

This document contains Model statistics for the **Prussian Empire**. The statistics are compatible with the **Dystopian Wars V2.5** Game Engine.

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Version 1.0

Prussian Empire Universal Rules

- All Prussian Empire Capital Models have the Rugged Construction (1) MAR.
- In some places Prussian Empire is abbreviated as PE in the Force Guide.

Prussian Empire Commodore Rules

Commodore Traits

- Prussian Empire Commodores may always take the Send in my Best Aggressive Trait instead of making a roll on the Aggressive Trait table.
- Prussian Empire Commodores (including Competitive Commodores) may exchange any Aggressive Ability they have generated for the following trait:
 - o Lightning Assault: Once per Game – This ability may be activated during the Command and control step of the Command Segment in a Squadrons Activation, provided a member of the Squadron is within Command Radius of the Commodores Model. When initiating a Boarding Assault the Targets Models Anti-Boarding fire will hit on a 5 or (BLUE) 6.

PRUSSIAN EMPIRE

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:

Verstärkung Squadron

Squadron MUST contain:

2x Uhlan Cruisers (Parent Models)

+1x Hussar Gunship (Attached Model)

Beschützer Squadron

Squadron MUST contain:

1x Königsberg Battle Cruiser (Parent Model)

+3x Wächter Escorts (Attached Models)

Blitz Squadron

Squadron MUST contain:

1x Pflicht Scoutship (Parent Model)

+3x Jäger Strike Airships (Attached Models)

Donner Squadron

Squadron MUST contain:

1x Adler Heavy Bomber (Parent Model)


+3x Zerstörer Strike Bombers (Attached Models)

Geist Squadron

Squadron MUST contain:


2x C4-F Medium Tanks (Parent Models)

+3x Walze Small Tanks (Attached Models)

Prussian Empire					Eisjungfrau (Ice Maiden)					Points		500	
Dreadnought Super-Carrier										Crew Type: Elite			
										Massive (+1) Naval Capital Model Minimum Move: 2" Turning Template: Large Turn Limit: 2" Squadron Size: 1			
RB		1	2	3	4	DR	CR	MV	HP				
Fore Tesla Coil (S)		12	10	8	6	10	16	5"	20				
P/S Tesla Torpedoes (T)		16	16	8	8	AP	AA	CC	IR				
Faust Tesla Strike (S)		14	11	-	-	18	10	5	-				
-		-	-	-	-								
MAR:		Redoubtable, Carrier (15 3x5 Wings), Fuel Reserves, Hull Breaker (Ram Action, D6), Isolated Systems (4+), Long Range Assault, Specialised Defences (4), Strategic Value (200), Terrifying (Boarding), Unique											
Options:		This Model is fitted with an Internal Ice (16") Generator This Model is fitted with an Internal Tesla (16") Generator											
Weaponary Arcs:		THREE Fore Tesla Coils (S) have a 90-degree Fore Arc of Fire The P/S Tesla Torpedoes (T) have a Broadside Fire Arc ONE Faust Tesla Strike (S) has a 360-degree Arc of Fire											
Special Rules:		<p><u>THE AGES OF RENSBURG</u> - All Wings deployed by the Ice Maiden's Carrier MAR have an Ace upgrade for no additional points cost. Note: This rule does NOT extend to any attachments to this vessel.</p> <p><u>ICON OF PRUSSIAN SUPERIORITY</u> - This model is considered to have the Combat Coordinator (PE, 12", Fearless) MAR as long as it has more than 5 Hull Points remaining.</p> <p><u>LORD OF STORMS</u> - During Campaign Games, a Naval Fleet supporting an Armoured Battle gain a free 6 Model Squadron of Faust Robots for use in their Armoured Force. For those playing a map-campaign, the player adds 150pts to the Force instead. This bonus may take an Armoured Force above the Maximum Force Allowance permitted.</p> <p><u>UNYIELDING ICE</u> - The Ice maiden lacks a standard IR value. Any instance requiring the use of an IR value is instead treated as if the affected model has Collided with an Iceberg Hazardous Terrain. (4x Initial Hull Points of the Colliding Model)</p> <p><u>LEGENDARY UNIT</u> - Only one of this Model may be included in any Force. This Model may be fielded with up to 6 Watcher Escorts attached ignoring the standard limitation of 3. This Model may only be fielded with the prior consent of your opponent unless you are playing a scenario which includes this Model in the Forces list.</p> <p><u>DOOM ON THE HORIZON</u> - The Ice maiden's Deployment Zone always extends 12" from the owning players Reserve Table Edge towards the Center Line of the Battlefield. The Ice maiden MUST always be the first unit deployed by an owning player during Main Deployment after Fortifications.</p>											





Prussian Empire					EIDER Mkl Class		Points	195
Battleship					Crew Type: Elite			
					Large Naval Capital Model			
					Minimum Move:		2"	
					Turning Template:		Large	
					Turn Limit:		0"	
					Squadron Size:		1	
RB	1	2	3	4	DR	GR	MV	HP
Main Turret (P)	11	9	6	3	6	10	7"	8
P/S Broadside (S)	9	7	5	-	AP	AA	CC	IR
					10	6	6	6
MAR:					Close Quarters Gunnery, High Angle (Broadside), Specialised Defences (2)			
Options:					The Model is fitted with an Internal Tesla (8") Generator The Model has the Piercing (Main Turret) Munitions Type The Model may replace ONE of its Main Turrets with an External Generator from the following additional points: Entropy (16") Generator for free Shield (3) Generator for +10 additional points			
Weaponary Arcs:					TWO Main Turrets (P) have a 270-degree Fore Fire Arc ONE Main Turret (P) has a 270-degree Aft Fire Arc The P/S Broadside (S) have a Broadside Fire Arc			

Prussian Empire					Emperor		Points	190
Battleship					Crew Type: Aggressive			
					Large Naval Capital Model			
					Minimum Move:		2"	
					Turning Template:		Large	
					Turn Limit:		0"	
					Squadron Size:		1	
RB	1	2	3	4	DR	GR	MV	HP
Main Turret (P)	11	9	6	3	6	11	7"	8
P/S Broadside (S)	6	5	4	-	AP	AA	CC	IR
P/S Tesla Broadside (S)	7	6	-	-	10	6	6	6
Aft Tesla Coils (S)	6	5	-	-				
MAR:					Specialised Defences (2)			
Options:					The Model is fitted with an Internal Tesla (8") Generator The Model may replace ONE of its Turrets with an External Generator from the following for an additional 10 points: Entropy (16") Generator Shield (3) Generator The Model may upgrade its Crew Type from Aggressive to Elite for +10 points			
Weaponary Arcs:					TWO Main Turrets (P) have a 270-degree Fore Fire Arc ONE Main Turret (P) has a 270-degree Aft Fire Arc The P/S Broadside (S) have a Broadside Fire Arc The P/S Tesla Broadside (S) have a Broadside Fire Arc The Aft Tesla Coils (S) have a 90-degree Fire Arc			






















Prussian Aces: The following Support Aircraft Squadrons in the Prussian Empire Force may upgrade ONE of their Wings to an Ace for +10 Points: Fighter Plane, Dive Bomber


Prussian Empire					Hochmeister		Points		350	
Dreadnought-Robot					Crew Type: Elite					
					Massive Armoured Capital Multi-Purpose Robot Minimum Move: 0" Turning Template: 360-Degree Turn Limit: 0" Squadron Size: 1					
RB		1	2	3	4	DR	CR	MV	HP	
Wrist Mounted Heavy-Speerschleuders (S)		10	9	8	-	8	12	7"	10	
Main Turret (P)		11	9	6	3	15	6	6	8	
Speerschleuder Turret (S)		8	7	6	-					
MAR:		All-Terrain, Crushing Impact (Boarding Only), Hull Breaker (Boarding Only, +D3), Rugged Construction (2), Strategic Objective (150), Terrifying (Boarding Only)								
Options:		The Model has an Internal Tesla (12") Generator. This Model MUST upgrade to carry ONE of the following weapon combinations: A Blitzschlag-Zweihänder Sword for an additional 30 Points A pair of Donnersturm Maces for no additional Points The Model may replace one of its Main Turrets (P) for an External Entropy (20" Generator for no additional cost The Model may replace one of its Main Turrets (P) for an External Guardian (2, 8", Protective=2) Generator for no additional cost The Model may replace BOTH of its Main Turrets (P) for a pair of Speerschleuders (S)								
Weaponary Arcs:		TWO Heavy Speerschleuder Arms (S) have 270 degree Fore Fire Arcs ONE Main Turret (P) has a 270 degree Port Fire Arc ONE Main Turret (P) has a 270 degree Starboard Fire Arc ONE Speerschleuder Turret (S) has a 270 degree Port Fire Arc ONE Speerschleuder Turret (S) has a 270 degree Starboard Fire Arc								
Special Rules:		DONNERSTURM MACES - These crushing weapons are wielded in pairs allowing the Hochmeister to deliver a series of blows to its target, smashing it to pulp! The paired Donnersturm Maces allow the Hochmeister to roll a D6 when determining the effect of its Hull Breaker MAR rather than just D3. BLITZSCHLAG ZWEIHÄNDER SWORD - This mighty weapon is charged with boundless Tesla energy using its complex circuitry to focus its power towards its foes with devastating effect. All Tesla Weaponry and Tesla Generators used aggressively by this model treat their target as having a Lightning Rod embedded within them even if they do not have any! FIGHTING TECHNIQUES - Instead of making a standard Robot Boarding Attack, a Hochmeister Robot armed with a Blitzschlag Zweihänder Sword may elect to fight in one of the following techniques: ZORNHAU: This technique allows the Hochmeister to strike hard at large foes, breaking the target apart with a series of powerful diagonal blows. The Hochmeister may only use this technique against Large or Massive Targets on the Surface Height Level. All AP attacks executed using this battle-style count as being Devastating in nature - Use the rules for Devastating Munitions on page 137 of the rulebook to resolve their Robot Boarding attack. SCHEITELHAU: This technique allows the Hochmeister to place a flurry of blows into a series of targets. If the Hochmeister Robot chooses this technique, the robot must divide its available AP equally to engage ONE target in base contact, and up to TWO other targets within 4" of the models in base contact.								










Prussian Empire					Medium Infantry Bunker		Points	50
Land Fortification					Crew Type: Defensive			
					Medium Land Fortification			
					Minimum Move: 0"			
					Turning Template: 0			
					Turn Limit: 0"			
					Squadron Size: 1			
RB	1	2	3	4	DR	GR	MV	HP
-	-	-	-	-	4	6	0"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	3	3	6
MAR:					Combat Deployment (Line Infantry, 2), Long Range Assault, Redoubtable, Rugged Construction (1), Security Posts (1)			
Options:					The 2x Line Infantry may be upgraded to be the following: 2x Assault Infantry for +10 points 2x Close Support Infantry for +20 points 2x Engineer Infantry for +20 points			
Weaponary Arcs:					None			

Prussian Empire					Tower Defensive Line		Points	55
Universal Fortification					Crew Type: Defensive			
					Medium 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 Tesla Turret (S)	7	6	4	-	AP	AA	CC	IR
P/S Tesla Broadside (S)	6	5	3	-	4	2	0	7
-	-	-	-	-				
MAR:					Redoubtable, Rugged Construction (2), Security Posts (1)			
Options:					<p>The Model must be fielded as one of the following Types, but a Squadron may contain a mix of Types if desired:</p> <p>Communications Tower, 40pts, The Model gains the Combat Coordinator (PE, 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 a Main Turret (P) and MUST be fitted with an Internal Generator from the following: list: Shield (2) Generator for +35 points, or Disruption (8") Generator for +25 points</p> <p>Tesla Tower, 50pts, The Model has a Fore Tesla Turret (S) and P/S Tesla Broadside (S) and is fitted with an Internal Tesla (8") Generator.</p>			
Weaponary Arcs:					<p>ONE Main Turret (P) has a 360-degree Fire Arc.</p> <p>ONE Fore Tesla Turret (S) has a 90-degree Fore Fire Arc.</p> <p>The P/S Tesla Broadside (S) have a Broadside Fire Arc.</p>			





