

This document contains Model statistics for the **Royal Australian and Free Australian** Factions.  
The statistics are compatible with the **Dystopian Wars V2.5** Game Engine.

These statistics have been made available as a free download to support the **Dystopian Wars** Game.  
The contents of these documents are **Copyright Spartan Games**, but have been made available to  
our community for personal use only.

This is a living document and will be periodically updated. Please check our online downloads at  
[www.spartangames.co.uk](http://www.spartangames.co.uk) for the latest version of this document.



## Version 1.0

### 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 Experienced Engineers Model Assigned Rule.
- All Free Australian Capital Models have the Inventive Scientists Model Assigned Rule.

### Royal/Free Australian Commodore Rules

#### Commodore Traits

- Royal and Free Australian Commodores may always take the Close Range Precision Aggressive trait instead of making a roll on the Aggressive Trait table.
- Royal and Free Australian Commodores (including Competitive Commodores) may exchange any Aggressive Trait they have generated for the following trait:
  - o 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 the Carrier MAR may not perform any Carrier Actions.

#### Mercenaries

- Free Australian Models may not be taken as allies by a Kingdom of Britannia, Indian Raj, Royal Australian or Dominion of Canada force.

## **ROYAL/FREE AUSTRALIAN**

### **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:

#### *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 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 Australians & Free Austrailians					Tower Defensive Line		Points			
Universal Fortification					Crew Type: Defensive					
					Medium Capital Universal Fortification					
					Minimum Move:		0"			
					Turning Template:		N/A			
					Turn Limit:		0"			
					Squadron Size:		1			
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	
-		-	-	-	-					
MAR:		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 - 40pts - This Model gain the Combat Coordinator (FA/RA Director Hard Attitude 12") MAR.  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.								
Weaponary 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								