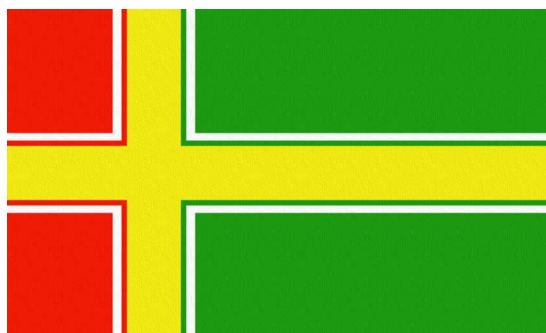


This document contains Model statistics for the **Scandinavian Teutonic Order** Faction. The statistics are compatible with the **Dystopian Wars 2.0 Game Engine**.

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.

Version 1.3
Last Updated June 20th 2014



SCANDINAVIAN TEUTONIC ORDER

UNIVERSAL RULES FOR THE SCANDINAVIAN TEUTONIC ORDER

- In some places, the **Scandinavian Teutonic Order** is abbreviated as **STO** in the **Force Guide**.

SCANDINAVIAN TEUTONIC ORDER COMMODORE RULES

COMMAND ABILITIES

Each **Game Turn**, the controlling player may have the **Force Commodore** perform **ONE** of the following **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

- **"Thor's Wrath"** - This **Ability** may be activated **ONCE per Game** during the **Consolidation Step** of the **Commodore Model's Command Segment**. Until the end of the **Game Turn**, all friendly **Capital Class Teutonic Robots** within **16"** of the **Commodore's Model** may add **+D3** to any additional Damage generated by the **Hull Breaker Model Assigned Rule** as a result of causing a **Critical Hit** on a target during a **Boarding Action**.
- **"The Charge of the Valkyrie"** - Any friendly Squadron of **Teutonic Robots**, within **16"** of the **Commodore's Model**, may increase their **Movement (Mv)** by **+D3"** during their **Movement Phase**. This increase is in addition to any additional **Movement** generated by **Tesla Generators** or **Tactical Action Cards**.

BATTLE GROUPS

The **Scandinavian Teutonic Order** makes use of the following **Battle Groups**:

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

SCANDINAVIAN TEUTONIC BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
<p>1x Aufseher* Airship</p>	<p>1x Saint Michael Pattern Metzger Command Robot</p>	<p>3x Recke AUSF-B* Assault Tanks</p> <p>3x Schildträger Medium Robots</p>	<p>4x Ritter Assault Tanks</p> <p>12x Faust* Small Robots</p> <p><i>*On-board the Recke+Aufseher*</i></p>	<p>None</p>	<p>None</p>

SCANDINAVIAN TEUTONIC ORDER ARMoured FORCES

Scandinavian Teutonic Order		Saint Michael Pattern Metzger				Pts	175	
Command Robot					Crew Type: Elite			
RB	1	2	3	4	DR	CR	MV	HP
H-Speerschleuder Arm (S)	10	9	8	-	6	10	6"	8
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	10	5	5	6

MASSIVE ARMoured CAPITAL ROBOT

Minimum Move: 0"
Turning Template: 45 Degree
Turn Limit: 0"
Squadron Size: 1

Model Assigned Rules: All-Terrain, Altered Silhouette (*Massive, Land only*), Crushing Impact (*Boarding Only*), Hull Breaker (*Boarding Only, +D3*), Rugged Construction (*1*), Strategic Objective (*50*), Terrifying (*Boarding Only*)

Options: The Model has an **Internal Tesla (8") Generator**.
 The Model has an **External Calcification (12") Generator**.
 The Model has an **External Guardian (2, 8", Protective=1) Generator**

Weaponry Arcs: **TWO Heavy Speerschleuder Arms (S)** have 270 degree Fore Fire Arcs

Scandinavian Teutonic Order		Metzger AUSF-B				Pts	150	
Robot					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
R-Arm Tesla Coil (S)	10	9	-	-	6	9	6"	7
L-Arm H-Speerschleuder (S)	9	8	7	-	AP	AA	CC	IR
					8	3	3	6

LARGE ARMoured CAPITAL MULTI-PURPOSE ROBOT

Minimum Move: 0"
Turning Template: 45 Degree
Turn Limit: 0"
Squadron Size: 1

Model Assigned Rules: All-Terrain, Altered Silhouette (*Massive, Land only*), Aquatic Assault, Crushing Impact (*Boarding Only*), Hull Breaker (*Boarding Only, +D3*), Terrifying (*Boarding Only*)

Options: The Model is fitted with an **Internal Tesla (8") Generator**

Weaponry Arcs: **ONE Right Tesla Coil (S)** has a 270 degree Fore Fire Arc
ONE Left Arm Heavy Speerschleuder (S) has a 270 degree Fore Fire Arc

Scandinavian Teutonic Order			Recke AUSF-B		Pts	90		
Assault Tank			Crew Type - Elite					
RB	1	2	3	4	DR	CR	MV	HP
P/S Speerschleuders (S)	7	6	5	-	4	7	9"	4
P/S Tesla Coils (S)	6	5	-	-	AP	AA	CC	IR
					4	4	2	3

MEDIUM ARMoured CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 45 Degree
 Turn Limit: 0"
 Squadron Size: 1-3

Model Assigned Rules: *Combat Deployment (Faust Robots, 2, Standard), Specialised Defences (1)*

Options: The Model is fitted with an **Internal Guardian Shield (2, 8", Protective=1) Generator**

Weaponry Arcs: The **P/S Speerschleuders (S)** have a P/S Broadside Fire Arc
 The **P/S Tesla Coils (S)** have a P/S Broadside Fire Arc

Scandinavian Teutonic Order			Schildträger		Pts	75		
Medium Robot			Crew Type: Elite					
RB	1	2	3	4	DR	CR	MV	HP
Tesla Cannon (S)	8	6	4	2	5	6	7"	4
					AP	AA	CC	IR
					5	2	2	3

MEDIUM ARMoured CAPITAL ROBOT

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

Model Assigned Rules: *All-Terrain, Crushing Impact (Boarding Only), Hull Breaker (Boarding Only, +1)*

Options: Model has an **External Guardian (2, 8", Protective=1) Generator**

Weaponry Arcs: **ONE Tesla Cannon (S)** has a 180 degree Fore Fire Arc

Scandinavian Teutonic Order					Ritter			Pts	25
Assault Tank					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
-	-	-	-	-	4	6	9"	2	
					AP	AA	CC	IR	
					3	1	1	1	

SMALL ARMoured MODEL

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

Model Assigned Rules: Attachment (*STO:Armoured, 2*), Small Target, Spotter (*Regular*), Troop Reinforcement

Options: None

Weaponry Arcs: None

Scandinavian Teutonic Order					Faust			Pts	25
Small Robot					Crew Type: Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Tesla Coils (S)	4	3	-	-	3	5	6"	2	
					AP	AA	CC	IR	
					2	1	1	0	

SMALL ARMoured ROBOT

Minimum Move: 0"
 Turning Template: 360 Degree
 Turn Limit: 0"
 Squadron Size: 2-6

Model Assigned Rules: All-Terrain, Altered Silhouette (*Medium*), Crushing Impact (*Boarding Only*), Small Target

Options: None

Weaponry Arcs: The **Tesla Coils (S)** have a 270 degree Fore Fire Arc

SCANDINAVIAN TEUTONIC ORDER AERIAL FORCES

Scandinavian Teutonic Order				Aufseher				Pts	220
Airship					Crew Type: Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Tesla Coil (T)	10	8	6	4	6	9	7"	8	
P/S Broadships (S)	7	5	3	-	AP	AA	CC	IR	
					7	6	0	6	

LARGE AERIAL CAPITAL MODEL

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

Model Assigned Rules: **Combat Deployment (Faust Robots, 6, Ponderous), Rugged Construction (1), Specialised Defences (2).**

Options: The Model is fitted with an **Internal Tesla (8") Generator.**

Weaponry Arcs: **ONE Fore Tesla Coil (T)** has a Fixed Channel Fore Fire Arc
 The **P/S Broadships (S)** have a Broadside Fire Arc

Scandinavian Teutonic Order				Geier				Pts	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

Scandinavian Teutonic Order				Zerstörer				Pts	20
Strike Bomber				Crew Type - Defensive					
RB	1	2	3	4	DR	CR	MV	HP	
Speerschleuder Bomb Bay (T)	4	-	-	-	3	5	15"	2	
					AP	AA	CC	IR	
					I	I	I	I	

SMALL AERIAL MODEL

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

Model Assigned Rules: Evasive Manoeuvres (+1), Hunter (Surface, Speerschleuder Bombs, +1), Momentum, Small Target

Options: None

Weaponry Arcs: ONE Speerschleuder Bomb Bay (T) has a 2" Range and a 360 degree Fire Arc

SUPPORT AIRCRAFT SQUADRON RULES

Aircraft	Mv	AD	AA	TFT Mars	DR	HP
Fighter	16"	0	2	Acrobatic Pilots Hunter (Aerial, +1)	2	1
Dive Bomber	12"	3	1	Hunter (Surface, +1) Vertical Dive	2	1
Torpedo Bomber	12"	3	1	Hunter (Submerged & Deep Diving, +2)	2	1
Reconnaissance Plane	16"	0	2	Acrobatic Pilots Spotter (Regular)	2	1

Teutonic Aces: The following Support Aircraft Squadrons in the Scandinavian Teutonic Order Force may upgrade ONE of their Wings to be an Ace for +10 points: Fighters and Dive Bombers

SCANDINAVIAN TEUTONIC ORDER FORTIFICATIONS

UNIVERSAL FORTIFICATIONS

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

Scandinavian Teutonic Order					Bunker Complex		Pts	160
Universal Fortification					Crew Type - Stoic			
RB	1	2	3	4	DR	CR	MV	HP
Bunker Turret (P)	13	11	9	6	7	12	0"	12
Fore Tesla Coil (T)	12	10	8	6	AP	AA	CC	IR
					10	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: TWO Bunker Turrets (P) have a 90 degree Fore Fire Arc
ONE Fore Tesla Coil (T) has a 90 degree Fore Fire Arc

Scandinavian Teutonic Order					Forward Landing Field		Pts	130
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"	9
					AP	AA	CC	IR
					7	5	2	8

MASSIVE CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Altered Silhouette (Large), Carrier (9), Fuel Reserves, High Angle (Quad Turret), 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

Scandinavian Teutonic Order		Tower Defensive Line				Pts	35+*	
Universal Fortification					Crew Type - Defensive			
RB	I	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	8	6	4	4	6	0"	5
Fore Tesla Turret (S)	7	6	4	-	AP	AA	CC	IR
P/S Tesla Broadside (S)	6	5	3	-	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:

Communications Tower – Gains **Combat Coordinator (STO, Die Hard Attitude, 12") MAR** for **+5 points**

Flak Tower – Gains **+3 AckAck** and the **Heavy AckAck** and **Sustained Fire (Ack Ack, 2) MARs** for **+5 points**

Generator Tower – Gains a **Main Turret (P)** and **MUST** choose an **Internal Generator** from the following:
Shield (2) Generator for **+35 points**,
Disruption (8") Generator for **+25 points**

Tesla Tower – Gains a **Fore Tesla Turret (S)**, **P/S Tesla Broadside (S)** and an **Internal Tesla (8") Generator** for **+25 points**

Weaponry Arcs: **ONE Main Turret (P)** has a 360 degree Fire Arc
ONE Fore Tesla Turret (S) has a 90 degree Fore Fire Arc
The **P/S Tesla Broadside (S)** have a Broadside Fire Arc

LAND FORTIFICATIONS

These **Fortifications MUST** be deployed on the **Land Major Surface**. All **Infantry** deployed by Squadrons of these **Fortifications** must be of the same **Type**.

Scandinavian Teutonic Order		Heavy Infantry Bunker				Pts	120	
Land Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	8	6	4	5	12	0"	10
					AP	AA	CC	IR
					7	4	0	12

LARGE CAPITAL LAND FORTIFICATION

Squadron Size: 1

Model Assigned Rules: **Combat Deployment (STO: Line Infantry, 3, Standard), Long Range Assault, Minefield (AD5, 5), Redoubtable, Rugged Construction (2), Security Posts (3), Troop Reinforcement**

Options: The Model may upgrade its **Crew Type** from **Defensive** to **Stoic** for an additional **+15 points**

The **3x Line Infantry** may be upgraded to be the following:

3x Assault Infantry for an additional **+15 points**

3x Close Support Infantry for an additional **+30 points**

3x Engineer Infantry for an additional **+30 points**

Weaponry Arcs: **ONE Main Turret (P)** has a 360 degree Fire Arc

Scandinavian Teutonic Order		Medium Infantry Bunker				Pts	50	
Land Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	4	6	0"	4
					AP	AA	CC	IR
					4	3	3	6

MEDIUM LAND FORTIFICATION

Squadron Size: 1

Model Assigned Rules: **Combat Deployment (STO: Line Infantry, 2, Standard), Long Range Assault, Redoubtable, Rugged Construction (1), Security Posts (1), Troop Reinforcement**

Options: The **2x Line Infantry** may be upgraded to be the following:

2x Assault Infantry for an additional **+10 points**

2x Close Support Infantry for an additional **+20 points**

2x Engineer Infantry for an additional **+20 points**

Weaponry Arcs: None

Scandinavian Teutonic Order		Small Infantry Bunker				Pts	25	
Land Fortification					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	0"	2
					AP	AA	CC	IR
					2	1	1	4

SMALL LAND FORTIFICATION

Squadron Size: 2-3

Model Assigned Rules: **Combat Deployment (STO:Line Infantry, 1, Standard), Long Range Assault, Rugged Construction (1), Troop Reinforcement**

Options: The 1x **Line Infantry** may be upgraded to be the following:
1x Assault Infantry for an additional **+5 points**
1x Close Support Infantry for an additional **+10 points**
1x Engineer Infantry for an additional **+10 points**

Weaponry Arcs: None

SCANDINAVIAN TEUTONIC ORDER INFANTRY FORMATIONS

Infantry may be taken via the following methods: as a specified **Attachment** to a Squadron or as part of either the **Squadron Support** or **Combat Deployment Model Assigned Rules**. In all cases, the cost of the **Infantry** is included in the points cost of the **Parent Model/Squadron**. However, their listed points cost **ARE** used for **Victory Points** calculations in the **End Phase**.

Any type of **Infantry** (except **Reconnaissance Infantry**) may be upgraded to a **Mechanised Infantry Formation** during **Force List** creation, lending greater mobility to the formation by way of Armoured Personnel Carriers and other vehicle transports. This is represented in the **Infantry Formation's Profile** in the following ways:

- **Mechanised Infantry** add an additional **3"** to their **Movement (Mv)**
- **Mechanised Infantry** have the **Small Target MAR INSTEAD** of the **Difficult Target MAR**
- **Mechanised Infantry** do **NOT** gain the benefits of **Cover**

Scandinavian Teutonic Order					Infantry Company				Pts	20
Line Infantry					Crew Type: Regular					
RB	1	2	3	4	DR	CR	MV	HP		
-	-	-	-	-	3	4	5"	3		
					AP	AA	CC	IR		
					3	3	0	-		

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360 Degree
 Turn Limit: 0"
 Squadron Size: 1-3

Model Assigned Rules: Difficult Target, Elusive Target

Options: May become **Mechanised** (see above)

Scandinavian Teutonic Order					Infantry Company				Pts	30
Engineer Infantry					Crew Type: Defensive					
RB	1	2	3	4	DR	CR	MV	HP		
-	-	-	-	-	3	4	5"	3		
					AP	AA	CC	IR		
					3	1	0	-		

TINY ARMoured REPAIR INFANTRY

Minimum Move: 0"
 Turning Template: 360 Degree
 Turn Limit: 0"
 Squadron Size: 1-3

Model Assigned Rules: Difficult Target, Elusive Target,

Options: May become **Mechanised** (see above)

Scandinavian Teutonic Order		Infantry Company				Pts		20	
Reconnaissance Infantry					Crew Type: Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
-	-	-	-	-	3	4	8"	3	
					AP	AA	CC	IR	
					2	1	0	-	

TINY ARMoured INFANTRY MODEL

Minimum Move: 0"
 Turning Template: 360 Degree
 Turn Limit: 0"
 Squadron Size: 1-3

Model Assigned Rules: Difficult Target, Elusive Target, Spotter (*Regular*)

Options: The squadron may upgrade to be **Spotter (Expert)** for an additional +5 points

Scandinavian Teutonic Order		Infantry Company				Pts		30	
Assault Infantry					Crew Type: Aggressive				
RB	1	2	3	4	DR	CR	MV	HP	
-	-	-	-	-	4	5	5"	4	
					AP	AA	CC	IR	
					4	1	0	-	

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360 Degree
 Turn Limit: 0"
 Squadron Size: 1-3

Model Assigned Rules: Difficult Target, Elusive Target, Sustained Assault (2)

Options: May become **Mechanised** (see above)

Scandinavian Teutonic Order		Infantry Company				Pts		30	
Close Support Infantry					Crew Type: Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Close Mortars (S)	4	5	-	-	3	4	3"	3	
					AP	AA	CC	IR	
					2	3	0	-	

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360 Degree
 Turn Limit: 0"
 Squadron Size: 1-3

Model Assigned Rules: Difficult Target, Elusive Target, Sustained Fire (*Close Mortars, 2*)

Options: May become **Mechanised** (see above)

Weapon Arcs: The **Close Mortars (S)** have a 360 degree Fire Arc