

This document contains Model statistics for the **Kingdom of Britannia**. The statistics are compatible with the **Dystopian Wars V2.5** Game Engine.

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## Version 1.0

### Kingdom Of Britannia Universal Rules

- All Kingdom of Britannia Medium, Large and Massive Models are considered to have the Experienced Engineers MAR.
- All Kingdom of Britannia Capital Naval Models are considered to have the Redoubtable (Primary Turrets) MAR where applicable.
- All Kingdom of Britannia Capital Naval Models are considered to have the Piercing (Torpedoes) Munitions Type where applicable.
- In some places Kingdom of Britannia is abbreviated as KoB in the Force Guide.

### Kingdom of Britannia Commodore Rules

#### Commodore Traits

- Kingdom of Britannia Commodores may always take the Perfect Plotting Command Trait instead of making a roll on the Command Trait table.
- Kingdom of Britannia Commodores (including Competitive Commodores) may exchange any Command Ability they have generated for the following trait:
  - o For Queen and Country!: Once per Game Turn -This ability may be activated during the Command and Control Step of the Command Segment in a Squadron's Activation, provided a member of the Squadron is within Command Radius of the Commodores Model. Remove any Disorder Markers from the Activating Squadron.

### KINGDOM OF BRITANNIA

### SPECIALIST GROUP SQUADRONS

The following models may be combined to create Specialist Group Squadrons using the rules found on pages 80-81 of the Dystopian Wars 2.5 Rulebook:

#### Reinforced Cruiser Squadron

The Squadron **MUST** contain:

2x Tribal Cruisers (Parent Models)

+1 Agincourt Gunship (Attached Model)

### **Territorial Patrol Squadron**

The Squadron MUST contain:

- 1x Dominion Support Cruiser (Parent Model)
- +3x Attacker Frigates (Attached Models)

### **Submerged Hunter Squadron**

The Squadron MUST contain:

- 1x Vanguard Submarine (Parent Model)
- +3x Valiant Submarines (Attached Models)

### **Armoured Breakthrough Squadron**

The Squadron MUST contain:

- 1x Steward Heavy Tank (Parent Model)
- +2x Cromwell Bombards (Attached Models)

### **Squire Squadron**

The Squadron MUST contain:

- 1x Halifax Heavy Bomber (Parent Model)
- +3x Merlin Interceptors (Attached Models)

### **Prince Squadron**

The Squadron MUST contain:

- 1x Eagle War Rotor (Parent Model)
- +2x Hawk Scout Rotors (Attached Models)









Kingdom Of Britannia					Magnate MkII Glass			Points		180		
Battleship					Crew Type: Defensive							
					Large Naval Capital Model							
					Minimum Move:		2"					
					Turning Template:		Large					
					Turn Limit:		1"					
					Squadron Size:		1					
RB		1	2	3	4	DR	CR	MV	HP			
Main Turret (P)		9	7	5	3	6	10	8"	8			
P/S Broadside (S)		7	6	5	-	AP	AA	CC	IR			
Fore Torpedoes (T)		-	10	9	8	8	5	4	6			
P/S Torpedoes (S)		-	7	6	5							
Coastal Bombard Cannons (P)		-	7	8	9							
MAR:		Area Bombardment (Coastal Bombard Cannons, 1), Strategic Value (50)										
Options:		This Model has the Devastating (Coastal Bombardment Cannons) Munitions Type. This Model is fitted with an External Shield (2) Generator for no additional cost										
Weaponary Arcs:		ONE Main Turret (P) has 270-degree Fore Fire Arc ONE Main Turret (P) has 270-degree Aft Fire Arc The P/S Broadside (S) have Broadside Fire Arcs The Fore Torpedoes (T) have a Fore Fixed Channel Fire Arc The P/S Broadside (S) have Broadside Fire Arcs The TWO Coastal Bombard Cannons (P) have a 90-degree Port OR Starboard Fire Arc										
Special Rules:		Coastal Bombard Cannons - Vault Breaker Shelling: When targeting enemy models with the Fortifications Function, this Model gains the Sustained Fire (3, Coastal Bombard Cannons) MAR for the resolution of the attack.										




































Britannian Aces: The following Support Aircraft Squadrons in the Kingdom of Britannia Force may upgrade ONE of their Wings to be an Ace for +10pts: Fighter Plane, Dive Bomber

Kingdom Of Britannia					Brunei		Points		175	
Mobile Airfield					Crew Type: Regular					
					Large Armoured Capital Model Minimum Move: 0" Turning Template: Large Turn Limit: 3" Squadron Size: 1					
RB		1	2	3	4	DR	CR	MV	HP	
P/S Turret Battery (S)		9	7	6	4	6	9	6"	9	
Fore Guns (P)		15	13	9	7	AP	AA	CC	IR	
-		-	-	-	-	7	7	4	6	
-		-	-	-	-					
MAR:		Carrier (8, 2X4 Wings), Spotter (24"), Strategic Value (50)								
Options:		This Model has the Devastating (Fore Guns) Munitions Type This Model has the Piercing (P/S Turret Battery) Munitions Type 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 +10 points This Model may upgrade its Crew Type from Regular to Stoic for an additional +15 points								
Weaponary Arcs:		Weaponry Arcs: The P/S Turret Battery (S) has a Broadside Fire Arc The Fore Guns (P) have a Fore Fixed Channel Fire Arc								














Kingdom Of Britannia					Baronet		Points	35
Infantry Insertion Tank					Crew Type: Reckless			
					Small Armoured Model			
					Minimum Move: 0"			
					Turning Template: 360-Degree			
					Turn Limit: 0"			
					Squadron Size: 2-3			
RB	1	2	3	4	DR	GR	MV	HP
-	-	-	-	-	4	6	8"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	1
-	-	-	-	-				
MAR:					Attachment (KoB, Armoured, 1), Combat Deployment (KoB, Infantry, 1), Elusive Target, Small Target			
Options:					This Model is supplied with a Reconnaissance Infantry Company for no additional cost The Reconnaissance Infantry Company may be upgraded to other forms of Infantry Companies for the following additional points: Line Infantry +5pts Assault Infantry +15pts Engineering Infantry +5pts			
Weaponary Arcs:					None			

Kingdom Of Britannia					Foxhound		Points	35
Light Recon Tank					Crew Type: Regular			
					Small Armoured Model			
					Minimum Move: 0"			
					Turning Template: 360-Degree			
					Turn Limit: 0"			
					Squadron Size: 2-4			
RB	1	2	3	4	DR	GR	MV	HP
Auto Cannon (S)	4	6	3	-	4	6	8"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	1	1	1
-	-	-	-	-				
MAR:					Spotter (16"), Small Target			
Options:					This Model has the Piercing (Auto-Cannon) Munitions Type			
Weaponary Arcs:					ONE Auto-Cannon has a Fixed Channel Fore Fire Arc			

Kingdom Of Britannia					Terrier			Points		25	
Small Tank					Crew Type: Reckless						
					Small Armoured Model						
					Minimum Move:			0"			
					Turning Template:			360-Degree			
					Turn Limit:			0"			
					Squadron Size:			2-5			
RB		1	2	3	4	DR	CR	MV	HP		
Fore Guns (S)		5	4	2	-	3	5	10"	2		
-		-	-	-	-	AP	AA	CC	IR		
-		-	-	-	-	1	1	1	1		
-		-	-	-	-						
MAR:		Elusive Target, Small Target									
Options:		None									
Weaponary Arcs:		The Fore Guns (S) have a Fore Fixed Channel Fire Arc									

Kingdom Of Britannia					Windsor		Points		385		
Dreadnought - Fortification					Crew Type: Elite						
					Massive Armoured Capital Multi-Purpose Fortification						
					Minimum Move:		0"				
					Turning Template:		Large				
					Turn Limit:		1"				
					Squadron Size:		1				
RB		1	2	3	4	DR	CR	MV	HP		
Bombardment Cannons (P)		-	15	11	9	8	12	5"	12		
Super Heavy Volley Guns (S)		15	12	10	-	AP	AA	GG	IR		
Encasement Guns (S)		12	9	-	-	12	4	4	12		
MAR:		Area Bombardment (Bombardment Cannon, 1), Redoubtable, Rugged Construction (2), Security Posts (3), Spotter (24"), Strategic Value (200), Unstoppable									
Options:		The Model has an External Guardian (2, 12", Protective=2) Generator The Model has Devastating (Bombardment Cannon) Munitions Type									
Weaponary Arcs:		The TWO Bombardment Cannons (P) have a 90 degree Fore Fire Arc The TWO Super Heavy Volley Guns have a 90 Degree Forward Fire Arc The FOUR Encasement Guns (S) each have a 90 degree Fore, Port, Starboard and Aft Fire Arc respectively									
Special Rules:		<u>MOBILE FORTIFICATION</u> – This model ignores the final universal rule in the Fortifications Section regarding Movement restriction and the notion that it would be scrapped when it is forced to Teleport. The model is treated as a Fortification in all other respects however.  <u>COLOSSAL ORDNANCE</u> – The Bombardment Cannons can ONLY use the Area Bombardment Firing Option. If this Model has a Low Speed Manoeuvres Marker it may fire its Bombardment Cannons at targets up to 40" away in Range Band 4. When making an Area Bombardment Attack the Large Effect Template is used.  <u>BASTION OF THE KINGDOM</u> – All friendly Kingdom of Britannia elements within 12" of the Windsor are considered to have the Fearless MAR.									





Kingdom Of Britannia					Tower Defensive Line				Points	☛☛☛
Universal Fortification					Crew Type: Defensive					
					Massive Capital Universal Fortification					
					Minimum Move:					0"
					Turning Template:					0
					Turn Limit:					0"
					Squadron Size:					2-4
RB	1	2	3	4	DR	GR	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		
-	-	-	-	-						
<b>MAR:</b>					Redoubtable, Rugged Construction (2), Security Posts (1)					
<b>Options:</b>					<p>Squadron may contain multiple types of Tower if desired. Each Tower <b>MUST</b> purchase <b>ONE</b> of the following upgrades:</p> <p>Communications Tower - 40pts - The Model gains the Combat Coordinator (CoB, Die Hard Attitude, 12") MAR.</p> <p>Flak Tower - 40pts - The Model increases its AA to AA 5 and gains the Heavy Ack Ack and Sustained Fire (Ack Ack, 2) MARs.</p> <p>Generator Tower - 35pts - The Model has <b>ONE</b> Main Turret (P) and <b>MUST</b> 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</p> <p>Torpedo Tower - 50pts - The Model has <b>ONE</b> Fore Torpedo Turret (S) and Port/Starboard Torpedoes (S) with an Internal Pulse (16") Generator.</p>					
<b>Weaponary Arcs:</b>					<p>The Main Turret (P) has a 360-degree Fire Arc</p> <p>The Fore Torpedo Turret (S) has a 90-degree Fore Fire Arc</p> <p>The P/S Torpedoes (S) have 90-degree P/S Fire Arcs</p>					









Kingdom Of Britannia					Infantry Company			Points		20	
Reconnaissance Infantry					Crew Type: Defensive						
					Tiny Armoured Infantry Model						
					Minimum Move:		0"				
					Turning Template:		360-Degrees				
					Turn Limit:		0"				
					Squadron Size:		1				
RB		1	2	3	4	DR	CR	MV	HP		
-		-	-	-	-	3	4	8"	3		
-		-	-	-	-	AP	AA	CC	IR		
-		-	-	-	-	2	1	0	-		
-		-	-	-	-						
MAR:		Elusive Target, Difficult Target, Spotter (16")									
Options:		This Model may upgrade to the Spotter (24") MAR for an additional +5 points									
Weaponary Arcs:		None									