) has a 270-degree Fore Fire Arc

Royal Australians & Free Australians					Protector		Points	25
Frigate					Crew Type - Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Turret (P)	6	4	2	-	3	5	12"	2
P/S Broadside (S)	4	4	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	1

SMALL NAVAL MODEL

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

Model Assigned Rules: Advanced Engines (+2"), Attachment (RA+FA, Large and Massive Naval, 3), Small Target.
 Options: The Squadron may upgrade to take Sharpshooters MAR for +5 points per Model.
 Weaponry Arcs: ONE Fore Turret (P) has a 270-degree Fore Fire Arc
 The P/S Broadside (S) have a Broadside Fire Arc

Royal Australians & Free Australians					Crocodile		Points	10
Assault Submarine					Crew Type - Reckless			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	-	10"	1
					AP	AA	CC	IR
					1	0	2	-

TINY DIVING MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: Squadron Support Only

Model Assigned Rules: Aquatic Assault, Difficult Target, Elusive Target, Specialised Defences (1)
 Weaponry Arcs: None
 Options: None

ROYAL AND FREE AUSTRALIAN AERIAL FORCES

Royal Australians & Free Australians					Harrier		Points	150
Sky Fortress					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	9	7	5	3	6	10	6"	9
Bomb Bay (T)	6	-	-	-	AP	AA	CC	IR
Surface Mines x3	(5)	-	-		7	6	8	5

MASSIVE AERIAL CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bombs), Carrier (6), Fuel Reserves, Redoubtable, Strategic Value (50)
 Options: This Model is fitted with an Internal Pulse (16") Generator for no additional cost

This Model may replace the Internal Pulse (16") Generator for an Internal Shield (2) Generator for +15 points

This Model deploys Surface Mines with the Magnetic Munitions Type

The Model has the Piercing (Main Turrets) Munitions Type

Weaponry Arcs:

ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Main Turret (P) has a 270-degree Aft Fire Arc
 THREE Bomb Bays (T) have a 2" Range and 360-degree Fire Arc

Royal Australians & Free Australians					Osprey		Points	145
War Rotor					Crew Type - Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	9	7	5	3	6	9	7"	8
Bomb Bay (T)	7	-	-	-	AP	AA	CC	IR
-	-	-	-	-	8	6	4	5

LARGE AERIAL CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bombs), Redoubtable, Rugged Construction (1)
 Options: The Model has the Piercing (Main Turrets) Munitions Type
 This Model is fitted with an Internal Guardian (2, 12", Protective=1) Generator for no additional cost

Weaponry Arcs:

ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Main Turret (P) has a 270-degree Aft Fire Arc
 THREE Bomb Bays (T) have a 2" Range and a 360-degree Fire Arc

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Royal and Free Australians Stats

Royal Australians & Free Australians					Kestrel		Points	75
Scout Rotor					Crew Type - Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
Turret (S)	6	8	4	-	4	6	9"	5
Bomb Bay (T)	6	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	4	3	2

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Redoubtable, Spotter (Regular)
 Options: This Model is fitted with an Internal Shield (2) Generator for no additional cost
 This Model has the Piercing (Turret) Munitions Type
 Weaponry Arcs: ONE Turret (S) as a 360-degree Fire Arc
 ONE Bomb Bay (T) has a 2" Range and a 360-degree Fire Arc

Royal Australians & Free Australians					Goshawk		Points	25
Light Interceptor					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	4	3	-	-	3	5	15"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	1

SMALL AERIAL MODEL

Minimum Move: 4"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Evasive Manoeuvre (+1), Hunter (Aerial, Fore Guns, +1), Momentum, Pack Tactics (Fore Guns, 1), Small Target
 Options: None
 Weaponry Arcs: The Fore Guns (S) have a Fixed Channel Fore Fire Arc

SUPPORT AIRCRAFT SQUADRON RULES

Aircraft	Move	AD	AA	MARs	DR	HP
Fighter Plane	16"	0	2	Big Fuel Tanks, Hunter (Aerial, +1)	2	1
Torpedo Bomber	14"	3	1	Big Fuel Tanks, Hunter (Diving, +2)	2	1
Dive Bomber	12"	3	1	Hunter (Surface, +1)	2	1
Reconnaissance Plane	16"	0	2	Big Fuel Tanks, Spotter (Expert)	2	1

Royal Australians & Free Australians use the same rules for their SAS.

Royal and Free Australian Aces: The following Support Aircraft Squadrons in the Royal or Free Australian Forces may upgrade ONE of their Wings to be an Ace for +10 Points: Fighter, Dive Bomber

ROYAL AND FREE AUSTRALIAN FORTIFICATIONS

Note: Most Australian fortifications have been 'acquired' from the Kingdom Of Britannia in the same way as their Aerial forces. Players should use the KoB Bunker complex and Tower models to represent bunkers and towers.

UNIVERSAL FORTIFICATIONS

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

Royal Australians & Free Australians					Bunker Complex			Points	165
Universal Fortification					Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	13	11	9	7	6	12	0"	12	
Bunker Guns (P)	9	7	6	4	AP	AA	CC	IR	
-	-	-	-	-	9	7	0	14	

MASSIVE CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Long Range Assault, Minefield (AD5, 5), Redoubtable, Rugged Construction (2), Security Posts (3). Strategic Value (50)

Options: None

Weaponry Arcs: ONE Main Turret (P) has a 180-degree Fore Fire Arc
TWO Bunker Guns (P) have 90-degree Fore Fire Arcs

Royal Australians & Free Australians					Forward Landing Field			Points	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 (6), 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

Royal Australians & Free Australians		Tower Defensive Line				Points	***	
Universal Fortification				Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	8	6	4	4	6	0"	5
Fore Torpedo Turret (T)	7	6	4	3	AP	AA	CC	IR
P/S Torpedoes (T)	6	5	3	2	4	2	0	7

MEDIUM CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 2-4

Model Assigned Rules: Altered Silhouette (Massive), Redoubtable, Rugged Construction (2), Security Posts (1)

Options: Squadron may contain multiple types of Tower if desired. Each Tower MUST purchase ONE of the following upgrades:

Tower Type	Points	Rules
Communications Tower	25pts	The Model gains the Spotter (FA* or RA*, Expert) MAR. <i>*This grants the MAR to the owning player only*</i>
Flak Tower	40pts	The Model increases its AA to AA 5 and gains the Heavy Ack Ack and Sustained Fire (Ack Ack, 2) MARs.
Generator Tower	35pts	The Model has ONE Main Turret (P) and MUST choose an Internal Generator from the following: Shield (2) Generator for +30 points OR Guardian (2, 12", Protective=1) Generator for an additional +40 points
Torpedo Tower	50pts	The Model has ONE Fore Torpedo Turret (S) and Port/Starboard Torpedoes (S) with an Internal Pulse (16") Generator.

Weaponry Arcs: The Main Turret (P) has a 360-degree Fire Arc
 The Fore Torpedo Turret (S) has a 90-degree Fore Fire Arc
 The P/S Torpedoes (S) have 90-degree P/S Fire Arcs