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

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Version 1.0

Kingdom of Denmark Universal Rules

- All Surface Mines deployed by the Kingdom of Denmark are considered to have the High Payload Munitions Type.
- All Models in the Kingdom of Denmark Fleet with Primary Gunnery are considered to have the Close Quarters Gunnery Model Assigned Rule.
- In some places, the Kingdom of Denmark is abbreviated as KOD in the Force Guide.

Kingdom of Denmark Commodore Rules

Commodore Traits

- Kingdom of Denmark Commodores may always take the Perfect Reconnaissance Defensive trait instead of making a roll on the Defensive Trait table.
- Kingdom of Denmark Commodores (including Competitive Commodores) may exchange any Aggressive Trait they have generated for the following trait:
  - Combat Turn: Once per Game Turn – This ability may be activated during the Command Segment of a Squadron that has at least one Model with Command Radius of the Commodore. All Models in the Squadron that usually use the Large Turning Template may use the Medium Turning Template. All Models in the Squadron that usually use the Medium Turning Template may use the Small Turning Template.
PRUSSIAN LEND LEASE

Given their long standing alliance with the Prussian people and their strategic importance in the region, the Danish Navy have access to a limited number of Prussian Naval and Aerial assets, gifted to them by their larger ally.

Models with the Lend Lease MAR may not be used to fulfill the Minimum Force Requirement.

KINGDOM OF DENMARK

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:

**Tung Squadron**
Squadron MUST contain:
2x Sigurd Cruisers (Parent Models)
+1x Skagerrak MkI Gunship (Attached Model)

**Ryker Squadron**
Squadron MUST contain:
1x Skagerrak MkII Gunship (Parent Model)
+3x Korser Corvettes (Attached Models)

**Ørn Squadron**
Squadron MUST contain:
1x Fafnir Light Sky Fortress (Parent Model)
+2x Magni Assault Airships (Attached Models)
### Kingdom Of Denmark - Asgard

**Asgard Points**: 195

**Heavy Battle Carrier**

<table>
<thead>
<tr>
<th></th>
<th>Point Type</th>
<th>Move</th>
<th>Template</th>
<th>Limit</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>2”</td>
<td>Large</td>
<td>0”</td>
<td>1</td>
</tr>
</tbody>
</table>

**Weaponary Arcs:**

- **Turret (P)**: 270 degree Fore Fire Arc
- **Raised Turret (P)**: 270 degree Fore Fire Arc
- **P/S Broadsides (S)**: Broadside Fire Arc

**Options:**

- Advanced Engines (+1”), Carrier (6, 1X5 Wings), Fuel Reserves, Sharp Turn, Squadron Support (KoD: Tyr Assault Boats, 6), Strategic Value (75)

**Surface Mines x3**: 4

**MAR:**

- Advanced Engines (+1”), Carrier (6, 1X5 Wings), Fuel Reserves, Sharp Turn, Squadron Support (KoD: Tyr Assault Boats, 6), Strategic Value (75)

**Weaponary Arcs:**

- **Turret (P)** has a 270 degree Fore Fire Arc
- **Raised Turret (P)** has a 270 degree Fore Fire Arc
- **P/S Broadsides (S)** have a Broadside Fire Arc

### Prussian Empire-Lend Lease - Emperor

**Emperor Points**: 190

**Battleship**

<table>
<thead>
<tr>
<th></th>
<th>Point Type</th>
<th>Move</th>
<th>Template</th>
<th>Limit</th>
<th>Size</th>
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</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>2”</td>
<td>Large</td>
<td>0”</td>
<td>1</td>
</tr>
</tbody>
</table>

**Weaponary Arcs:**

- **Main Turret (P)**
- **P/S Broadsides (S)**
- **P/S Tesla Broadsides (S)**
- **Aft Tesla Coils (S)**

**Options:**

- Lend Lease, Rugged Construction (1), Specialised Defences (2)

**MAR:**

- Lend Lease, Rugged Construction (1), Specialised Defences (2)

**Weaponary Arcs:**

- **Main Turret (P)** have a 270-degree Fore Fire Arc
- **P/S Broadsides (S)** have a Broadside Fire Arc
- **Aft Tesla Coils (S)** have a 90-degree Fire Arc
<table>
<thead>
<tr>
<th>Kingdom Of Denmark</th>
<th>Königsberg</th>
<th>Points</th>
<th>110</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Battle Cruiser</strong></td>
<td><strong>Grew Type: Regular</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>[Flag] Denmark</td>
<td>[Flag] Denmark</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Minimum Move: 2”</td>
<td>Medium Naval Capital Model</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Turning Template: Medium</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Turn Limit: 0”</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>Squadron Size: 1</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**RB** | 1 | 2 | 3 | 4 | **DR** | **CR** | **MV** | **HP**
---|---|---|---|---|-------|-------|-------|-------
Main Turret (P) | 11 | 9 | 6 | 3 | 5     | 7     | 8”   | 6     |
P/S Broadsides (S) | 6 | 4 | 3 | - | AP    | AA    | CC    | IR    |
Heavy Speerschleuder (S) | 9 | 8 | 7 | - | 6     | 5     | 4     | 5     |
Aft Tesla Coils (S) | 8 | 5 | - | - | -     | -     | -     | -     |

**MAR:**
- Combat Patrol, Specialised Defences (2), Strategic Value (25), Lend Lease, Ragged Construction (1)

**Options:**
- The Model is fitted with an Internal Tesla (8”) Generator
- The Model may upgrade its Crew Type from Regular to Aggressive for an additional +10 points
- The Model is fitted with an Internal Nullification Generator.
- The Model may replace its Internal Nullification Generator for ONE of the following:
  - An Internal Tesla (8”) Generator for +5 points
  - Internal Shield (2) Generator for +10 points

**Weaponary Arcs:**
- TWO Main Turrets (P) have a 270-degree Fore Fire Arc
- ONE Turret (P) has a 270-degree Aft Fire Arc
- The P/S Broadsides (S) have a Broadside Fire Arc
- ONE Heavy Speerschleuder (S) has a 360-degree Fire Arc
- The Aft Tesla Coils (S) have a 90-degree Aft Fire Arc

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<table>
<thead>
<tr>
<th>Kingdom Of Denmark</th>
<th>Raggnarok</th>
<th>Points</th>
<th>140</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Pocket Battleship</strong></td>
<td><strong>Grew Type: Regular</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>[Flag] Denmark</td>
<td>[Flag] Denmark</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Minimum Move: 2”</td>
<td>Large Naval Capital Model</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Turning Template: Large</td>
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<td></td>
<td></td>
</tr>
<tr>
<td>Turn Limit: 0”</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Squadron Size: 1</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**RB** | 1 | 2 | 3 | 4 | **DR** | **CR** | **MV** | **HP**
---|---|---|---|---|-------|-------|-------|-------
Turret (P) | 11 | 9 | 6 | 3 | 6     | 9     | 7”   | 7     |
P/S Broadsides (S) | 8 | 7 | 5 | - | AP    | AA    | CC    | IR    |
Surface Mines x2 | 4 | - | - | - | 7     | 4     | 5     | 6     |

**MAR:**
- Advanced Engines (+2”), Sharp Turn

**Options:**
- The Model may replace one of its Turrets for an External Entropy (20”) Generator for no additional cost.
- The Model may upgrade its Crew Type from Regular to Aggressive for an additional +10 points
- The Model is fitted with an Internal Nullification Generator.
- The Model may replace its Internal Nullification Generator for ONE of the following:
  - An Internal Tesla (8”) Generator for +5 points
  - Internal Shield (2) Generator for +10 points

**Weaponary Arcs:**
- TWO Turrets (P) have a 270 degree Fore Fire Arc
- ONE Turret (P) has a 270 degree Aft Fire Arc
- The P/S Broadsides (S) have a Broadside Fire Arc
- Advanced Engines (+2”), Sharp Turn

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### Kingdom Of Denmark

#### Havel

**Points**: 80

**Light Carrier**

**Crew Type**: Defensive

- **Flag**: 🇩🇰
- **Medium Naval Capital Model**
- **Minimum Move**: 2"
- **Turning Template**: Medium
- **Turn Limit**: 0"
- **Squadron Size**: 1-2

<table>
<thead>
<tr>
<th>RB</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>DR</th>
<th>CR</th>
<th>MV</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>P/S Tesla Broadsides (S)</td>
<td>9</td>
<td>8</td>
<td>-</td>
<td>-</td>
<td>5</td>
<td>6</td>
<td>9&quot;</td>
<td>5</td>
</tr>
<tr>
<td>Surface Mines x2</td>
<td>(4)</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>AP</td>
<td>AA</td>
<td>CC</td>
<td>IR</td>
</tr>
</tbody>
</table>

**MAR:**
- Advanced Engines (+2"), Attachment (KOD: Naval), Carrier (4, 1X4 Wings), Fuel Reserves, Specialised Defences (2), Strategic Value (25), Lend Lease, Rugged Construction (1)

**Options:** None

**Weaponary Arcs:** The P/S Tesla Broadsides (S) have a Broadside Fire Arc

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#### Skagerrak

**Points**: 80

**Gunship**

**Crew Type**: Regular

- **Flag**: 🇩🇰
- **Medium Naval Capital Model**
- **Minimum Move**: 2"
- **Turning Template**: Medium
- **Turn Limit**: 0"
- **Squadron Size**: 1-3

<table>
<thead>
<tr>
<th>RB</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>DR</th>
<th>CR</th>
<th>MV</th>
<th>HP</th>
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<tbody>
<tr>
<td>Turret (P)</td>
<td>11</td>
<td>8</td>
<td>5</td>
<td>3</td>
<td>4</td>
<td>7</td>
<td>10&quot;</td>
<td>5</td>
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<tr>
<td>Raised Turret (P)</td>
<td>11</td>
<td>8</td>
<td>5</td>
<td>3</td>
<td>AP</td>
<td>AA</td>
<td>CC</td>
<td>IR</td>
</tr>
<tr>
<td>P/S Broadsides (S)</td>
<td>5</td>
<td>4</td>
<td>2</td>
<td>-</td>
<td>4</td>
<td>4</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>Surface Mines x1</td>
<td>4</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td></td>
<td></td>
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</table>

**MAR:**
- Advanced Engines (+2"), Sharp Turn

**Options:**
- This Model is fitted with an External Entropy (20") Generator
- This Model may replace its External Entropy (20") Generator with a Raised Turret (P) for an additional +15 points

**Weaponary Arcs:**
- ONE Turret (P) has a 270 degree Fore Fire Arc
- ONE Raised Turret (P) has a 270 degree Fore Fire Arc
- The P/S Broadsides (S) have a Broadside Fire Arc
### Kingdom Of Denmark Stolz

<table>
<thead>
<tr>
<th>Points</th>
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<tbody>
<tr>
<td>Crew Type:</td>
<td>Aggressive</td>
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<tr>
<td>Destroyer</td>
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<table>
<thead>
<tr>
<th>RB</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>DR</th>
<th>CR</th>
<th>MV</th>
<th>HP</th>
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</thead>
<tbody>
<tr>
<td>Firebrand Gun (S)</td>
<td>6</td>
<td>4</td>
<td>-</td>
<td>-</td>
<td>4</td>
<td>5</td>
<td>12&quot;</td>
<td>2</td>
</tr>
</tbody>
</table>

**MAR:**
- Pack Tactics (Firebrand Gun), Ragged Construction (1), Small Target, Hunter (Surface, 1)

**Options:**
- This Model has the Incendiary and Lethal Strike (Firebrand Gun) Munitions Types.

**Weaponary Arcs:**
- ONE Firebrand Gun (S) has a Fixed Channel Fore Fire Arc

### Kingdom Of Denmark Sigurd

<table>
<thead>
<tr>
<th>Points</th>
<th>65</th>
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<tbody>
<tr>
<td>Crew Type:</td>
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<td>Cruiser</td>
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</table>

<table>
<thead>
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<th>2</th>
<th>3</th>
<th>4</th>
<th>DR</th>
<th>CR</th>
<th>MV</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Turret (P)</td>
<td>11</td>
<td>8</td>
<td>5</td>
<td>3</td>
<td>4</td>
<td>6</td>
<td>10&quot;</td>
<td>5</td>
</tr>
<tr>
<td>Surface Mines x1</td>
<td>4</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>AP</td>
<td>AA</td>
<td>CC</td>
<td>IR</td>
</tr>
</tbody>
</table>

**MAR:**
- Advanced Engines (+2"), Sharp Turn, Terror Tactics (1)

**Options:**
- None

**Weaponary Arcs:**
- ONE Turret (P) has a 270 degree Fore Fire Arc
### Kingdom Of Denmark

#### Korsor

**Mine Layer Corvette**

- **Type:** Regular
- **Points:** 25
- **Minimum Move:** 2"
- **Turning Template:** Small
- **Turn Limit:** 0"
- **Squadron Size:** 2-5
- **Weaponary Arcs:** Turret (S)
- **Surface Mines x1**
  - **DR:** 4
  - **CR:** 3
  - **MV:** 15"
  - **HP:** 2

<table>
<thead>
<tr>
<th>RB</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
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</thead>
<tbody>
<tr>
<td>Turret (S)</td>
<td>4</td>
<td>3</td>
<td>1</td>
<td>-</td>
</tr>
</tbody>
</table>

**Munitions Type:** Limited Munitions (Surface Mines, 1)

- **One Turret (S) has a 270 degree Fore Fire Arc**

### Kingdom Of Denmark

#### Wächter

**Escort**

- **Type:** Reckless
- **Points:** 20
- **Minimum Move:** 2"
- **Turning Template:** Small
- **Turn Limit:** 0"
- **Squadron Size:** Attachment Only
- **Weaponary Arcs:** Turret (S)

- **Attachment (KoD, Large & Massive Naval, 3)**
- **Elusive Target**
- **Small Target**
- **Lend Lease**
- **None**

<table>
<thead>
<tr>
<th>RB</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td>Turret (S)</td>
<td>5</td>
<td>3</td>
<td>2</td>
<td>-</td>
</tr>
</tbody>
</table>

**Munitions Type:** None

- **One Turret (S) has a 270 degree Fore Fire Arc**
### Kingdom Of Denmark

**Tyr**

- **Points**: 10
- **Assault Craft**
- **Grew Type**: Reckless
- **Tiny Naval Model**
- **Minimum Move**: 0"
- **Turning Template**: 360-Degrees
- **Turn Limit**: 0"
- **Squadron Size**: Squadron Support Only

<table>
<thead>
<tr>
<th>RB</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>DR</th>
<th>CR</th>
<th>MV</th>
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<td>AA</td>
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<td>1</td>
<td>0</td>
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</tbody>
</table>

**MAR:**
- Difficult Target, Directed Fire (Concussion Charges), Elusive Target, Terror Tactics (1)

**Options:**
- None

**Weaponary Arcs:**
- None

---

**Gewitterwolke**

- **Points**: 125
- **Airship**
- **Grew Type**: Elite
- **Large Aerial Capital Model**
- **Minimum Move**: 2"
- **Turning Template**: 45-Degrees
- **Turn Limit**: 1"
- **Squadron Size**: 1

<table>
<thead>
<tr>
<th>RB</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>DR</th>
<th>CR</th>
<th>MV</th>
<th>HP</th>
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<tbody>
<tr>
<td>Fore Tesla Coil ($)</td>
<td>10</td>
<td>8</td>
<td>6</td>
<td>4</td>
<td>6</td>
<td>10</td>
<td>7&quot;</td>
<td>8</td>
</tr>
<tr>
<td>P/S Tesla Broadsides ($)</td>
<td>8</td>
<td>7</td>
<td>-</td>
<td>-</td>
<td>AP</td>
<td>AA</td>
<td>CC</td>
<td>IR</td>
</tr>
<tr>
<td>P/S Broadsides ($)</td>
<td>7</td>
<td>5</td>
<td>4</td>
<td>-</td>
<td>9</td>
<td>6</td>
<td>3</td>
<td>6</td>
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<tr>
<td>Tesla Bomb Bays (T)</td>
<td>6</td>
<td>-</td>
<td>-</td>
<td>-</td>
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</table>

**MAR:**
- Area Bombardment (Tesla Bomb Bays, 1), Hunter (Aerial, Tesla, +1), Specialised Defences (2), Spotter (16"), Ragged Construction (1), Lend Lease

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

**Weaponary Arcs:**
- ONE Fore Tesla Coil ($) has a 90-degree Fore Fire Arc
- The P/S Tesla Broadsides ($) have a Broadside Fire Arc
- The P/S Broadsides ($) have a Broadside Fire Arc
- FOUR Tesla Bomb Bays (T) have a 2" Range and a 360-degree Fire Arc
### Kingdom Of Denmark Fafnir Points 95

**Light Sky Fortress**

<table>
<thead>
<tr>
<th>RB</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>DR</th>
<th>CR</th>
<th>MV</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Turret (P)</td>
<td>11</td>
<td>8</td>
<td>5</td>
<td>3</td>
<td>4</td>
<td>6</td>
<td>8”</td>
<td>5</td>
</tr>
<tr>
<td>Bomb Bay (T)</td>
<td>6</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>AP</td>
<td>AA</td>
<td>GG</td>
<td>IR</td>
</tr>
</tbody>
</table>

**MAR:**
- Carrier (4, 1X4 Wings), Fuel Reserves, Strategic Value (25)

**Options:**
- The Model has an Internal Nullification Generator.
- The Model may replace the Internal Nullification Generator with an Internal Tesla (8") Generator for +5 points
- The Squadron may purchase the Spotter (16") for +5 points a model.

**Weaponary Arcs:**
- ONE Turret (P) has a 270 degree Fore Fire Arc
- ONE Turret (P) has a 270 degree Aft Fire Arc
- ONE Bomb Bay (T) has a 2" Range and 360-degree Fire Arc

### Kingdom Of Denmark Adler Points 110

**Heavy Bomber**

<table>
<thead>
<tr>
<th>RB</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>DR</th>
<th>CR</th>
<th>MV</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Heavy Speerschleuder (S)</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>-</td>
<td>5</td>
<td>7</td>
<td>8”</td>
<td>6</td>
</tr>
<tr>
<td>Fore Tesla Coil (S)</td>
<td>8</td>
<td>6</td>
<td>4</td>
<td>2</td>
<td>AP</td>
<td>AA</td>
<td>GG</td>
<td>IR</td>
</tr>
<tr>
<td>Speerschleuder Bomb Bays (T)</td>
<td>8</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>5</td>
<td>6</td>
<td>6</td>
<td>4</td>
</tr>
</tbody>
</table>

**MAR:**
- Area Bombardment (Speerschleuder Bomb Bay, 1), Combat Patrol, Hunter (Surface, Speerschleuder Bombs, +1), Momentum, Ragged Construction (2), Specialised Defences (2), Lend Lease

**Options:**
- This Model is fitted with an Internal Tesla (8") Generator for no additional points cost
- ONE Heavy Speerschleuder (S) has a 360-degree Fire Arc
- ONE Fore Tesla Coil (S) has a 90-degree Fore Fire Arc
- TWO Speerschleuder Bomb Bays (T) have a 2" Range and a 360-degree Fire Arc

**Weaponary Arcs:**
- ONE Heavy Speerschleuder (S) has a 360-degree Fire Arc
- ONE Fore Tesla Coil (S) has a 90-degree Fore Fire Arc
- TWO Speerschleuder Bomb Bays (T) have a 2" Range and a 360-degree Fire Arc
### Kingdom Of Denmark: Geier

**Points:** 60

**Bomber**

- **Crew Type:** Defensive
- **Medium Aerial Model**
- **Minimum Move:** 4"
- **Turning Template:** 45-Degrees
- **Turn Limit:** 1"
- **Squadron Size:** 2-3

<table>
<thead>
<tr>
<th>RB</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>DR</th>
<th>CR</th>
<th>MV</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fore Tesla Coil (S)</td>
<td>8</td>
<td>6</td>
<td>4</td>
<td>2</td>
<td>4</td>
<td>6</td>
<td>10&quot;</td>
<td>4</td>
</tr>
<tr>
<td>Aft Tesla Coils (S)</td>
<td>6</td>
<td>4</td>
<td>2</td>
<td>-</td>
<td>AP</td>
<td>AA</td>
<td>CC</td>
<td>IR</td>
</tr>
<tr>
<td>Tesla Bomb Bay (T)</td>
<td>8</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>4</td>
<td>4</td>
<td>2</td>
<td>3</td>
</tr>
</tbody>
</table>

**MAR:** Momentum, Lend Lease

**Options:** None

**Weaponary 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

### Kingdom Of Denmark: Magni

**Points:** 30

**Assault Airship**

- **Crew Type:** Aggressive
- **Small Aerial Model**
- **Minimum Move:** 2"
- **Turning Template:** 45-Degrees
- **Turn Limit:** 0"
- **Squadron Size:** 3-4

<table>
<thead>
<tr>
<th>RB</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>DR</th>
<th>CR</th>
<th>MV</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Surface Mines x1</td>
<td>4</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>3</td>
<td>4</td>
<td>12&quot;</td>
<td>2</td>
</tr>
</tbody>
</table>

**MAR:** Elusive Target, Small Target, Sharp Turn, Terror Tactics (1)

**Options:** The Model has the Limited Munitions (Surface Mines, 1 Munitions Type)

**Weaponary Arcs:** None
Kingdom Of Denmark

**Jäger Points** 25

**Strike Airship**

- Small Aerial Model
- Minimum Move: 2"
- Turning Template: 45-Degrees
- Turn Limit: 0"
- Squadron Size: 2-4

**Weaponary Arcs:**

- Tesla Coil (S)

**Options:**

- Elusive Target, Hunter (Aerial, Tesla Coil, +1), Small Target, Lend Lease
- None

**MAR:**

- One Tesla Coil (S) has a 360-degree Fire Arc

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Kingdom Of Denmark

**Speerwurf Points** 30

**Strike Airship**

- Small Aerial Model
- Minimum Move: 2"
- Turning Template: 45-Degrees
- Turn Limit: 0"
- Squadron Size: 2-4

**Weaponary Arcs:**

- Speerschleuder (S)

**Options:**

- Elusive Target, Hunter (Diving, Speerschleuder, +1), Small Target, Lend Lease
- None

---

**SUPPORT AIRCRAFT SQUADRON RULES**

<table>
<thead>
<tr>
<th>AIRCRAFT</th>
<th>MOVE</th>
<th>AD</th>
<th>AA</th>
<th>MARS</th>
<th>DR</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>FIGHTER PLANE</td>
<td>16&quot;</td>
<td>0</td>
<td>3</td>
<td>Hunter (Aerial, +1)</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>TORPEDO BOMBER</td>
<td>14&quot;</td>
<td>3</td>
<td>1</td>
<td>Hunter (Diving, +2)</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>DIVE BOMBER</td>
<td>12&quot;</td>
<td>3</td>
<td>1</td>
<td>Hunter (Surface, +1), Vertical Dive</td>
<td>2</td>
<td>1</td>
</tr>
</tbody>
</table>

Danish Aces: The following Support Aircraft Squadrons in the Danish Force may upgrade ONE of their Wings to be an Ace for +10 points: Fighter Plane, Dive Bomber.
<table>
<thead>
<tr>
<th>Kingdom Of Denmark</th>
<th>Forward Landing Field</th>
<th>Points</th>
<th>115</th>
</tr>
</thead>
<tbody>
<tr>
<td>Universal Fortification</td>
<td>Crew Type: Non-Combatant</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Massive Universal Fortification
Minimum Move: 0"
Turning Template: 0
Turn Limit: 0"
Squadron Size: 1

<table>
<thead>
<tr>
<th>RB</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>DR</th>
<th>CR</th>
<th>MV</th>
<th>HP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quad Turret (S)</td>
<td>8</td>
<td>6</td>
<td>4</td>
<td>2</td>
<td>5</td>
<td>8</td>
<td>0&quot;</td>
<td>6</td>
</tr>
<tr>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>AP</td>
<td>AA</td>
<td>CC</td>
<td>IR</td>
</tr>
<tr>
<td>-</td>
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<td>-</td>
<td>7</td>
<td>5</td>
<td>2</td>
<td>8</td>
</tr>
</tbody>
</table>

MAR: Carrier (9, 2x4 Wings), Fuel Reserves, High Angle (Quad Turrets), Strategic Value (75), Vulnerable
Options: None
Weaponary Arcs: ONE Quad Turret (S) has a 270 degree Fore Fire Arc
ONE Quad Turret (S) has a 270 degree Aft Fire Arc