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WHAT YOU NEED TO PLAY

When playing Dystopian Wars you will require:

- **1/1200th scale Models** to represent the forces of the Dystopian World!
- A **Tape Measure**.
- A **Battlefield** or other suitable gaming area **no smaller than 3 feet by 3 feet**.
- **Game Markers** to identify the various effects and conditions that can apply in the game.
- **Activation Markers** to show players which Squadrons have activated and which have not.
- **Templates** such as the Large Explosion Template, Random Determination Template *etc.*
- A **good number of 6-sided Dice**.
- A **Force List** that shows the Squadrons and formations you are taking into battle.
- A deck of **Tactical Action Cards** that allow players to represent the important choices and risks that many commanders face during their campaigns.
- . . . and a sense of **Imagination and Wonder!**

Models

Dystopian Wars uses a massive range of high quality 1/1200 scale Models, produced by Warcradle Studios. Some Models, mainly Flying and Armoured, come with bases. These are either separate or sometimes an integral part of the Model.

Important Note: Models that are supplied with a base **MUST** be mounted upon it. This is important for consistency regarding movement and ranges during game play.

Measuring and Pre-Measuring

All measurement in Dystopian Wars is done in Inches, and distances are often shown as "X" where X is the number of inches being measured.

A tape measure is the easiest way to measure distances. If you don't have access to a tape measure marked in inches, use the simple conversion of:

1 Inch = 2.5 centimetres (1" = 2.5cm)

Pre-Measuring is allowed at any time, and for any reason you like. This is a game of tactical skill, not a game of who can estimate distances by eye the best!

The Battlefield

Dystopian Wars is played on a Battlefield and the easiest way to make a battlefield is to place a blue or green cloth on the table, for sea or land battles respectively. A stiff board painted blue on one side and green on the other is perfect for both.

You can use Terrain to make your Battlefield look more realistic. See Page 173 for descriptions of the different Terrain types used in the game.

Game Markers

In the turmoil of combat anything is liable to happen to your models: from crippling engine damage and shredded defences to wild-fires or even simply losing crew. To keep track of this damage, Game Markers and Tokens are supplied within certain force boxes.



Objective Tokens may also be used in scenarios.



Players who really want to improve their gaming experience can also choose to buy the deluxe Dystopian Wars Acrylic Tokens set!

Game Templates

Templates allow players to execute in-game effects that affect multiple Models within an area, or allow complex gaming mechanics to be visually explained for ease of play. The following Templates are used in the game:

Large Effect Template

This 4" diameter Template is most commonly used when Mines detonate, or when certain Generators affect parts of the Battlefield.

Energy Template

This 3" diameter Template is most commonly used when Energy Blast Weapons fire, or when a Portal is created.

Small Effect Template

This 1.5" diameter Template is most commonly used with Area Bombardment attacks.

Random Determination Template

This strange Template is used to allow players to randomly determine in-game effects. Its use is explained in the diagram opposite.

The use of Templates is fully explained in the specific sections of the Rulebook that concern their use.

Pen and Paper

Players will need a pen and some paper so that they may record their Victory Points scored during the Activations of the game. This is important as it will allow them to track how close they are to winning a game. See Page 156 for more details.



RANDOM DETERMINATION TEMPLATE

There are times during a game of Dystopian Wars when you need to move a Model completely randomly. Using the Random Determination Template and a trusty D6 you can randomly determine where it lands on a gaming table!

Simply place the Template over the centre of the model you want to randomise, with the 1 pointing forwards, and roll a D6. The number rolled will indicate the randomised direction. It really is that simple. You may then also be asked to use one or more D6 to determine a distance to move the model.

GENERAL DICE PRINCIPLES

In Dystopian Wars we refer to two types of dice: D6 and D3. A D6 is a standard six-sided die, as seen in many board-games or games of chance. To roll a D3, roll a D6, as normal, but read the result of a 1 OR 2 on the die as if it had come up as a 1, a result of 3 OR 4 as a 2, and a result of 5 OR 6 as a 3. See below:

Dice Roll	Result
1 or 2	1
3 or 4	2
5 or 6	3

Rolling a Natural 1

Regardless of any modifiers, a roll of a 1 never hits.

Rolling a Natural 6

Regardless of any modifiers, a roll of a natural 6 always results in a Hit being registered, however the power of the Hit may be mitigated by other factors.

Important Note: A Natural 6 is when the die's face shows a 6 - rolling a 5 when you have a +1 modifier does not make it into a Natural 6.

Initial Dice

There are numerous effects during a game that determine the number of dice that are to be rolled. Whenever we mention Initial Dice in this book, we are referring to your total number of dice before adding any extra dice from other sources or effects, such as the **Exploding Dice** mechanic.

'To Hit' Numbers and Dice Modifiers

Often in the rules a situation will occur where the player needs a certain number 'To Hit'. This will commonly be described as X+, where X is the minimum Hit Number required on the dice roll.

Unless otherwise stated, 'To Hit' Numbers begin by needing a 4+ rolled on a die 'To Hit' using the Exploding Dice Mechanic. 'To Hit' Numbers can also be referred to as a 'target number', especially when it is referring to a roll not related directly to combat.

So, for example if a player is firing at a target

without modifiers, any dice roll would be commonly classed to as causing a successful Hit on a 4, 5, or 6.

Modifiers

There are effects in Dystopian Wars that modify the 'To Hit' numbers of a dice roll. These will be listed as a positive or negative modifier, such as +1 or -1.

All modifiers are cumulative and are applied to the 'To Hit' Number required on each die in the roll. For example, you may have a +1 and -2 modifier on the same shot, resulting in a final modifier of -1, ensuring that a situation whereby a Model required a 'To Hit' Number of 4+ would instead require a 'To Hit' Number of 5+.

It is possible in some situations to have a single roll using multiple dice that include different target 'To Hit' Numbers for different dice. These should be rolled separately so that each target number can be easily tracked, although the eventual number of successful Hits generated will be the combination of results that are created by the separate rolls.

Important Note: The physical number on the face of a die (1, 4, 6 etc.) NEVER changes through modification, only the 'To Hit' Number required.

Needing 7s or More to Hit

If modifiers take the required 'To Hit' Number to 7 or more, a result of a 6 is still considered a Hit but all dice used in the roll change from using the **Exploding Dice** mechanic to the **Heavy Dice** mechanic. See the following important text for more details on the difference between these two types of key dice.



Re-Rolls and 'Initial Dice'

In some circumstances, a player may be permitted (or even forced) to re-roll a certain number of dice from their Initial Dice. This simply means you pick them up and roll them again, discounting what had previously been rolled. Multiple re-rolls are resolved in the order they are declared.

The particular rule granting the re-roll will make it clear when it can be used. If a rule simply says 're-roll the Initial Dice' that means re-roll all the dice before rolling any extra dice from sources such as the Exploding Dice mechanic. Other rules may specify how many dice may be re-rolled.

A Re-rolled die may never be re-rolled again under any circumstances.

Rounding Up

If, for any reason, the rules state that a value is to be reduced by half, the original number is always Rounded Up to the nearest whole number.

THE SCRAPYARD

Throughout the rules there will be many references to something called the Scrapyard. Put simply, this is an area next to a battlefield where Models that have been removed from play are placed. Also kept inside the Scrapyard are any Tactical Action Cards that may have been used by a player.

The Scrapyard should be kept reasonably tidy to assist both players in keeping a running score of their Victory Points scored. It's also a good idea to keep paper and pens in this area to assist in recording scored Victory Points.



"A Russian Coalition Fleet is having a hard time of things! You can see that the Scrapyard to the left is starting to fill up with models, TACs that have been played and several SAW Tokens"

RANGE BANDS

Range is the distance, in inches, along which Line of Sight is measured between the Firing weapon and the target. There are FOUR Range Bands, each of which is 8" in length and follows on directly from the Range Band before it. Range Bands used in a game of Dystopian Wars are therefore:

0-8" (referred to as Range Band 1 or RB1)

8.1" to 16" (referred to as Range Band 2 or RB2)

16.1" to 24" (referred to as Range Band 3 or RB3)

24.1" to 32" (referred to as Range Band 4 or RB4)

This means that Range Band 4 (or 32") is the theoretical maximum range, unless a Model Assigned Rule or other caveat applies.

If the distance between the Firing weapon and its target is 8" or less, then the target is in Range Band 1. If the distance is greater than 8", but not further than 16", the target is in Range Band 2. The same then follows suit for Range Band 3 and Range Band 4.

MEASURING TO MODELS

You will often have to measure to Models, such as when determining what Range Band a weapon is at. When measuring to a Model, you always measure to the nearest point of a Model, unless otherwise specified. If a Model is on a base, the area of the base represents the Model, so you measure to the base.

HEIGHT BANDS & HEIGHT LEVELS

In Dystopian Wars, Models can navigate across the turbulent seas, take to the smog-filled skies, or lurch over the broken land. Some Models can even dive into the murky depths or burrow deep beneath the ground. Others can skim the surface of the land or sea, and even disappear into the dense cloud layers that coalesce above this industrial world.

To allow all this to happen, the game divides the levels at which Models can exist into different Height Bands and these are Aerial, Surface and Diving.

Aerial Height Band

This Height Band refers to the part of the game where Models exist in the air. The Models that inhabit this band will most commonly be referred to as Flyers by players.

The Aerial Height Band is further sub-divided into three different Height Levels that stack on top of each other:

Stratospheric Height Level – This Height Level is as close to the edge of the Earth's upper atmosphere as it is possible to get! Models may never deploy at this Height Level unless otherwise stated in their Profile. In addition, no Small Aircraft Squadrons (SAS), Small Models or Tiny Models may ever occupy this Height Level as it requires specially adapted propulsion systems to operate this high up.

Obscured Height Level – This Height Level represents an altitude that encompasses clouds, where Models can exist in relative safety from surface-level gunnery attacks.

Flying Height Level – This Height Level should be considered the 'Ground Attack' Level where Flyers engage Surface Models with their weapons, firing at optimum efficiency. It is also the only Height Level available to Support Aircraft Squadrons (SAS) see Page 182.

Surface Height Band

This Height Band refers to the area of the game where most Models exist. Be it Battleships, Tanks, Surface Skimmers or Infantry, they all move and operate at this eight Band. The Surface Height Band is further sub-divided into two different Height Levels that operate parallel to each other:

Water Height Level – This Height Level allows ships to move, shoot and execute Boarding Actions against their targets. Models with Naval designation are most likely to be found operating at this Height Level.

Land Height Level – This Height Level allows tanks and land-based walkers to move, shoot, and execute Boarding Actions against their targets. Models with Armoured designation are most likely to be found operating at this Height Level.

Diving Height Band

This Height Band refers to the part of the game where Models exist either beneath the waves of the ocean or burrowing under the ground. The Models that inhabit this band will most commonly be referred to as Drilling Models by many players. The Diving Height Band is subdivided into two different Height Levels that stack on top of each other:

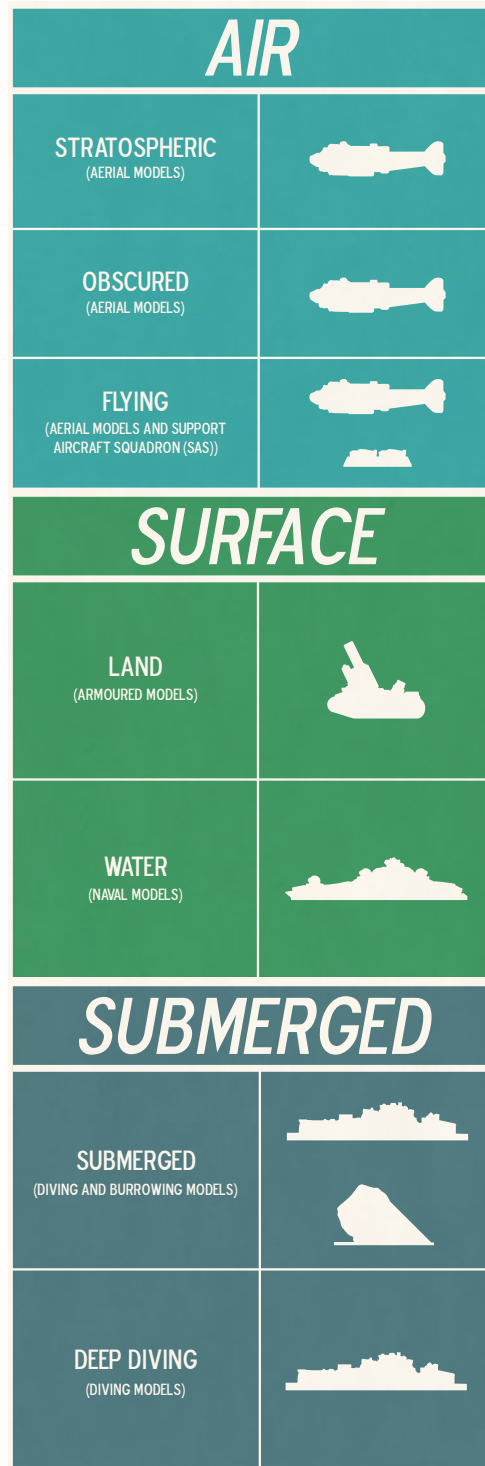
Submerged – This Height Level is reserved for Models capable of lurking just beneath the waves or by burrowing beneath the ground.

Deep Diving – This Height Level is as deep in the ocean as it is possible to get! Models may never deploy at this Height Level unless otherwise stated in their Profile. In addition, no Small or Tiny Models may ever occupy this Height Level as they would be crushed under the extreme pressures that such depths create!

The Height Band/Level diagram on the right illustrates the Height Levels that exist within the game. As a rule of thumb, Aerial Models inhabit the Aerial Height Band, and all Naval or Armoured Models inhabit the Surface Height Band. Diving or Drilling Models can inhabit the Surface Height Band or the Diving Height Bands as desired; see **Changing Height Levels** on Page 107 for more details.

The Height Band and Height Levels a Model occupies are especially relevant to other Models, can be very important when determining 'To Hit' numbers and any modifiers.

Important Note: All ranges in Dystopian Wars are measured horizontally between each Model's base (or footprint), regardless of any Height Band or Height Level differences between the Models.



ANATOMY OF A MODEL PROFILE

In this section, we look at a Model's 'Profile': a term used to signify a Model's statistics and values which allow it to manifest itself on the battlefield. The following is a more detailed explanation of the elements that make up a Model's Statistic Profile.

Russian Coalition	Moskva				Points	290		
Dreadnought				Crew Type: Elite				
					Massive 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)	15	13	6	-	7	12	5"	12
Raised Turret (P)	15	13	6	-	AP	AA	GC	IR
Beam Turret (S)	10	8	4	-	10	5	4	9
P/S Broadside (S)	10	10	8	-				
MAR:	Ablative Armour (+2), Security Posts (3) Strategic Value (100), Sturgenium Boost							
Options:	Model has an Internal Mimic (12") Generator for no additional cost. Model has the Concussive (All Turret) Munitions Type Model may be fitted with ONE additional Internal Generator chosen from the following list: A Target Jammer (Rockets & Torpedoes, 5) Generator for an additional +30 points An Ice (16", 3) Generator for an additional +20 points							
Weaponry Arcs:	ONE Main Turret (P) has a 270-degree Fore Fire Arc TWO Raised Turrets (P) have an Off-Set 180-degree Fire Arc ONE Port Beam Turret (S) has a 180-degree Port Fire Arc ONE Starboard Beam Turret (S) has a 180-degree Starboard Fire Arc The P/S Broadside (S) have a Broadside Fire Arc							

MODEL FUNDAMENTALS

Flag

These tell you which nation a Model belongs to. Some nations may also be able to 'lend' some of their Squadrons to particularly close Allies.

Model Name

The name of the Model, in this example a Russian Coalition **Moskva Class Dreadnought**.

Model Title

The type of Model, in this case a the Model is a mighty Russian Coalition Dreadnought.

Points

The initial points cost of the Model, before you add any upgrades to it.

Crew Type

The quality of the crew on board the vessel. These have a major impact when the ship is involved in such things as a Boarding Action.

Weapon Name

The name is important, as certain weapons have special rules attached to them. In the case of Gunnery weapons, the name will be followed by a (P), (S) or (T), denoting a Primary, Secondary or Tertiary weapons respectively.

Profile Attack Dice (AD)

These numbers are the Attack Dice a weapon can roll in a given Range Band. If a weapon has a dash (-) it cannot attack at in this Range Band.

MAJOR STRUCTURAL STATS**Damage Rating (DR)**

A Model's DR represents its ability to ignore light damage. An attack that equals or exceeds a Model's DR, but not its CR, will remove a single Hull Point from the Model.

Critical Rating (CR)

A Model's CR represents its ability to ignore heavier, more debilitating damage. An attack that equals or exceeds a Model's CR causes Critical Hit to a Model. This normally results in the Model losing two Hull Points and the enemy rolling on the Critical Hit Table. Some very small Models have no CR, only a DR. Such Models are most often obliterated when they take Damage!

Movement (Mv)

The Mv value of the Model in inches. This is the maximum distance the Model can normally move in its Activation.

Hull Points (HP)

The number of HP a Model has indicates its build quality and ability to soak up damage. If a Model loses all of its HP, it is Scrapped. The number of HP on a vessel can range from as little as 1 for some Tiny Models to a staggering 12 or more on some truly Massive Models.

SUPPORT STATS**Assault Points (AP)**

The number of AP a Model has represents the quantity of the Marines on board a ship, and is used both to defend the Model from boarding, and to launch its own Boarding Actions.

Ack Ack (AA)

The AA value of a Model represents its weapon systems used to attack or defend against Aerial Models and clear Airburst Mines, shoot down incoming Rockets, and to defend against enemy Boarding Actions.

Concussion Charges (CC)

The CC value of a Model is used to attack Diving and Burrowing Models, defend against Torpedoes, clear Surface Mines and defend against enemy Boarding Actions by Models from below the Surface.

Impact Rating (IR)

The IR of a Model is used when a Model is involved in a Collision or when a Model executes a Ram.

GENERAL STATS**Model Classification/Designation**

The Classification of the Model (in our example Massive Naval Capital) tells you about what size the Model is, which Height Levels and Surface it exists in, and therefore how the Model acts in the game. See Page 193 for more on Model Classifications.

Minimum Move

This is the Minimum distance a Model **must** move in a straight line before the Model may execute any Turns.

Turning Template

This is the type of Turning Template used by the Model. A Model with '360-degree' in this entry can Turn freely to face in any direction at any point during its movement. Models that cannot move in any way, such as Bunkers or Towers, will not have a Turning Template listed.

Turn Limit

A Model may also have a Turn Limit. This is the distance it must move in a straight line before making a Turn. If a Model has no Turn Limit listed, or the limit is 0", it does not need to move in a straight line before making a Turn.

Squadron Size

The number of these Models that you may have in a single Squadron. Some Models, such as Escorts, may have a Squadron size of 'Attachment Only'. They can only be bought as an Attachment in the numbers noted in the bracket for another Squadron, and may not be bought on their own, unless a specific condition or Model Assigned Rule applies. See Page 80 for more details on Attachments. Some Models may state 'Squadron Support Only'. They are deployed by a Squadron using the Squadron Support Model Assigned Rule, and may not be deployed otherwise unless a specific condition applies.

Model Assigned Rules (MAR)

This section lists the MARs that apply to a Model. See Page 159 for more details on available MARs.

Options

This lists any Options the Model has, such as in the case of the Moskva Dreadnought (see the stat card on Page 75) which can have one additional Generator added for an additional points cost, selected from a choice of Target Jammer or Ice Generator.

Weaponry Arcs

These are the Fire Arcs of the various weapons on the Model. In some cases, it will also list how many of a given weapon a Model has. If no number is given, it is always one weapon irrespective of how many weapon systems appear to be on the Model.

GAME STATE

A Model can exist in three States: **Ready to Activate**, **Activated** or **Lost**.

Ready

Models that are Ready to activate are identified by their lack of an Activation Marker. These Models are yet to activate in a Game Turn. All Models start a Game Turn in the Ready State unless a specific condition or Model Assigned Rule applies. Throughout the process of a Game Turn, however, they may change their State as they Activate, become Prized, Lost, etc.

Activated

Models that have Activated must have an Activation Marker allocated to them at the end of their Activation. Models existing in an Activated State may not execute an Activation/Action in the current Game Turn unless a specific condition of Model Assigned Rule applies.

Lost

Models that enter this State may never leave it: they are effectively wrecked hulks. Models that are Lost can exist in 2 sub-sets of Gaming State: *Scrapped* or *Drifting*.

SCRAPPED

Models that have been destroyed during a battle and removed from the battlefield or have left it involuntarily. Scrapped Models are placed in the Scrapyard for easy Victory Points totalling in the End Phase (see Page 156). Scrapped Models may not return to the battlefield unless a specific condition or Model Assigned Rule applies.

DRIFTING

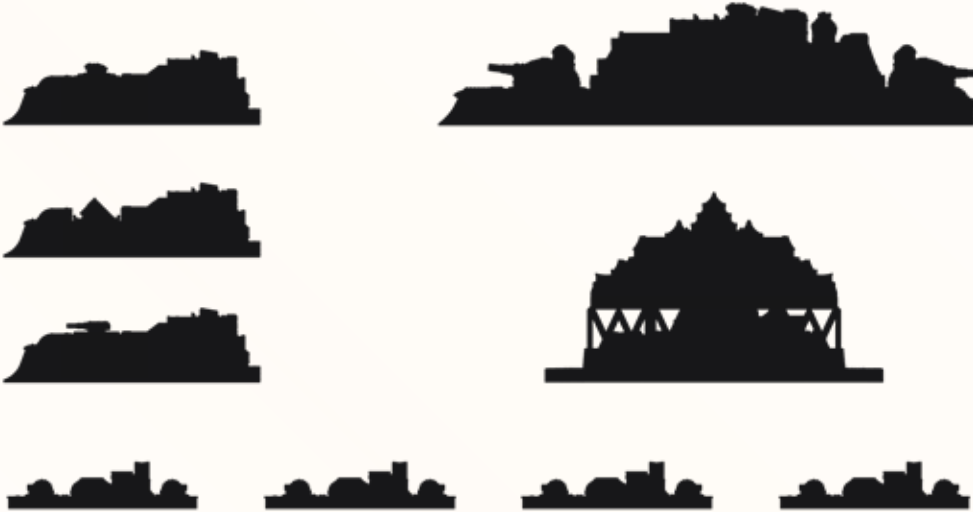
Models that have been effectively destroyed but have not entered the Scrapyard. These include Derelict, Prized and Salvaged Models. Drifting Models do not have an Activation and so can never take an Activation Marker. Drifting Models will often be required to perform certain Actions in the End Phase - see Page 156 for more details.

SUMMARY

In Game Basics we have covered the core mechanics of the game. Although it might seem a lot to take in initially, to fully understand the rest of the game, it is important that you be familiar with the principles explained in this Chapter.

We would recommend that you read this Chapter several times to get to grips with the core mechanics, especially if you are new to playing Dystopian Wars!

FIELDING SQUADRONS



SQUADRONS OF MODELS

Every Force in Dystopian Wars will be composed of several Squadrons which come together under the overall command of a Commodore.

A standard Squadron normally contains only one type of Model as designated by its Model Name. Additionally, Models will sometimes be referred to by a 'Mark' (often denoted as Mk I, or Mk II, or by a letter such as A or B, etc...) in its Model Name.

It is often possible for players to build Squadrons with Models that are identified as having different 'Marks' provided the Squadron contents are of the same overall Model Name. Any Squadron with mixed 'Marks' must be clearly identified in their Force List and on the Models themselves.

The minimum and maximum number of Models per Squadron and the Points Cost of the Model, including any upgrades will be detailed on a Model's Profile.

Where possible, any upgrade taken for a Model must be clearly identified on the Model. This will be most commonly achieved by replacing a Turret or drop-on Generator for the chosen upgrade. From this information, the number of points required to field a Squadron of Models can be calculated.

MIXED SQUADRONS

A Mixed Squadron is a Squadron containing Models with different Model Names, such as Escorts that have been attached to a bigger Model to protect it. These can often be specialised support models that directly enhance the combat effectiveness of the parent Models. There is more than one way of building a Mixed Squadron, but all of them follow the same rules.

A Mixed Squadron can be created via:

- Through the use of the Attachment MAR.
- The creation of a Specialised Group Squadrons.
- A Scenario that dictates the creation of custom Squadrons in your Force List.

THE ATTACHMENT MAR

The common rules which cover Mixed Squadron are as follows:

1. The basic Squadron, before any Attachments are added, is known as the Parent Squadron, and the Attached Model or Models are called the Attachment Group.
2. An Attachment Group may not have an Attachment Group itself.
3. A Parent Squadron may only ever have one Attachment Group.
4. A Parent Squadron may not have an Attachment Group with the same Model Name as itself, regardless of 'Mark'.
5. The points cost of every Model in a Mixed Squadron comes from the normal allowance for their individual Size.
6. The Mixed Squadron is a standard Squadron for the purposes of Command, and performing all relevant actions during any Squadron Activation.
7. Unless specified otherwise, a Mixed Squadron may only contain Models from the same Force.

Attachments are the most flexible way of building a Mixed Squadron. When a Model has the Attachment MAR it specifies which Models it can be Attached to, as well as the maximum size of the Attachment Group. For more information on the Attachment MAR see Page 160.

Escorts

Escorts are smaller craft tasked to protect their parent vessel with additional Ack-Ack (AA) and Concussion Charges (CC), and their guns often have far less difficulty in engaging small, fast threats than those of their parent vessels.

An Escort, as designated in the Model Classification section of its Profile, can be attached to a Parent Squadron via the Attachment MAR. Escort Groups function as a standard Attachment Group in most ways, except that the Mixed Squadron does not take a Disorder Test if an Escort is Lost.

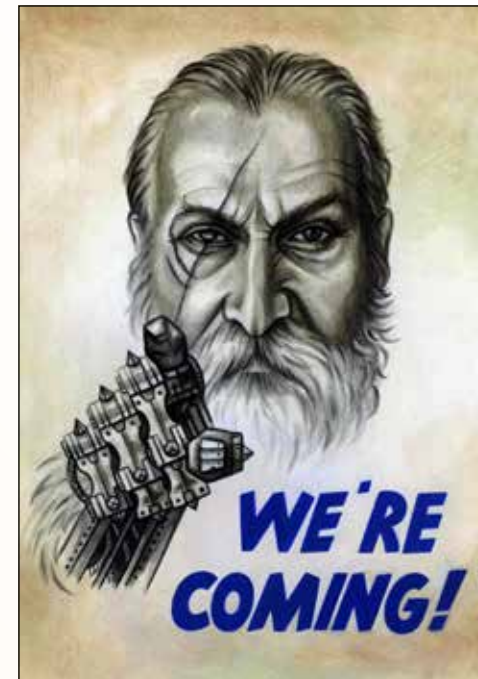
Combat Patrols

Combat Patrols consist of a Support Aircraft Squadron of Fighter Planes, and are also referred to as a Combat Air Patrol (or CAP).

A CAP can be attached to any Large or Massive Squadron in the Force provided it does not already have an Attachment.

Any CAP must be taken from the Local Air Support Allowance, which is determined by the size of game being played.

CAPs function as a standard Attachment Group in most ways, except that a Mixed Squadron does NOT take a Disorder Test if the CAP is Lost.



Propaganda posters for the Covenant of Antarctica have sprung up all over the world. This nation may be small, but it is intent on having its technological might felt around the entire globe!

SQUADRON ACTIVATION ORDER

Players use the order of Initiative for the current Game Turn to performing a single Squadron Activation each, alternating until all players have Activated ALL of their Squadrons once during the Game Turn, at which point the current Game Turn enters what is known as the End Phase.

During a Squadron Activation, a player must perform all actions with all of the relevant Models in the Squadron in the correct Order of Activation before the next Squadron is Activated.

Possible actions include those related to movement, combat and boarding. Players may use specific Tactical Action Cards and resolve specific Disorder or Collision actions as required.

It is likely that one player will have more Activations than their opponent as the game progresses, because of a higher number of Squadrons that they control in their Force in each Game Turn.

Once a player has finished Activating all of their Squadrons for that Game Turn, the opposing player will finish all of their remaining Activations consecutively without the need for the Squadron Activation Order returning to the opponent.

Embarked Models

Models Embarked upon a Parent Model do not activate until they have Disembarked onto the Tabletop via the use of a MAR or, in the case of Landing Craft, their Model Function.

Until this occurs they are not yet Disembarked, and so may not make use of any Generators, MARs, weapons, etc., unless a specific MAR or condition applies. An Embarked Model is Lost if its Parent Model is Lost. An Embarked Model may not Disembark if its Parent Model is Disordered.

Optional Rule: Blind Activations

Players might wish to play their games of Dystopian Wars using a process called Blind Activation which gives a greater degree of chaos and confusion to the battle in play.

To play Blind Activation games, each player must put a single token representing their force into a communal Dice Bag for each and every Activation they have in play at the start of a turn. When a new Squadron is set to activate, simply draw a token from the Dice Bag...if its yours, you can activate a Squadron, if it is one of your opponents', they get to activate.

When Squadrons get destroyed, remove a token from the Bag if they haven't activated yet!..... better still, use the tokens as your Activation Markers and get two uses out of the same chit!

CALL TO BATTLE



In this Chapter players will be expected to agree upon their preferred Engagement Level of their game and to then design their Forces. It is often best if the Force creation aspect is done in isolation to ensure players can spring traps on their opponents with unusual compositions. The key thing is that all players understand the upcoming battle and prepare their Forces accordingly!

The complexity of this section for players will be determined by their choice of Engagement Level. Choosing this will ensure that players turn up to a game with the right models that will ensure a balanced game. It will also mean that the players turn up with Forces which can sensibly fight against each other - namely a Naval Force versus a Naval Force, Armoured against Armoured. The rules are designed to cater for combined arms combat, this is one of the most compelling and powerful aspects of the rules, but being able to fight on Battlefield which accommodates such warfare is essential...

LEVELS OF ENGAGEMENT

Not all players who come to Dystopian Wars will be expert commanders with an entire grasp of the strategy and tactics needed to battle against their foes across the multitude of theatres and warzones of the world at war. To ensure players develop their skills together, we suggest three levels of engagement that players might wish to participate in – **Ensign**, **Captain** and **Commodore**.

- **Ensign Level** games have few force building rules and allow players to get to the action quickly. If this is your first time playing Dystopian Wars, or you want to simply *bash* each other, choose this method of Force Building!
- **Captain Level** games add a few additional rules to Ensign Level games and have a small number of limitations in force building but are good for players who have a little more experience. They set limits on the number of Large, Medium and Small Models you can have. They also require players to state if they are using Allies.
- **Commodore Level** games are where the ‘*gloves really come off*’, with all rules for force building and Common Agreements in play. Players will also be expected to make use of Tactical Action Cards (which in turn can be played in several Rule Styles: Tactical or Fog of War).

Below you will see the rules for Engagement laid out in numerical order. Each rule combines with its predecessors as you move down the levels of complexity from a lowly Ensign to a high and mighty Commodore. *Players might also choose to use selected force building parameters, such as using rules 1-4, ignoring 5-7 and then using rules 8-10.*

ENSIGN LEVEL GAME

When setting up an Ensign Level Game it is important to agree with your opponent the following parameters:

1. The Maximum Force Value (MFV)

A Force must be chosen with its individual Models organised into appropriate Squadrons, so that the total amount of points spent in the creation of the Force does not exceed the pre-agreed Maximum Force Value (MFV). Players may not spend more than their MFV unless their opponent agrees.

Important Note: *Players do not always need to agree upon the same MFV for both sides. Scenarios will often have one side outnumbering the other!*

2. Theatre of Engagement

Both players must agree on the dominant Theatre Type, either Land or Water, over which the battle will be fought. See Page 173 for further details. This should prevent a player turning up with a Naval fleet to face an opponent with just Armoured Models!

3. All Forces need a Commodore

The Commodore must be placed on a Large or Massive Capital Class Model in your Force. The Model used as the Commodore's base of operations must be clearly noted in a player's Force List.

CAPTAIN LEVEL GAME

When setting up a Captain Level Game it is important to agree with your opponent the following parameters in addition to the rules stated above in Ensign Level:

4. The Core Force Type

A Force MUST be Armoured, Naval or Aerial in Core Force Type (often referred to as simply Core Force or Core Type). This refers to the main body of the Force and its likely constituents. This Core Force must make up at least 60% of the overall MFV agreed upon by the players.

For example, a Naval Core Force with an MFV of 2000 points may not have more than 800 points of Non-Naval Models included. Certain Models are always treated as Non-Core: Infantry (of any type), Fortifications and Allied Squadrons (see later).

5. Minimum Force Requirements

ALL Forces must purchase at least one Large or Massive Squadron, one Medium Squadron and one Small Squadron of the Core Force Type. Although Models taken as Attachments are paid for from their own Size Class, they do not count towards the ONE Minimum Squadron Requirement if they are Attached to a Squadron of a different Size (see Page 80 for more information on Attachments).

This agreement allows players to predict, with a certain amount of surety, the kind of Force they are expecting to play against. Although it is possible to play an Aerial Force against an Armoured or Naval Force, it is unlikely to be as good a game as if two Forces of the same Core Force Type were playing against each other.

6. Maximum Percentages for Size within the Force

To represent the Force as a whole and to encourage overall Game Balance, Forces must be organised into percentages to allow players to play with Forces that are both balanced and fun. These percentages pertain to the Maximum Force Value (MFV) of the Force.

So, an Armoured Core Force totalling 1000 points may not spend more than 600 points on Large or Massive Models, or 600 points on Medium Models, or 400 points on Small or Tiny Models. All points paid for a Model, including, any optional upgrades, come from the percentages for Model Size.

MODEL TYPE	% MAXIMUM
Large and Massive Models	60% Maximum
Medium Models	60% Maximum
Small and Tiny Models	40% Maximum

7. The Use of Allies

A Force may contain Allies using the rules found on Page 199.

COMMODORE LEVEL GAME

When setting up a Commodore Level Game it is important to agree with your opponent the following parameters in addition to the rules stated above in Ensign Level and Captain Level.

8. Main Forces and Strategic Forces

The term Main Force refers to the bulk of the troops arrayed against the enemy. These will include the critical assets in the Force and MUST always contain the Commodore's Model. This force MUST contain at least 60% of the Maximum Force Value (MFV) available to the Force. The term Strategic Force refers to the creation of strike elements within the Force that are tasked with specific engagement orders: Advance, Flank, and Reserve.

This will affect their Deployment and arrival on the Battlefield and are governed by the following rules for composition:

- No more than 40% of the total MFV may be allocated to Models that are part of the Strategic Forces.
- Local Support may only ever be allocated to the Main Force, never to the Strategic Forces.
- Unless otherwise stated, Strategic Forces may never contain Large or Massive Models as they are far too cumbersome to react to specialised orders.

9. Local Air Support

Few battles are isolated events with no local air elements present to assist in the assault or defence of vital assets located within it. The concept of Local Air Support is intended to represent the availability of these small aerial elements and their presence in engagements.

The number of Local Air Support Elements present at a battle is determined by the size of game being played. These are free Models but may not receive any costed upgrades of any type (such as Aces).

All Forces gain free Wings of Support Aircraft which are organised into Squadrons of 5 Wings each as per the Local Air Support rules (see Page 86). To represent their defensive role in most Forces only *Fighters* may be taken as Local Air Support.

GAME MFV	LOCAL AIR SUPPORT
0-750	1x Fighter Wing
751-1250	2x Fighter Wings
1251-1500	3x Fighter Wings
1501+	4x Fighter Wings

10. Building your Tactical Action Card Deck

At this point players should select their 16 Tactical Actions Cards they intend to have available to their Force in the upcoming game. In addition, players should decide now if they intend to play their Tactical Action Cards in the *Tactical* or *Fog of War* format. For more information on Tactical Action Cards see Page 92.

D6 RESULT	AMOUNT OF TERRAIN
1-2	No Terrain
3-4	One Terrain Piece
5	Two Terrain Pieces
6	Three Terrain Pieces

Commodore Level Games
 When playing a Commodore Level game players might decide to put the placement of Terrain into the laps of the gods by randomly determining the amount of Terrain present on the table. To do this divide the Battlefield into 24" x 24" squares and roll a D6 for each of these squares, referring to the table opposite to determine the terrain to be placed.



MUSTER FOR WAR!

Muster For War! Section is intended for games where players simply want to get started quickly. Later on in the rulebook we have a section designed for competitive play what will test experienced gamers with various tournament ready scenarios. For the moment however we will focus on getting a game started.

The Muster for War part of a game is divided into two distinct Segments: Compare Forces and Rolling for Advantage.

1. Compare Forces

This Step allows player to gain an insight into the composition of the enemy forces arrayed against them and ensures that all players have legal Forces. All players present their Force Lists to their opponent. In some cases, where Models have hidden rules or upgrades, players should refer to the specific scenario condition or relevant Model Function. Force Lists should be as neat as possible to allow for easy reading.

2. Rolling for Advantage

Both players roll 2D6 and add the number of Squadrons in their Force with the Spotter MAR to the result. The player with the highest result is considered to have gained the Strategic Advantage. The player who rolled the lowest is considered to have the Operational Advantage. This will become important later.

PREPARE TO ENGAGE

We are now ready to bring players to the Battlefield and this is done so by following the following process of events:

1. Board Size

- Decide the size of the Battlefield

2. Terrain Placement

- Determine Terrain Areas
- Determine the amount of Terrain
- The placement of Terrain

3. Board Edges

- Pick Edges and organise Deployment Zones

4. Deployment of Models

- Advance Deployment
- Main Deployment
- Flanking Forces
- Reserve Forces
- Order of Deployment

5. Draw Field Orders

6. Choose your Tactical Action Card Hand

1. Board Size

To create a good game, the Battlefield size should match the Maximum Force Values (MFV) being played. If Models are too crowded there will not be enough space to manoeuvre; equally, if there is too much space, the game will drag on.

We would recommend that most small to medium sized games will play best on a 6' x 4' Battlefield, but as players move to play larger games they should increase the size of the table as they see fit.

2. Terrain Placement

The placement of Terrain should be done according to the players' choice. If both players choose to play a Naval game on the open sea, then perhaps add only a few fog bank terrain pieces, but for those who want a greater tactical challenge perhaps add a large number of islands, reefs and sandbars. Equally for those playing an Armoured battle players might want to play on the open steppes of Mongolia, or in the sprawling urban jungle of a Dystopian city... really the choice is up to you!

For more information in the Types of Terrain and how they affect the Battlefield, see Page 173.

Players can decide between themselves how the Terrain should be placed, but we would encourage players to identify a narrative and place terrain accordingly... give the Commodores a good reason to fight!

3. Board Edges

Firstly, the player with the Strategic Advantage picks a Main Deployment Zone (green-shaded in our diagram below) and their opponent must take the opposite Main Deployment Zone.

Secondly, the player with Operational Advantage chooses a Flanking Zone (red-shaded), and their opponent must take the opposite Flanking Edge.

The Centre Line of the table (denoted in the diagram as the dotted line) is the starting point from which the other Areas and Zones are measured.

The No Man's Land is an area of the table 8" from the Centre Line in both directions.

The Advance Deployment Zone is an area of the table that is between 8" and 16" from the Centre Line in both directions.

The Main Deployment Zone is the remainder of the Battlefield: in some cases, where players are playing on oddly shaped boards or even lengthways, this area may be larger or smaller.

This means that on a standard gaming space with 48" between each player's Board Edges, there

should be a 16" No Mans' Land Area, two 8" Advance Deployment Zones and two 8" Deployment Zones Areas.

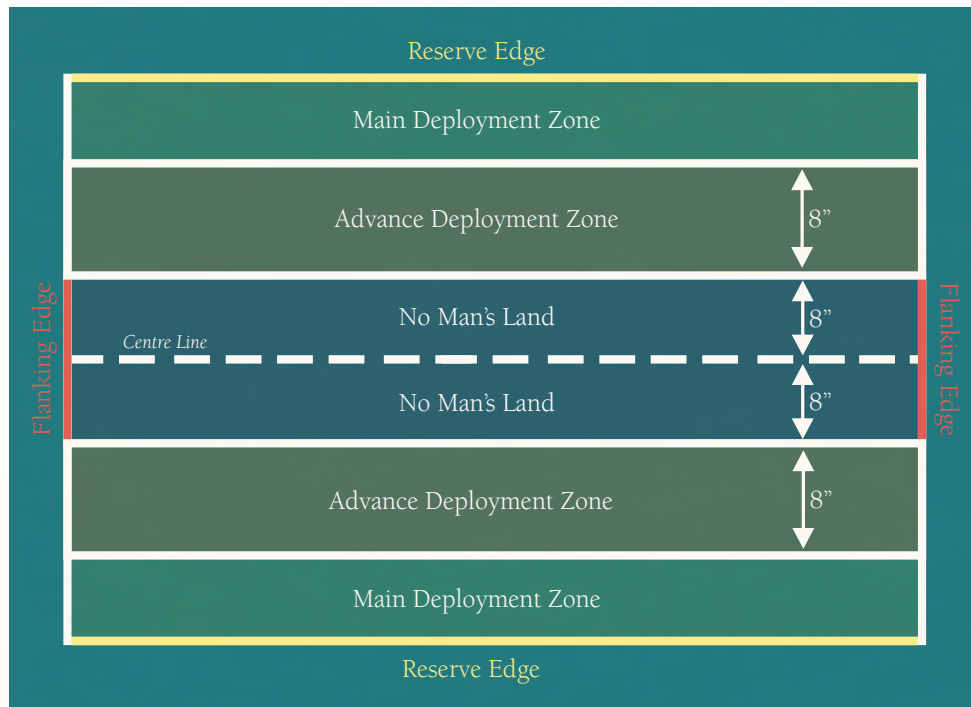
4. Deployment of Models

The Deployment of Models in Dystopian wars is executed by imagining the different elements in each Force that would be most likely to be spotted first by the enemy reconnaissance units – probably because they are so large and intimidating that they would be impossible to miss!

Deployment is divided in order into 4 Key Steps, with each Step being completed according to the Order of Deployment before moving on:

4.1: ADVANCE DEPLOYMENT

The player with Strategic Advantage dictates who deploys a Squadron from their Advance Force first. Players then alternate the deployment of Squadrons until all Squadrons are deployed from their Advance Forces. Models allocated to the Advance Force may choose to deploy in their Advance Deployment Zone or in the Main Deployment Zone.



4.2: MAIN DEPLOYMENT

The player with Operational Advantage dictates who deploys a Squadron from their Main Force first. Players then alternate the deployment of Squadrons until all Squadrons are deployed from their Main Forces. Models allocated to the Main Force must deploy in their Main Deployment Zone. The Commodore MUST deploy as part of the Main Force, with the Commodore Game Marker clearly visible.

4.3: FLANKING FORCES

These Flanking Forces are not deployed at the start of the game and are instead nominated to come on to the table from turn 2 onwards. Use a dice or some other marker to show each squadron's preferred entry Turn number. All Squadrons deploying onto the Battlefield in this way do so following the rules for 'Moving Onto the Battlefield' found in the Movement Section on Page 107.

4.4: RESERVE FORCES

These Reserve Forces are not deployed at the start of the game and instead become available from turn 2 onwards. Use a dice or some other marker to show each squadron's preferred entry Turn number. All Squadrons deploying onto the Battlefield in this way do so following the rules for 'Moving Onto the Battlefield' found in the Movement Section on Page 109.

4.5: ORDER OF DEPLOYMENT

Each player must deploy Squadrons within a Force in the following order:

- Any Fortifications (including any Attached Mines or Infantry)
- Any Massive Models
- Any Large Models
- Any Medium Models
- Any Small Models
- Any Tiny Models
- Any Local Support

A good rule of thumb when remembering the order in which players should deploy their forces is to think from the point of view of their opponent's reconnaissance, which would have scouted the battlefield before the battle was joined. The first Models they would have spotted would have been the permanent structures such as Fortifications, next would have been the Massive Models as they take the most time to manoeuvre into position, then the Large Models and so on....So it's only reasonable in the abstracted nature of alternating deployment that they would be radioing back the location of such assets in that order!

Deployment is done in an alternating fashion using the order above. In the case of Flanking and Reserve Forces, the entire Force is Deployed during the Late Arrivals Step of the Game Turn they enter, using the rules for 'Moving Onto the Battlefield' found in the Movement Section on Page 109. Any attached Models or Support Aircraft Squadrons deployed with a Parent Squadron as part of a Model Assigned Rule (MAR) deploy at the same time as the Parent Squadron.

Fortifications must always be allocated to the Advance Force, and may choose if they deploy in the Advanced or Main Deployment Zones as normal.

Aerial Models may elect to deploy in either the Flying or Obscured Height Levels. Diving and Burrowing Models may elect to deploy in the Surface or Submerged Height Levels. No Models may choose to deploy in either the Stratospheric or Deep Diving Height Levels.

5. Draw a random Field Order

Field Orders are a quick way for players determine the winner of their game. They represent the orders from high command, as filtered through creative misunderstanding and the necessity of circumstances! A Field Order is determined in secret by drawing a card from a player's TAC Deck and should not be revealed to other players.

A player may choose to reject their drawn Field Order, and instead choose the Free to Engage Order, however should the player choose to do this, they must reveal their intention to their opponent(s) immediately, the drawn Field Order is discarded and the player looks through their Field Order cards for the *Free to Engage* order, placing it face up at the side of the table.

For example, to complete **Field Order 1**, a player must score 70% of the agreed MFV in Victory Points. This is achieved most commonly by Scrapped enemy Models, capturing enemy Models as Prizes or forcing an opponent to fight to Salvage their own Models. To complete Field Orders 2, 3, and 4, a player must Scrap or Prize or force the Salvage of ALL enemy Models of the relevant Size, and score 50% of the agreed MFV in Victory Points.

To complete Field Order 5, a player must Scrap or Prize or force the Salvage of your opponent's Commodore Model and score 50% of the agreed MFV in Victory Points.

* Should your opponent's Commodore escape (through the use of a TAC) you cannot be considered to complete this Field Order until any new enemy Model with the Commodore is also Lost.

All players must keep a running tally of their scored Victory Points at all times. This is critical if players are to determine who is winning, and how close they are to achieving their Victory Conditions. The game will finish at the End of Game Step of the current Game Turn's End Phase provided the Victory Conditions are still met - see Page 158.

6. Choose YOUR TACs

Tactical Action Cards (TACs) form an important part of Dystopian Wars, giving players a chance to respond to the forces presented before them with a series of tactical ploys and stratagems that will help steer a wily commander to eventual victory.

The Cards a player wishes to choose should be selected from their prepared TAC Deck and held in secret and kept face down at the side of the table. This is called their TAC Hand. The number of TACs a player can choose from to build their TAC Hand is determined by the MFV of a game.

For more information on TAC Deck composition and their in-game use, see Page 92.

ENGAGE THE ENEMY!

Players are now free to unleash their guns and rush into the maelstrom of fire and steel that is Dystopian Wars! Move on to the next Chapter.

FIELD ORDER	VICTORY CONDITIONS
1. Free to Engage	Score at least 70% of the enemy MFV in Victory Points.
2. Vital Asset Destruction	Score at least 50% of the enemy MFV including ALL Large and Massive Models.
3. Break their Backs	Score at least 50% of the enemy MFV including ALL Medium Models.
4. Thin Their Ranks	Score at least 50% of the enemy MFV including ALL Small Models.
5. Go for their Leader *	Score at least 50% of the enemy MFV including the Commodore's Model.
6. Commodore's Discretion	Show this card to your opponent then secretly choose a new order, placing it face up at the side of the table.

TACTICAL ACTION CARDS

These cards introduce the themed elements of force tactics and weird science to a game of Dystopian Wars. A Tactical Action Card Deck (TAC Deck) is chosen by a player during Force List creation and the player then uses this Deck to choose several TACs to form their TAC Hand. The cards in a player's Hand are designed to represent the various schemes, stratagems, tactics and ploys available to Dystopian Wars Commanders as they battle for victory!

A Tactical Action Card Deck (TAC Deck) is divided into four key types of card:

Generic Cards

These cards are usable by all factions and provide a wide range of abilities and benefits. As you would expect they do not favour any one Nation's game-play or tactics, but instead are more diverse.

All Squadrons may make use of these cards as their ubiquitous nature allows for general play. Players can substitute Generic Cards for preferred Factional, National Focus or Heroic Force Commodore TACs using the rules in this section of the book.

Factional Cards

These Tactical Action Cards are heavily restricted and represent the overall allegiance of the Force to one of the three key factions in Dystopian Wars: Grand Coalition, Imperial Bond or Free Nations. Allies (except Mercenaries) may always make use of these cards as they also belong to the relevant Faction.

National Focus Cards

These Tactical Action Cards are only available to players who are playing a specific Nation. For example, the National Focus Cards designated as being belonging to the Prussian Empire can only be played on Squadrons that belong to the Prussian Empire. These cards are designed to allow players to tailor their tactics to better suit the expected play-style of their chosen Nation. Allies (of any type) may not make use of these cards in any way.

Heroic Commodore Cards

Some Commodores will allow players to take Tactical Action Cards as part of their rules. These heroic individuals can normally direct special operations on the Battlefield which are made available by use of the card. Allies may not make use of these cards unless otherwise stated on the card itself. Details of these cards are available in the relevant National Force Guides.

BUILDING A TAC DECK

A TAC Deck must number 16 Cards, taken initially from the Generic Card Type.

Cards that are Generic can be replaced for Non-Generic cards such as Factional, National Focus or Heroic Commodore cards as desired. However, the Non-Generic card replacing the Generic Card within the deck MUST have the same VP Points Cost as the Generic card it is replacing, and no Card may be repeated in the TAC Deck.

This ensures that players tailor their TAC Deck rather than overpower it, and encourages more consideration of the cards they are likely to need based upon their Force Composition and strategy.

TAC HAND SIZE

Unless otherwise stated by a scenario, the number of TACs available to players from which to form their TAC Hand is dictated by the size of MFV that was agreed upon during the Call to Arms Segment of the Pre-Game Set Up.

The TAC Hand Size is determined by dividing the MFV being played by 250 (rounding Down).

So, for example, in an 1250pts Game, each player would choose 5 TACs to form their TAC Hand, with the other cards in the Deck unusable and so are then discarded.

The maximum number of TACs that any one player may hold as part of their TAC Hand is 10 (up to the 2500pt MFV level). Should players play Games with larger MFVs the limit is still 10, unless otherwise decided upon by both sides.

CHOOSING A TAC DECK

The use of TACs is NOT random. Players are free to choose which TACs they would like in their TAC Hand for use in a game, taking their preferred Cards from their master TAC Deck, created during the List Building Segment of the Pre-Game Set-up.

There are no limitations to the amount of Victory Points (VPs) a player may hold in their TAC-Hand, beyond the substitution requirement of initial Deck Building and the required Hand size based upon the MFV being played. The amount of VP in the TAC Hand only becomes important when cards are used.

The TACs in a player's TAC Hand should always be kept secret to their opponent and are chosen from the TAC Decks once players have reached the Tabletop, their Force Lists are exchanged, Models have been deployed and after Field Orders have been drawn.

An opponent should never know the TACs a player has taken. Equally neither player knows their opponent's Field Order at the point of choosing TACs either, so players should be mindful of taking the TACs that complement their Force and preferred strategies based upon the situations they might find themselves confronted with on the Battlefield.

Players should also be aware that once they choose their preferred TACs for the upcoming engagement, they may NOT re-draw cards from the remainder of their TAC Deck unless a specific scenario or gaming condition applies. Essentially, the Cards that make up the TAC Hand are a final set of tactical options available to a commander, designed to assist in the prosecution of their Field Orders.

PLAYING YOUR TACs

The conditions surrounding a TAC's use is always noted on the Card itself; there are, however, a number of persistent rules always in effect when using TACs:

- A Force that has Lost its Commodore may not play TACs, but may use them to cancel opponent's TACs as normal.
- A TAC that has been played cannot be retracted unless it was played incorrectly.
- A TAC may not be played on a Squadron that began its Activation 'Out of Coherency'.
- A player may not play more than one TAC card during any single Squadron Activation or Pre-Turn TAC Segment. Once a TAC has been played, it should remain face up nearby until the end of the Activation/Pre-Turn Segment as a visual reminder.
- If a situation specifies you must 'Discard' a TAC Card, the card is removed from the game without being played and is placed face-down in the Scrapyard without amending Victory Points totals.
- The playing of TACs on Allied Squadrons is limited and may only be done if certain conditions apply - see Allies Rules on Page 199.
- A Played TAC is always placed in the player's Scrapyard face-up, as are cards used to Cancel cards played by your opponent. Only cards that are face up can ever amend Victory Points totals.

Victory Points

Using the tactical power of a Nation's best and brightest isn't free, and Commodores must be careful not to fritter away their resources too cheaply. In game terms, this is represented by a cost that is always found at the bottom of the Card. This cost is added to your opponent's running Victory Points Total when the Card is resolved and the used TAC is placed in your Scrapyard face-up for ease of totalling during the End Phase.

CANCELLING TACs

The effects of TACs can often be catastrophic if played at just the right time. So much so that it is essential that players have a means at their disposal whereby they can Cancel particularly devastating Cards played against them.

To Cancel a TAC played by an opponent, a player must sacrifice a Card or a combination of Cards of HIGHER Victory Points cost than the TAC that is being played.

If a player manages to Cancel the Card played by an opponent, the Cancelled card is Discarded and the Cancelling player must place the card(s) used face-up in their own Scrapyard, adding their total cost to the opponent's running VP total.

For example, if a player uses a 40 VP TAC card and their opponent wants the TAC to be Cancelled, the opponent must forsake TACs of their own which combine to create a VP total greater than 40.

FOR THOSE WHO LIKE A CHALLENGE... TRY PLAYING THE 'FOG OF WAR'

The Tactical Action Cards Deck available to players should always number 16 Cards, although certain Generic Numbered Cards are often swapped out for preferred Cards from the other Card Types. This Deck should be shuffled and players should then deal out the number of cards that would ordinarily be in their starting Hand face down on the table in front of the opponent and plays with this random assortment for the duration of the Game.

This is much more challenging as players cannot guarantee their Hand as they can in the method above, and playing this way should be considered to represent the Fog of War, clouding the best laid plans of even the most accomplished commander. It is also important for players to note that Cards generated in this manner are SECRET, and so your opponent will not know which cards you have drawn (and vice-versa!).

FOR THOSE WHO LIKE LONGER GAMES...

Using TACs aggressively may speed up the arrival of either player's Victory Point total and thus end the game sooner than anticipated! If both players agree, an alternate method of scoring TACs is to take away the cost of TACs from a player's own Victory Point total, instead of adding the cards to their opponent's Scrapyard.

TITLE – All Cards have a Title that should be read aloud when it is played.



FLAVOUR TEXT – Each Card will have a small amount of flavour text in Italics that sets the scene for its use.

RULES – The Card will show its rules of play and tell you when it can be utilised.

VALUE – Each Card has an associated Victory Points (VPs) cost attached to it. This cost does not come into play until a player chooses to use the card.

TYPE – Each Card has an identifying label showing which Type of Card it is.



In the first part of this example we have Mike attempting to play a Tactical Action Card called **Devastating Barrage** – a pretty scary 40 Point Card!

He announces he intends to play the card and places it on the Battlefield next to the Squadron that will gain the most benefit from it.

After this is done John has the option to cancel it if he wishes (or is able to!).

In this example he allows the card to activate and gains +40 Victory Points for the card - which is added to his VP total

Mike's VP +0 John's VP +40



However, if we imagine a different situation where John feels he simply cannot allow such a powerful card to activate, he can attempt to cancel it!

In his TAC Hand he has a **Tally Ho!** card worth 60pts, a **Storm Troopers** card with 40pts and a **Break Neck Manoeuvre** card worth 20pts.

To cancel the card he must play a number of cards that have a greater combined VP total than the card being activated. In this case, he decides to keep his powerful **Tally Ho!** Card and instead gives up the **Break Neck Manoeuvre** and **Storm Troopers** cards because they combine to 60VPs – 20 more than the **Devastating Barrage** card.

The card is cancelled, with Mike's VP total being increased by the value of the cards used to cancel his **Devastating Barrage** – in this instance 60VPs!

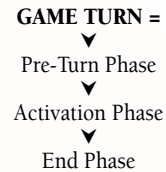
Mike's VP +60 John's VP +0

ORDER OF PLAY

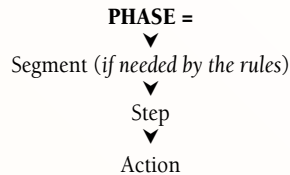
As you might expect, in a game as rich and as granular as *Dystopian Wars*, there must be a structure in place through which a game should be played. This allows for the game to flow, and provides suitable signposts for players to understand when relevant Actions or Steps must take place. Therefore, a Game Turn breaks down as follows.

To create a game flow where there is an interesting arc of action and decision making, *Dystopian Wars* is broken down into what are known as Game Turns. A game will last multiple Game Turns, and if you are playing a Scenario it will often dictate the number of Game Turns to be played before a game is classed as 'over' and someone has won or lost.

Game Turns are broken down into multiple parts, not all of which are used every Turn, but only when the parts or action on the Battlefield require them. The game-granularity of *Dystopian Wars* is:



A Phase is then broken down as follows if it needs to be by the granularity/complexity of the rule in play:



PRE-TURN PHASE

During the Pre-Turn Phase, players execute the playing of Tactical Action Cards that affect the upcoming Game Turn, bring on Reserves and Flanking Forces, and determine who has the Initiative for the remainder of the Game Turn. The Pre-Turn Phase is divided into the following Segments, which must be resolved in order:

1. Tactical Action Cards (TAC) Segment

Any players wishing to play TACs in this Segment announce their intention by placing a single Card face down on the table in front of them. The player with Strategic Advantage must play their card first.

2. Late Arrivals Segment

Models that are scheduled to arrive this turn do so in the following way:

- The player with Operational Advantage may decide which player must deploy a Squadron from their Strategic Forces first. Squadrons are placed alternately, using the Standard Order of Deployment.
- During the Late Arrivals Segment, all Models entering the battle must be placed so their Aft 90-degree arc is touching the relevant edge of the Tabletop. No Model may be deployed in Terrain that is Impassable to it.
- Any Squadrons which do not have a facing, such as Support Aircraft Squadrons, must be placed so any part of the Squadron is touching the relevant Tabletop edge

3. Determine Initiative Segment

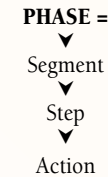
Using an Opposed 2D6 test, players determine the Initiative Order. The Player who rolls highest is first in the Initiative Order, the second highest is second in the Initiative Order, and so on.

4. First Activation Segment

The player who is first in the Initiative Order Activates their first Squadron. Other players activate Squadrons in Initiative Order. Once all players have activated one Squadron, refer back to the Initiative Order to activate other Squadrons in the players' respective Force Lists.

ACTIVATION PHASE

During the Activation Phase, players execute the Command and Control, Movement, Firing, Boarding, and Disorder Segments. The Activation Phase breaks down into:



Each Segment in this Phase concludes with a Consolidation Step to allow players to check they have completed their Actions successfully and recorded all necessary events on the Tabletop and on their Victory Points totals. See the table on the top right for more details:

END PHASE

The End Phase is divided into the Segments and Steps you can see the sequence in the table to the bottom right:

ACTIVATION PHASE TABLE	
Segment	Step
Command	Command Coherency
	Command and Control
	Command Consolidation
Movement	Movement Declarations
	Movement and Manoeuvre
	Movement Consolidation
Firing	Declaring Attacks
	Declaring Counter Attacks
	Resolve Auxiliary Fire
	Resolve Ordnance Fire
	Firing Consolidation
Boarding	Nominate Targets and Assault Groups
	Anti-Boarding Declarations
	Anti-Boarding Fire
	Close Quarters Battle
	Determine the Victor!
Boarding Consolidation	
Disorder	Disorder Test Resolution

THE END PHASE TABLE	
Segment	Step
Compulsory Actions	Derelict HP Loss Drifting Models
Damage Repair	Critical Repair Tests Persistent Effects Repair Tests
Persistent Effects	Resolve Persistent Effects on Models Remove In-Game Generator Effects
Restore Order	Bring and Disordered Squadrons under control
Check for End of Game	Compare Victory Points to Force Orders
Move on to the Next Turn	Return to Pre-Turn Phase

TYPES OF ATTACK

All Damage inflicted during a game of Dystopian Wars originates from one of TWO sources:
Indiscriminate Attacks or **Targeted Attacks**.

INDISCRIMINATE ATTACKS

Indiscriminate Attacks are quite simply and just as the name implies - indiscriminate!

Shield Generators protect Models from gunfire, but NOT from a Battleship at ramming speed, equally being *hard to hit* does NOT protect a Model against artillery fire that is blanketing a whole area.

Attack Dice originating from ANY of the following sources are classed as Indiscriminate Attacks:

- Collisions or Rams
- Magazine Explosion Critical Effects
- Ordnance Attacks resolved using a Template
- Mine Explosions
- Any other Attacks identified as being a form of Indiscriminate Attack

Indiscriminate Attacks ignore the following:

- All Defensive Generator effects
- All Defensive MARS

The 'To Hit' Number for Indiscriminate Attacks

Most sources of Indiscriminate Attacks will specify the 'To Hit' Number they use. If they do not, they use the Basic 'To-Hit' Number as determined by the Height Level - see the table on Page 127.

TARGETED ATTACKS

All other forms of Attacks not listed above are deemed to be Targeted Attacks, and are therefore potentially impacted by any Defensive MARS or Defensive Generators as applicable.

DAMAGE FROM ATTACKS

Loss of Hull Points (HP) in Dystopian Wars manifests itself in two forms: **Damage** and **Critical Hits**.

If a Model suffers multiple Attacks in the same Step (most often as being the target of multiple ordnance attacks from the same Squadron), it may sustain several points of Damage or even several Critical Hits. All Attacks in a single Step are effectively simultaneous. However, for ease of play, we resolve the Attacks in the order in which they were declared.

APPLYING DAMAGE

Damage is applied using the following process:

1. Determine Volume of Damage by checking to see if the Attack Dice have generated:

- 1.1. **Damaging Hit**
- 1.2. **Critical Hit**
- 1.3. **Damaging Critical Hit**
- 1.4. **Multiple Critical Hits**

2. Apply Damage and resolve HP Loss and any Critical Effects in the following order:

- 2.1. **Damaging Hits first**
- 2.2. **Then Critical Hits**
- 2.3. **Then Damaging Critical Hits**
- 2.4. **Then Multiple Critical Hits**

1. Determine Volume Of Damage

Damage is applied to a Model when the number of successful Hits from a single Attack is equal to or greater than a Model's Damage Rating (DR) or Critical Rating (CR).

The type and amount of damage applied depends on the total number of successful Hits from the Attack, after all Defensive Counter Attacks, Defensive Generators, Tactical Action Cards, Defensive MARS and any other applicable effects have been taken into account. A Model can suffer either Damage or Critical Hit(s), or in some cases Damaging Critical Hits.

1.1. Damage

If the total number of Hits against a Model in a single Attack equals, or exceeds, its Damage Rating, but not its Critical Rating, the Model has suffered Damage, and loses 1 Hull Point (HP).

1.2. Critical Hits

If the total number of Hits against a Model in a single Attack equals, or exceeds, its Critical Rating, the Model has not suffered Damage, instead it has suffered a Critical Hit. The Model loses a number of Hull Points (HP) indicated by the Critical Hit that is rolled (see the Table on Page 103).

With the exception of the loss of Hull Points (HP), Assault Points (AP), and gaining additional Persistent Damage Markers, the effects of multiple instances of the same Critical Hit do not stack. Each instance of the effect will need to be individually repaired by a successful Damage Repair Test in the Game Turn's End Phase, before the effect is removed from the Model.

1.3. Damaging Critical Hit

If the total number of Hits against a Model in a single Attack equals, or exceeds, its Critical Rating and Damage Rating added together, the Model has instead suffered a Damaging Critical Hit. The Model loses a number of Hull Points (HP) indicated by the Critical Hit that is rolled (see the Table on Page 103) and a further loss of 1 HP.

1.4. Multiple Critical Hits

If the total number of hits equals, or exceeds, TWICE the Critical Rating, the Model has suffered TWO Critical Hits, and so on. The Model loses a number of Hull Points (HP) indicated by the Critical Hit that is rolled (see the Table on Page 103).

With the exception of the loss of Hull Points (HP), Assault Points (AP), gaining additional Persistent Damage Markers the effects of multiple instances of the same Critical Hit DO NOT stack. However, each instance of the effect will need to be individually repaired by a successful Damage Repair Test in the Game Turn's End Phase, before the effect is removed from the Model.

Important Note: Should a Model suffer enough Hits in an Attack to exceed its Critical Rating multiple times, the Damaging Critical Hits are ignored! Things are bad enough already for those on board!



2. Apply Damage

Now you know how much chaos and destruction you have sown against a target it is time to apply your Damage in the following order:

2a. Apply Damage HP Loss

For each Damage result inflicted upon a Model, place ONE Hull Point (HP) Loss Game Marker next to it to represent the point of Damage. If Damage reduces the Model to ZERO remaining Hull Points (HP) it is IMMEDIATELY Scrapped and removed from the Tabletop.

If the Attack inflicting the Damage has the Piercing MAR and the Model survives, make the roll on the Critical Hit Table now; see Critical Effects without Suffering a Critical Hits (see below).

2b. Apply Critical Hits

If a Model has suffered a single Critical Hit, make a roll on the Critical Hit Table and apply the corresponding Hull Point loss and the Critical Hit Effect in full. If the Model is reduced to ZERO Hull Points as a result of the Critical Hit, it is Scrapped and is removed from the Tabletop

If a Model suffered multiple Critical Hits, the next is applied in the same way. This is continued until there are no further Critical Hits to apply, or the Model is Scrapped – in which case no further Critical Hit Table rolls are made.

CRITICAL EFFECTS WITHOUT SUFFERING A CRITICAL HIT

This may sound odd, but often through the rules there will be mention of situations whereby a gaming effect causes a Model to suffer a specific Critical Effect without actually having suffered a Critical Hit. Examples of this might be Tesla Generators causing Shredded Defences Effects, Ice Generators causing Navigational Lock/Engine Failure Effects, or Models Colliding with Terrain suffering Engine Failures etc.

In these cases, the Result column, the Effect column and the Repairable column of the Critical Hit Table are used, but the HP Loss column is ignored. In other cases, a Model Assigned Rule or Munitions might allow for a roll to be made on the Critical Hit Table with various conditions applying. In these cases, as above, the Result column, the Effect column and the Repairable column of the Critical Hit Table is used, but the HP Loss column is ignored.

Important Note: This means that the Model suffering the Critical Effect(s) in these ways WILL NOT lose any HP, no matter the Critical Effect(s) inflicted.

SUPPORT AIRCRAFT DAMAGE

See the Carriers, Drone Launchers and Support Aircraft section on Page 185.

HULL POINTS & ATTACK DICE

The Hull Point (HP) value of a Model is a measure of how much punishment it can take before it is Scrapped. Hull Points are reduced during the game as a result of Damage and Critical Hits. If a Model has suffered a loss of Hull Points equal to, or exceeding, its Initial Hull Point value, then the Model is Scrapped and should be immediately removed from the Tabletop and placed in the Scrapyard.

The current Hull Point (HP) value of a Model is not only a measure of how much Damage it can take before being Scrapped, it is also a measure of the health of a Model's own weapon systems.

If a Model's current HP value is less than its Initial HP value, the Model subtracts 1 Attack Die (AD) from every Gunnery Ordnance and Auxiliary weapon for each lost Hull Point, unless a specific condition applies, such as the Redoubtable MAR.

Attack Dice from any weapon system can never fall below 1. Repaired Hull Points also repair lost AD in this way - see Repair on Page 197.

CRITICAL HIT TABLE

2D6 Standard Dice Roll	D6 Focused Roll	Result	HP Loss	Critical Effect	Repair ?
2	*	Magazine Explosion	2D6	The Model suffers catastrophic damage. Should the Model be Scrapped as a result of this Critical Effect, any Models within 2" of any point of the Lost Model, regardless of Height Level, are subjected to an Indiscriminate Attack, with a 'To Hit' roll of 4, 5, or (RED) 6. The number of Attack Dice (AD) is equal to DOUBLE the initial Hull Points (HP) value of the Lost Model.	NO
3	*	Raging Fire	2	This Model gains D3+1 Raging Fire Effect Markers.	YES
4	1	Shredded Defences	2	This Model has its Ack-Ack (AA) and Concussive Charges (CC) reduced to 0. Place the Shredded Defences Effect Marker on the Model.	YES
5	2	Generators Offline	2	This Model cannot use any of its Generators. Place the Generators Offline Effect Marker on the Model.	YES
6	3	Weapons Damage	2	The Attack Dice (AD) Value of all Primary and Secondary Weapons on this Model are reduced by HALF. Place the Weapons Damage Effect Marker on the Model.	YES
7	*	Hard Pounding	3	This Model loses D3 Assault Points (AP)	NO
8	4	Engine Failure	2	The Movement (Mv) of the Model is reduced by HALF. Place the Engine Failure Effect Marker on the Model.	YES
9	5	Navigational Lock	2	This Model can only move DIRECTLY ahead. Place the Navigational Lock Effect Marker on the Model.	YES
10	6	Chaos & Disarray	2	This Model cannot use Tertiary Weaponry, deploy Mines, Initiate any Boarding Actions, or perform Carrier Actions. Place the Chaos and Disarray Effect Marker on the Model.	YES
11	*	Fusion Leak	2	This Model gains D3 Corrosion Effect Markers.	YES
12+	*	Sturgenium Flare	D6	If the Model is not Scrapped the Model Teleports in a random direction using the Random Displacement Template, moving the Model 3D6" in the direction indicated. The Model is then placed facing in a random direction using the Random Displacement Template once more. A Model automatically Collides if, as part of a Teleportation, it is placed touching a Model, or touching Terrain that is considered to be Treacherous to it and is automatically Scrapped if it is placed touching Terrain that is considered to be Impassable to it.	NO

DISORDER

The men and women that crew the Sturginium-powered vessels that take to the oceans, cover the landmasses and fill the skies of the Dystopian World are hardy souls, often too heroic, zealous or world-weary to be fazed by the nearby destruction of one of their own. But there will be times when their morale will break, and the brave few that remain find themselves sorely tested.

DISORDER TEST RESOLUTION

Any number of events may occur that cause a Squadron to take a Disorder Test if events take a turn for the worse! Squadrons that are already Disordered are not required to take any further Disorder Tests, and any Disorder Tokens will automatically be removed during the appropriate Segment of the End Phase of every Game Turn, as the officers present move to restore order.

A Disorder Test is required for the Squadron during the Disorder Segment of any Activation where the following events occurred. These events do not trigger a Disorder Test if the Squadron is already Disordered.

- A Model in the Squadron has been Lost. This does NOT apply to Attached Escorts or Combat Air Patrols that are Lost.
- A player's Commodore is Lost. Every Squadron in a Force must perform an immediate Disorder Test.
- A Squadron is out of Out of Command Coherency during the Disorder Segment of its own Activation.
- A specific scenario condition has been met.
- An applicable MAR is in play.

A Squadron is only required to make a maximum of one Disorder Test per Squadron Activation.

Important Note: A Model is considered to be Lost if it's been Scrapped, made a Derelict, a Prize, a Salvage, or has been moved off the Tabletop, unless a specific Scenario Condition applies.

COMMAND COHERENCY

All Models in the same Squadron should must remain within Command Coherency of at least ONE other Model in their Squadron to perform at their effective best.

During a game Command Coherency is 8", and is measured from any point on one Model to any point on another. If any Model is not within 8" of another Model in its Squadron, during the Disorder Segment of its Activation, the entire Squadron is considered to be Out of Command Coherency.

TAKING A DISORDER TEST

When performing a Disorder Test, the Squadron must roll 3D6 requiring a 4, 5 or (RED) 6 for a success, unless a specific MAR applies. The test requires ONE success to pass, and the result effects all Models in the Squadron. The following additional situations require the survivors of the Squadron to dig deeper into their reserves of courage!

- If the Squadron has Lost half or more of its initial Squadron Size, the test requires an additional success to pass.
- If the Squadron is Out of Command Coherency, the test requires an additional success to pass.
- If the Commodore has been Lost, the test requires an additional success to pass.

Important Note: Any additional successes required to pass a Disorder Test are cumulative. This represents a Squadron *falling apart* as it takes losses!

COMMAND RADIUS BONUS

If the Squadron has a Model within 8" of a Commodore, an extra (RED) 6 can be rolled for the Disorder Test.

DISORDERED SQUADRONS

If a Disorder Test is Failed, the Squadron is Disordered. Models that are Disordered cannot:

- Perform ANY Firing Options other than Standard Fire.
- Have Tactical Action Cards played upon them by their controlling player.
- Initiate a Boarding Action.
- Perform Carrier Actions or Launch Drones.
- Have a Combat Patrol attach to them.
- Disembark any units Embarked upon them.

RALLYING FROM DISORDER

All Squadrons that are Disordered will automatically Recover from their Disorder Token during the Restore Order Segment of a Game Turn's End Phase (see Page 157), losing either Assault Points (AP) or Hull Points (HP) in the process (see Page 157).



THE COMMAND SEGMENT

The Command Segment is divided into 3 simple Steps:

1. Command Coherency
2. Command and Control
3. Command Consolidation

Let's drill into each Step in a little more detail:

1. Command Coherency

During this Step, a player must announce whether the Squadron they are Activating has started its Activation within Command Coherency.

All Models in the same Squadron should begin and end their Game Turn within Command Coherency of at least ONE other Model in their Squadron to perform at their effective best. In Dystopian Wars Command Coherency is 8", and is measured from any point on one Model to any point on another.

Models that are out of Command Coherency should make every effort to end their activation within 8" of another model in their Squadron... or suffer the consequences of a possible Disorder Effect at the end of the Activation!



2. Command and Control

During this Step, players have an opportunity to initiate certain Actions / Game Effects which can take place before a Squadron's Activation continues into the Movement Segment.

This includes playing any applicable Tactical Action Cards, performing various dice rolls related to MARs, activating certain Generator effects, or other Actions that are part of specific scenario conditions.

3. Command Consolidation

During this Step, players will ensure that Game Tokens are clearly attached to the correct Squadrons. Certain Generators may also Activate in this Step - see the Generators chapter on Page 165.



THE MOVEMENT SEGMENT

The strategic movement of your models is critical to any good military plan! The Movement Segment is therefore divided into three Steps in order to keep things organised and simple:

1. Movement Declarations
2. Movement and Manoeuvre
3. Movement Consolidation

1. MOVEMENT DECLARATIONS

In this Step, a Squadron must declare if any Models are intending to change Height Levels or make any Special Movement Actions during its Movement Segment (see later). It is possible for some Models to make more than one Special Movement Action in an Activation, although it is not that common.

Changing Height Levels

If a Model is capable of changing Height Levels, it must first declare which Height Level it will be occupying during the Movement Declarations Step. Unless other conditions apply, this Model may only ascend or descend ONE Height Level from its original position. This Model is now considered to be occupying the new Height Level, and executes the rest of its Movement Segment (including any Minimum Move) on its newly declared Height Level.

Different Models in a Squadron can occupy different Height Levels at the same time. Appropriate Game Markers, such as 'Obscured' or 'Submerged', should be placed on each Model's base to indicate its current Height Level.

Unless otherwise noted, Models that are classified as Diving or Burrowing Models may occupy either the Surface or Submerged Height Levels and Models that are classified as Aerial Models may occupy either the Flying or Obscured Height Levels.

2. MOVEMENT & MANOEUVRES

During the Movement and Manoeuvre Step, all Models in the Squadron move. Each Model is moved individually and must complete its entire Movement before continuing with other members of its Squadron.

Important Note: All Movement made on the Battlefield is FINAL and may not be taken back because Models got themselves in a muddle! A Model that moves an inch has MOVED that inch. Period.

Minimum Movement

Each Model has a Minimum Movement listed in its Profile. Unless a special condition applies, the Model MUST move this many inches straight forward before it can make a Turn or stop moving. Any Model with a Minimum Movement of 0" does NOT have to move straight forward, or even move at all.

Players are advised to be careful to position their Models where this Minimum Movement will not cause unwanted collisions, carry them into a minefield, or otherwise ruin their plans.

Once a Model has completed its Minimum Movement, it is free to stop at any time, at which point it moves no further in the Movement Segment.

Turning a Model

Most Models capable of Movement use a Turning Template when they Turn. Generally, this is the Small, Medium or Large Turning Template for Naval Models and the 45-degree Template for Armoured or Aerial Models.

Snaking

A Model with 360-degree Movement does NOT use a Turning Template, but instead is able to rotate about the centre of the Model to change its facing. This does not use any Movement to do so.

Using a Turning Template

The small 'pips' around the edge of a Turning Template are called Navigation Points, and are spaced 1" apart. To use a Turning Template, the Template is placed next to the side of the Model, with a feature of the Model, called the Turning Point, lined up with a Navigation Point. The Model is advanced 1" around the Turning Template so the Turning Point is lined up with the next Navigation Point. Each advance reduces the remaining Movement of a Model by 1".

Important Note: A Model can always Turn LESS than the angle between two Navigation Points.

Turning Limits

Some Models, mainly those using the 45-degree Turning Template, have a Turning Limit.

A Turning Limit means the Model must move the specified number of inches in a straight line before making another Turn. It must then move in a straight line again before it can make another Turn, and so on.

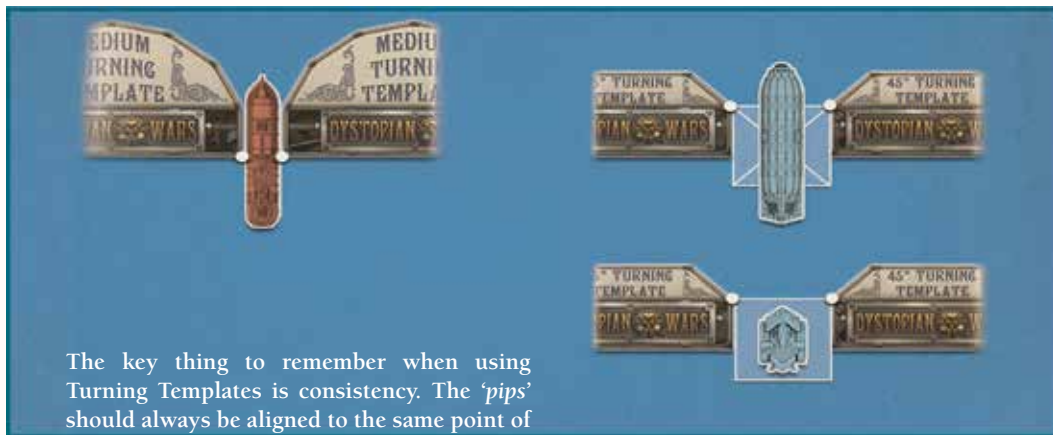
A Model with no Turning Limit specified is free to make Turns one after the other.

If a Model using the 45-degree Turning Template changes the side from which it makes a Turn, without moving at least 1" directly ahead between each of those turns, it is *Snaking* and is considered to be putting its hull under extreme pressure. The Model must take a Treacherous Terrain Test EACH time it Turns. If it fails the Treacherous Terrain Test, it is considered to have suffered the same effects as a Collision with a Terrain Classification that is Hazardous to it and resolves this effect immediately - see Page 175.

Minor Turning Corrections

There will be times when a Model might wish to make a small correction during its Movement to avoid contact with other Models or Terrain. It is perfectly acceptable, so long as both players agree. This can help speed up a potentially complex situation, but remember fair play and never use it to increase a Model's Turn capability or Movement distance.

Minor Turning Corrections are often used in friendly games where players are making use of Fixed Channel Fire Arcs. These Arcs can be very tricky to line up and so we would encourage players to be generous in those instances where opponents are contending with them!



The key thing to remember when using Turning Templates is consistency. The 'pips' should always be aligned to the same point of

360 Degree Movement

A Model with 360-degree Movement can normally move in ANY direction and change facing as required. It is important to note which way a Model with 360-degree movement is facing, as there are several circumstances in which they may only move straight forward without turning.

0" Movement

A Model with 0" Movement in its Profile cannot ever move, be moved, or be rotated. If this Model is forced to Teleport, it does NOT move but instead remains in place.

Maximum Movement

This is the maximum distance a Model can move in an Activation. Once a Model has completed its Minimum Movement, it can make Turns or carry on Movement in a straight line, until it has reached its Maximum Movement. A Model can make any combination of straight moves and Turns it wishes, and does NOT have to use its full Movement Value.

Models in a Squadron are free to move independently of each other, and can move different distances and in different directions.

Moving Support Aircraft Squadrons and Infantry Formations

Support Aircraft Squadrons (SAS) and Infantry Formations have 360-degree movement, but must always maintain a Valid Formation (See Support Aircraft Squadrons Formations on Page 184 or Infantry Formations on Page 191).

During the Movement Segment, both SAS and Infantry Formations move as a single entity with the other members of their Squadron/Formation. Players should therefore treat these Squadrons/Formations as single Models.

'The Path of Least Disturbance'

In physical terms, it might be argued it could be possible to have various Models occupy the same footprint on the Battlefield, but at different Height Levels. However, for ease of play a Model cannot end its move occupying the same footprint space as another Model or Model base.

If a Model has no option but to end its Movement on top of another Model or Model base, the Models involved must be re-adjusted until they are clear of each other. The non-active Model should be adjusted in whichever way causes the least possible disturbance. No Model should gain any immediate advantage from this re-adjustment. Both players must agree to the new placement.

The *Path of Least Disturbance* should also be used to move Small Aircraft Squadron (SAS) Trays that would lie under a moving Model after it completes its Movement. In these cases, the caveat regarding the players having no options of moving elsewhere is ignored, and the SAS Tray is simply placed in a location that is acceptable to both players.

Moving Backwards

Other than those Models with a 360-degree Movement, Models may only move backwards by making a Low Speed Manoeuvre.

Moving Off the Battlefield

Unless a specific Victory Condition allows it, if any part of a Model or Base leaves the Battlefield, it is counted as *Lost* and is removed from the game and added to a player's Scrapyard.

Moving Onto the Battlefield

When Squadrons move onto a Battlefield from Reserve, as part of a Flanking Force, or as specified by a scenario, they do so in the following way:

During the Late Arrivals Segment of the Pre-Turn Phase, the Squadron(s) are placed in the specified area of the board. All Models must be placed so their aft 90-degree arc is touching the relevant edge of the Battlefield board. Any Squadrons which do not have a facing, such as SAS Trays, must be placed so any part of the Tray is touching the relevant Board Edge.

Important Note: Any Models deployed using Squadron Support or Launched through the Carrier MAR are deployed using the rules listed in their respective entry.

3. MOVEMENT CONSOLIDATION

During this Step, players review the results of the Movement and Manoeuvres Phase, verifying that all Collisions and/or Disengagements (see below) have been resolved, and appropriate Height Level Markers have been attached or removed from each Model.

Models that currently have a Low Speed Manoeuvre Marker may choose to remove, or to keep it, and Models that wish to make a Low Speed Manoeuvre in their next Game Turn must add this Marker now.

SPECIAL MOVEMENT ACTIONS

These are special Actions that a player may wish to perform during the Movement Segment. They must always be declared during the Movement Declaration Step.

Disembarking

There are many instances where Models may wish to Disembark from transports, be it Tanks storming ashore during an amphibious landing, Robots descending from above to rip apart a defence line, or Infantry pouring out of their APCs to secure an objective. All of these Actions use the same fundamental rules.

During the Movement Declarations Step of its Activation, a Parent Model that is not Disordered declares that it is disembarking ALL of the Models it currently has aboard. For an explanation regarding embarked Models, see the Squadron Section on Page 160 for details.

A Squadron may never finish its Activation partially Embarked, it must always be disembarked fully.

Models disembarking must be placed entirely within 4" of the Parent Model (or Models), on Terrain that is not Impassable to them.

Any Squadron disembarked MUST form a single Squadron or Infantry Formation within their Squadron Size limitations when disembarked.

Any Squadron or Infantry Formation that is disembarked may perform its own Squadron Activation on the Game Turn they are disembarked as normal, unless a specific MAR or condition applies.

Low Speed Manoeuvres

If a Model wishes to cut engines and perform various tasks that require a slower than normal speed, they may execute Low Speed Manoeuvres. The decision to cut the engines during the heat of battle is not one to take lightly and must be planned in advance lest the crew find their vehicle with its engine cold when the enemy attacks!

During the Movement Consolidation Step of its Activation, a Model may choose to gain a Low Speed Manoeuvre Marker. The Model may then ONLY perform Low Speed Manoeuvres during the Movement and Manoeuvre Step of subsequent Game Turn, and for as long as the player wishes to keep the Marker.

Any Model may elect to remove its Low Speed Manoeuvre Marker during the Movement Consolidation Step of a Game Turn, in which case it moves at normal speed during the Movement and Manoeuvre Step of any subsequent Game Turns.

Any Model can make a Low Speed Manoeuvre unless a specific MAR or condition applies. It is possible for some Models in a Squadron to have Low Speed Manoeuvre Markers while others do not.

A Model making a Low Speed Manoeuvre may ignore any Minimum Move requirements it normally has, and is considered to be moving at Half Speed if moving through Treacherous Terrain - see Page 174.

A Model making a Low Speed Manoeuvre may execute ONE of the following actions in its Movement and Manoeuvre Step:

- **Dead Slow:** Move forward or backwards up to 2", making any Turns it would normally be allowed to make
- **Static Turn:** Rotate about its centre point, up to 90 degrees.
- **Burrow** beneath the Ground.

Unless specifically stated otherwise, a Model cannot begin a game with a Low Speed Manoeuvre Game Marker. All Weapons targeting a Model with a Low Speed Manoeuvre Game Marker receive a +1 'To Hit' modifier.

COLLISIONS AND RAMS

The commander of a vessel in Dystopian Wars is sometimes prepared to risk their ship to sink another vessel in a deliberate Ramming Action! Alternatively, battle damage or tight manoeuvring may make a collision with another Model inevitable.

Definitions

On the Surface Height Level, a player can collide/ram with a Model, although this is not always desirable! On all other Height Levels, a Model can never collide with another Model, but may instead ram it (see later). The Model that is currently moving will always be referred to as the Moving Model. Should the Moving Model contact another Model, the other Model is referred to as the Static Model.

If a Model or Base makes contact with another Model, piece of terrain or Base, the four possible Actions are:

- **Ramming** – The Moving Model deliberately contacts the enemy Model or Terrain piece
- **Collision** – The Moving Model accidentally contacts the enemy Model or Terrain piece.
- **Evasion** – The Static Model manages to Evade the Collision.

- **Controlled Contact** – In some instances certain Moving Models may wish to make a safe contact with another Model or Terrain piece. A good example for this is Amphibious Landing Craft, or Robots in a Boarding Action.

Ramming

A Ram only occurs if all of the following conditions are met by the Models:

- A Ramming Action has been declared by the Player controlling the Moving Model.
- The Moving Model has an Impact Rating (IR) greater than 0.
- Both the Moving Model and the Static Model occupy the same Height Level.
- The Moving Model (or its Base) makes contact with the Static Model in its Fore 90 degree Arc.
- The Moving Model has moved at least its Minimum Move.

Important Note: A ram is a special type of collision, and is the same in all respects, except for how Damage is applied – rams are much scarier for the targeted Static Model!

Collision Damage

All Models involved in a Collision use their respective Impact Ratings (IR) to generate the amount of Attack Dice used to roll against the other Model.

Any Collision uses the **Exploding Dice** mechanic and requires a 4, 5 or (RED) 6 'To Hit', unless a specific condition or MAR applies. Collisions are Indiscriminate Attacks. A Model involved in a Collision suffers Damage as normal. See the Damage Section on Page 111 for more information.

Colliding With Terrain

If any Model or Base makes contact with Terrain that is Impassable to it, it will result in a Collision - see Page 175 in the Terrain Section to calculate the Attack Dice it will now have rolled against it!

Resolving Ram Damage

Ramming is significantly more powerful causing much more Damage than a simple collision might. A Moving Model uses its Impact Rating (IR) to generate the amount of Attack Dice used in the Ram. Any Ram uses the **Exploding Dice** mechanic and requires a 4, 5 or (RED) 6 'To Hit', unless a specific condition or MAR applies. Rams are Indiscriminate Attacks.

All Attack Dice are resolved with the Crushing Impact MAR - see Page 160. The Static Model also resolves a Collision against the Ramming Model, but does so AFTER the ram has been resolved.

Model Collisions via Teleports

In any circumstance where a Model is Teleported into contact with another Model on the same Height Level, this will result in a Ram, regardless of Declaration, Minimum Move or 90-degree Fore Arc requirements. The devastating Collision is resolved with BOTH Models considered to be the Moving Model and BOTH have the Crushing Impact (Ram Action) MAR!

Following a Collision or Ram

After a Collision (or Ram), any Models that survive should attempt to disengage so that they can move off without further collisions occurring between them: this is called Disengaging (see below)

If the moving Model moves off and causes further Collisions, these are resolved as they occur. Remember, however, that a Model cannot execute multiple Ram Actions, so any further contact with the enemy is treated as a Collision instead.

A Model Suffers No Damage

Any Model involved in a Collision or Ram that suffered no Damage is not seriously hampered by the contact, but after Disengaging, may only move in a straight line (see below) for the rest of the current Activation. This is designed to represent the Model's commander struggling to clear the danger area.

A Model Suffers Damage

Any Model involved in a Collision or Ram that suffered Damage may have its ability to function severely impaired, with assault marines scattering to safety, gunnery crews thrown into disarray and command elements struggling to restore order.

For each Model that suffered Damage of any type in a Collision (or Ram), roll a D6 and consult the Table below:

Result Rolled	Effect on Model
1, 2, or 3	No Effect
4, 5 or 6	Model rolls once on the Focused Critical Hit Table and applies the Effect. This is in addition to any other effects applied through Critical Hits.

Evading a Collision or Ram

If a Moving or Ramming Model makes contact with a Static Model on the same Height Level during its Movement, this should automatically result in a Collision (or Ram). However, if the Static Model is capable of changing Height Levels, the Static Model may try and evade the Collision (or Ram) by making a Swift Manoeuvre Test (see below), unless a specific condition or MAR applies. No Model may try to evade a Ram caused by Teleportation: there simply isn't time as the Model literally appears out of thin air!

Disengaging

Following a Collision or Ram, unless both Models can move off without a further Collision between them, the Models involved must Disengage.

- If a Model Collides with Terrain, or a Model with a Movement Value of 0", then the Moving Model must Disengage.
- If TWO Models Collide, then the smaller Model must Disengage. If both Models of the same Size collide, then the Static Model must Disengage.

To Disengage, the Model that is disengaging must make one immediate Low Speed Manoeuvre. This may be done out of sequence if required, and the Model does not take a Low Speed Manoeuvre Game Marker as a result of this compulsory action.

When Disengaging, a Model is always allowed to Rotate or Turn, as the force of the Collision may change its heading without any help from the steering system as the Models literally 'bounce off' each other! A Model may ignore a Navigational Lock Critical Effect whilst Disengaging.

After Disengaging, Models involved should be in a position where a further Collision between Models is NOT inevitable. This may require both players to reach a mutual agreement on the placement of Models. If a Disengaging Model is unable to avoid contact with another Model whilst Disengaging, resolve a further Collision.

It is possible for a Model to deliberately Collide with several other Models during a single Activation, if it remains able to keep moving.

Controlled Contact

Certain Models may perform functions that require Base-to-Base contact with another Model or Major Surface. Such vessels are able to perform what is called Controlled Contact; manoeuvring into close contact without resulting in a Collision or Ram.

To perform a Controlled Contact, a Model must have already moved its Minimum Movement requirement. Small Adjustments to angles and distances are permitted so that the Model ends up in Base-to-Base contact with another Model or Major Surface.

Controlled Contact is not considered a Collision, and therefore no Collision Damage or need for Disengaging will occur.

Models capable of making a Controlled Contact are identified by having the Controlled Contact MAR.

Taking a Swift Manoeuvre Test... to avoid a Ram/Collision or Attack

Sometimes a flying craft may wish to swoop down to make an attack run, and then retreat to the relative safety of the clouds, or a Submarine may have to crash dive to avoid a Battleship about to run it down.

A Non-Burrowing Model capable of changing Height Level in normal game-play that is about to suffer a Collision (or Ram) may try and Evade the Collision (or Ram) by changing Height Levels (see above).

Alternatively, during a Model's Shooting Consolidation Segment, it may attempt to make a Swift Manoeuvre after attacking.

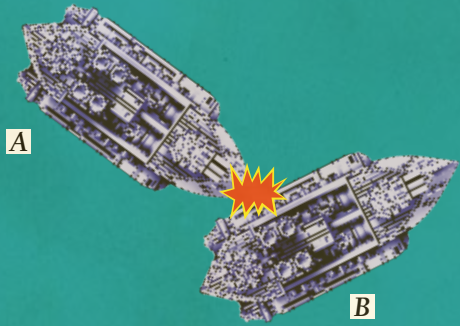
In either case, if the Model passes the Swift Manoeuvre Test, it may immediately change Height Levels up or down one level where permitted.

For each Model wishing to make a Swift Manoeuvre, roll a single D6 and consult the Table below:

Model Size	Roll needed to pass a Swift Manoeuvre Test.
Large and Massive	6
Medium	5 or 6
Small and Tiny	4, 5, or 6

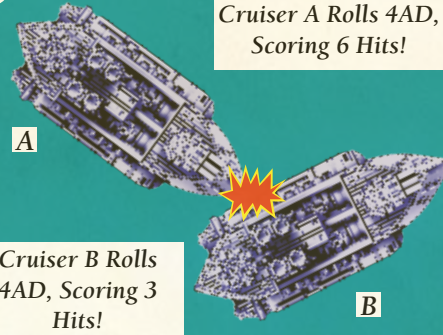
COLLISIONS

1.



A pair of Britannian Tribal Class Cruisers have got themselves in a terrible tangle. During Cruiser A's Minimum Move it made contact with one of its sister ships! Clearly this was not intended and no Ram Action was declared, so a Collision occurs instead. Both models roll an Indiscriminate Attack against the other vessel using their individual Impact Rating (IR).

2.

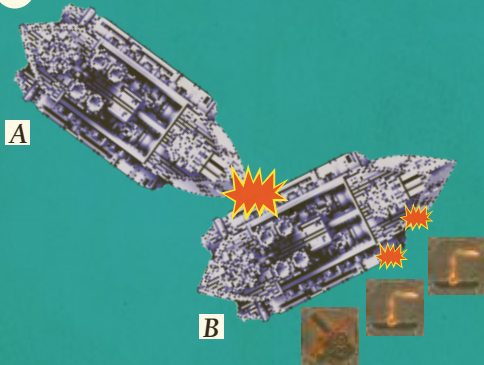


Cruiser A Rolls 4AD, Scoring 6 Hits!

Cruiser B Rolls 4AD, Scoring 3 Hits!

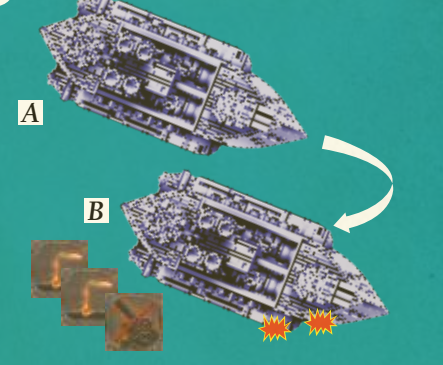
Since both have an Impact Rating of 4, each one rolls 4 AD against each other, requiring a 4, 5 or (RED) 6 to generate a success. With both Cruisers having a DR/CR of 4 and 6 respectively, meaning that Cruiser A (the perpetrator of this fiasco) escapes unscathed, but Cruiser B suffers a Standard Critical Hit!

3.



Rolling on the Full Critical Hit Table, the Britannian player scores the Fusion Leak Result, making the vessel suffer 2 Hull Points of Damage and applying D3 Corrosion Markers - in this case 2. In addition, the player must roll on the Collisions Table, rolling a 5. This makes things worse as it forces the Cruiser to suffer a Focused Critical Effect (but not the Damage). Rolling a 3 the Cruiser ALSO gains a Weapons Damage Marker.

4.



After the dust settles, the Static Model (Cruiser B) must Disengage, electing to make a Dead Slow Low Speed Manoeuvre, moving to a point where there will be no further collisions with the moving vessel in later activations. With no less than 2 points of Damage, 2 Corrosion Markers and a Weapons Damage Marker too, it is clear one Captain will be having choice words with another after this!

RAMMING

1.



A mighty Britannian Majesty Class Dreadnought elects to Ram a damaged Prussian Uhlan Class Cruiser that dares to block its path! Moving into contact with the fore of the vessel a Action Ram occurs.

2.



The Dreadnought Rolls 8AD. Scoring 8 Hits!

Cruiser A Rolls 4AD, Scoring 3 Hits!

As this is a Ram Action the Dreadnought treats the target Cruiser's DR as its CR. With an Impact Rating of 8, the Majesty rolls 8 Hits. This counts as TWO Critical Hits - the damaged Cruiser suffers a Hard Pounding and a Raging Fire result. The Cruiser uses the normal Collision rules as it DID NOT initiate a Ram Action, trying in vain to damage the huge ship, but fail to do more than 3 Hits!

3.



The two Critical Hits are enough to sink the Uhlan and the Majesty decides to slam into the remaining Prussian Cruiser (B). This is classed as a Collision between both vessels now, as a model can only ever announce ONE Ram Action in a turn.

4.



The Dreadnought rolls 8AD, scoring 4 Hits!

Cruiser B Rolls 4AD, Scoring 2 Hits!

This time the Majesty only manages 4 Hits, but this is enough to Damage the Cruiser which after the collision roll results in the Critical Effect Navigational Lock. In return, the Uhlan scores a paltry 2 Hits.

5.



The Models must now disengage. Being the smaller model (and the Static one too) the Uhlan makes a Low Speed Manoeuvre, electing to make a Dead Slow move 2" straight forwards, out of reach of the Majesty - for now!

LINE OF SIGHT

You need to be able to see an enemy in order to kill it! Line of Sight is an imaginary straight line between a Weapon or Generator that is engaging a target Model. Follow the simple guidelines within this chapter in order to ascertain a Model's ability to target an enemy!

When drawing Line of Sight to a Model, you need to consider:

1. The Fire Arc of a weapon.
2. How the weapon is mounted.
3. Any obstructing Terrain or Models.

From this, you can determine if a Target is in the Open, Partially Blocked or Blocked. These outcomes will have a significant impact on the total number of Attack Dice you will roll.

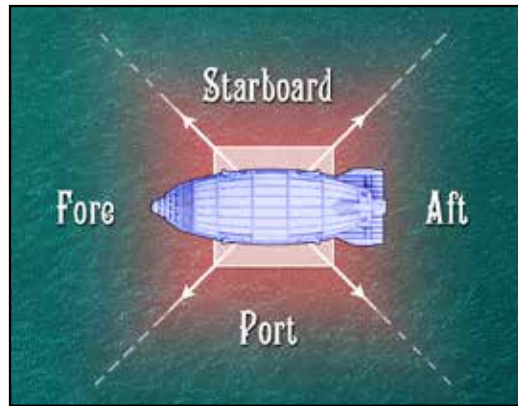
Important Note: In addition to Line of Sight and Arc of Fire, other conditions may apply to a specific weapon that could prevent it from firing at certain Targets. See the Declaring Attack Step on Page 124 for a list of exceptions.

1. FIRE ARCS

A weapon's Fire Arc is the area into which it can fire its shots.

A Fire Arc can be 90, 180, 270 or 360 degrees, Broadside or Fixed Channel.

A 90, 180 or 270-degree Fire Arcs have Fore, Aft, Port, Starboard or Offset orientations. Fore is the front facing, Aft the rear, Port the left, and the Starboard the right facing of the Model or Base. Off-set is slightly more complicated, but is relatively rare in its use on Models.

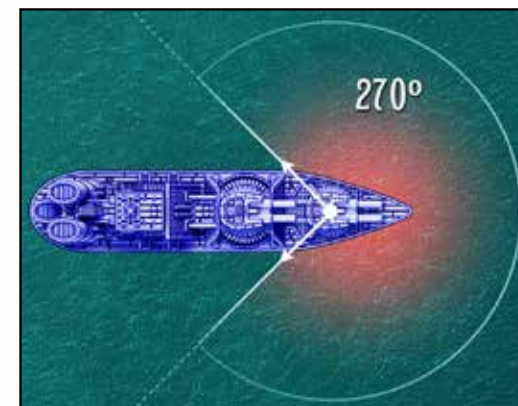
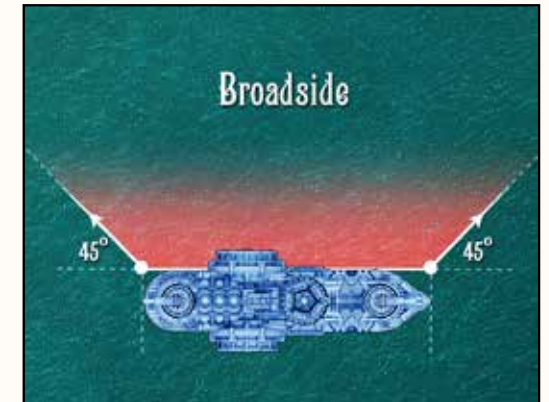
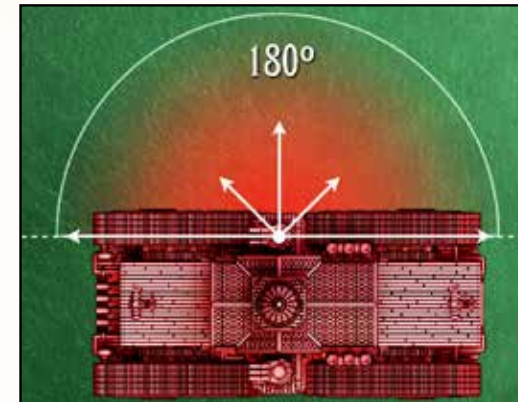
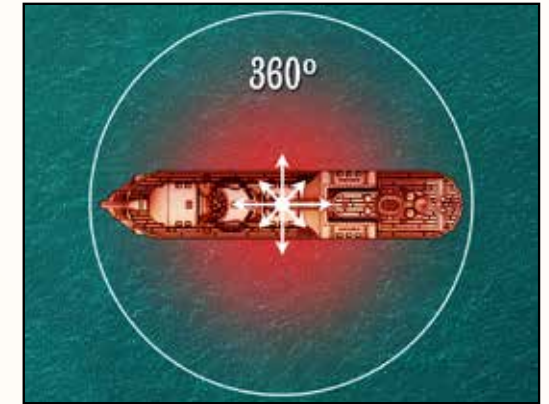
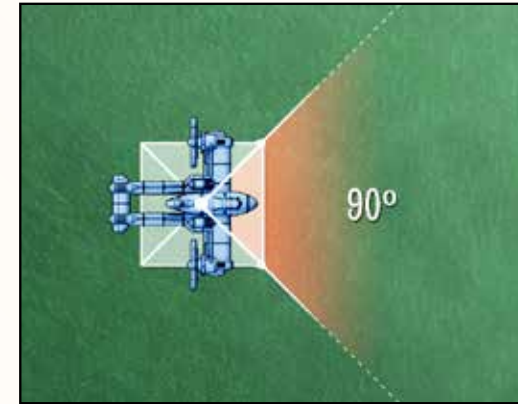


90, 180 and 270 Degree Fire Arc

A 90, 180 or 270-degree Fire Arc is centred on the appropriate point on the Model or Base for Range and Line of Sight, and with the correct orientation (Fore, Aft, Port or Starboard).

Offset Fire Arc

An Offset Fire Arc is a Fire Arc of 90, 180 or 270 degrees, skewed 45-degrees outwards and centred on the appropriate point on the Model or Base for Range and Line of Sight, and with the correct orientation (Fore Port, Aft Port, Fore Starboard or Aft Starboard).



360 Degree Fire Arc

A 360-degree Fire Arc is centred on the appropriate point on the Model or Base for Range and Line of Sight extends in a circle around the entire Model.

Broadside Fire Arc

A Broadside extends out 45-degrees from both ends of the Model or Base, and is aligned along the entire length of its relevant side. All Ranges are measured from the centre point of a Model.

Fixed Channel Fire Arc

A Fixed Channel is the entire width or length of the Model or Base, and extends directly out from the Model or Base, with the correct orientation (Fore, Aft, Port or Starboard).

2. WEAPON MOUNTING

Different weapons determine Range and Line of Sight from different points on a Model as described below:

Guns

Guns are mainly cannon or artillery and are often mounted in an armoured barbette. This provides a degree of protection to the weapon and crew, but at the cost of limited traverse compared to a turret-mounted weapon. Range and Line of Sight is determined from the centre of the relevant side of the Model where the Gun is mounted.

Turrets

Turrets provide fully enclosed armoured protection for any cannon or artillery and, because they rotate they provide a wide field of fire. Often Models will have multiple turrets. Turrets will always have a listed facing and Fire Arc on a Model's statistic block. Range and Line of Sight is determined from the centre of the Turret itself.

Broadsides

Broadsides are generally deployed along the entire length of a Model, and fire through embrasures into

a wide firing area. Broadside weapons are usually mounted along the Port and Starboard sides of a Model. Broadsides use the Broadside Fire Arc. Range and Line of Sight is determined from the centre point of a Broadside on a Model.

Batteries

Batteries can be one large or several smaller mountings of the same weapon firing together as one weapons system. Range and Line of Sight is determined from the centre point of the firing Model.

Mortars and Bombards

Mortars and Bombards are powerful weapons with a high trajectory that lets them effectively lob explosive shells over almost any Obstruction, provided they have a designated Spotter with Line of Sight to the Target. Range and Line of Sight is determined from the centre of the weapon itself.

A weapon with Bombard or Mortar in its name is capable of Indirect Fire - see Page 130.

Fixed Channel Weapons

Any weapon may be a Fixed Channel Weapon, but they are most commonly used by Rockets and Torpedoes, or when a Model is outfitted with a weapon simply too large to mount in a turret.

The Range and Line of Sight for a Fixed Channel Weapon is determined from the centre of the appropriate side of a Model or Base.

Bombs

Bomb Ordnance from Models has a 360-degree Fire Arc. It has a 2" range, measured from any point of a Model's Base.

Bomb Ordnance from a Support Air Squadron (SAS) requires its Tray to be in contact with a target Model or Base.

Other Ordnance Weapons

There are some weapons that do not fall into easy categories. For any other ordnance weapon that does not fall into one of the above categories, Range and Line of Sight is always determined from the weapon.

Auxiliary Weapons

Auxiliary weapons always have a 360-degree Fire Arc. You may measure from any point of the Model, Base or Flight Stand, in any direction, for all Auxiliary weapons.

Generators

Any Ranges and Fire Arcs are always noted in the relevant Generator entry - see Generators on Page 165 for more details.

Spotting

Line of Sight for Spotting purposes is measured from the centre of the Spotting Model to any point on the Target Model.

In The Open, Partially Blocked, and Blocked

A Target has three Key Points for determining Line of Sight: Fore Point, Middle Point, and Aft Point.

Targets 'In the Open'

A weapon firing at a Target in the Open can fire at full effect, rolling the FULL amount of Attack Dice unless a condition or Model Assigned Rule applies. For a Target to be in the Open:

- The firing weapon can draw Line of Sight to the Middle Key Point and either End Key Points on the proposed Target within its Fire Arc.

OR

- The Firing of a weapon with a Fixed Channel Fire Arc must have both edges of the Fire Arc passing through the Target, and no Obstructions to the proposed Target.

Targets 'Partially Blocked'

If the firing weapon is Partially Blocked, it may only fire at the Target with the Attack Dice generated by the weapon being halved (rounding up). For a Target to be Partially Blocked:

- The Firing weapon can draw Line of Sight to only the Middle Key Point, or only both End Key Points on the proposed Target within its Fire Arc.

OR

- The Firing of a weapon with a Fixed Channel Fire Arc must have one unobstructed edge of the Fire Arc passing through the proposed Target.

Any Model occupying the Surface or Aerial Height Bands is always counted as being Partially Blocked when firing an Ordnance Weapon at a Model occupying the Diving Height Band in Water, unless a specific Model Assigned Rule applies.

'Blocked Targets'

If a Target is Blocked the weapon may not fire at it. For a Target to be Blocked:

- The firing weapon can draw Line of Sight to no Key Points or only one End Key Point, on the proposed Target within its fire arc.

OR

- The Firing weapon has no edges of the Fire Arc passing through the Target.

3. OBSTRUCTIONS TO MODELS

Ordnance weapons generally need Line of Sight (LOS) to their intended Target to be able to fire directly at it:

- Terrain and Models with a Surface Height may block Line of Sight between Models on the Surface Height Level: this is termed Obstructing.
- Other Height Levels are not affected by intervening Models, but certain types of Terrain may block Line of Sight at certain Height Levels - see Terrain on Page 176 for more details.
- Auxiliary weapons ignore Models when drawing Line of Sight, but not Obstructing Terrain.

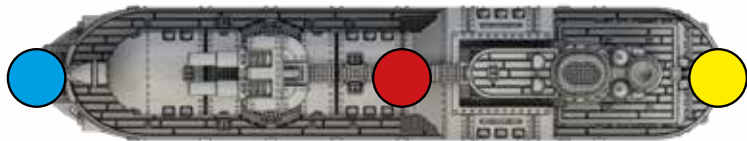
Primary Gunnery and Spotting




Primary Gunnery and Spotters can draw Line of Sight over intervening Models and Terrain two sizes or more smaller than the Firing, Spotting OR Target Models.

Primary Gunnery can also draw Line of Sight over intervening Models and Terrain one size smaller than the Firing or Target Models, but if it does so, it is Partially Blocked.

Secondary Gunnery, Tertiary Ordnance and Auxiliary Weapons

Secondary Gunnery, Tertiary weapons, and Generators can draw Line of Sight over intervening Models and Terrain two sizes or more smaller than the Firing or Target Models. Auxiliary weapons can draw Line of Sight over intervening Terrain two sizes or more smaller than the Firing or Target Models, and ignore intervening Models.



-  Aft Point
-  Middle Point
-  Fore Point

Important Note: One part of a Target Model does NOT block Line of Sight to another part of it. This means a Model facing directly towards the weapon firing at it cannot claim to be blocking Line of Sight to it!

Line of Sight is worked out in a simple Top Down fashion:

- If either of the 'In the Open' conditions apply, the Target is in the Open.
- If either of the 'In the Open' conditions apply, but either of the 'Partially Blocked' conditions apply, the Target is Partially Blocked.
- If neither the 'In the Open' nor 'Partially Blocked' conditions apply, then the Target is Blocked.

Line Of Sight, Key Points Needed and Edges of Fire Arcs Summary Table			
	Key Points Needed		Edges of Fire Arc Needed
Open	Centre and One End	OR	2
Partially Blocked	Centre Only or Both Ends	OR	1
Blocked	One End or less!	OR	0

Any Model occupying the Surface or Aerial Height Bands is always counted as being Partially Blocked when firing an Ordnance Weapon at a Model occupying the Diving Height Band in Water; unless a specified Model Assigned Rule applies.

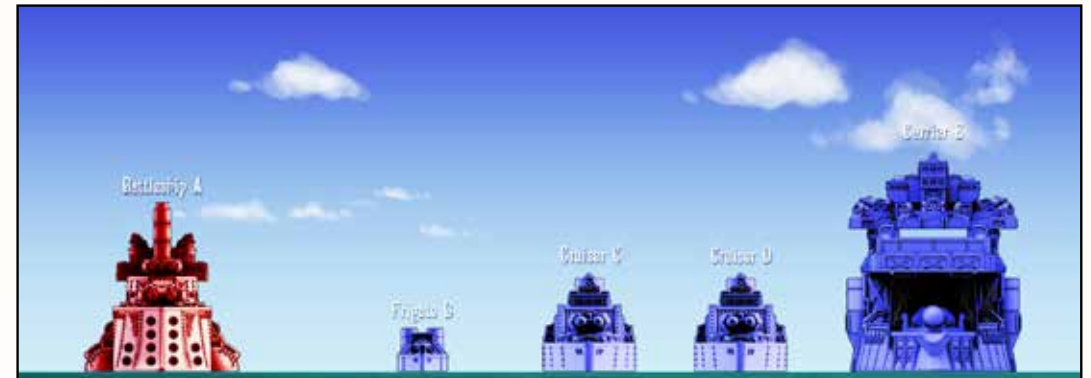
OBSTRUCTING TERRAIN

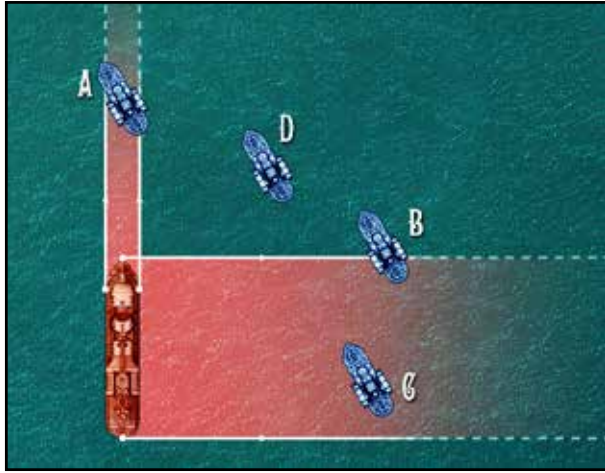
Terrain that occupies an entire Height Level, (i.e. a Mountain occupies the entire Surface Height Level) is always Obstructing Terrain at that Height Level. Terrain with a Surface Height that occupy the Surface Height Level use the above rules to determine if it is obstructing terrain for Models that occupy the Surface Height Level.

Important Note: Line of Sight in Dystopian Wars is automatically reciprocal between units with the SAME weapon type (Primary, Secondary, or Tertiary). Line of Sight between units with different weapon types is NOT automatically reciprocal.

The Red Battleship below has a selection of Enemy (Blue) Models to fire at:

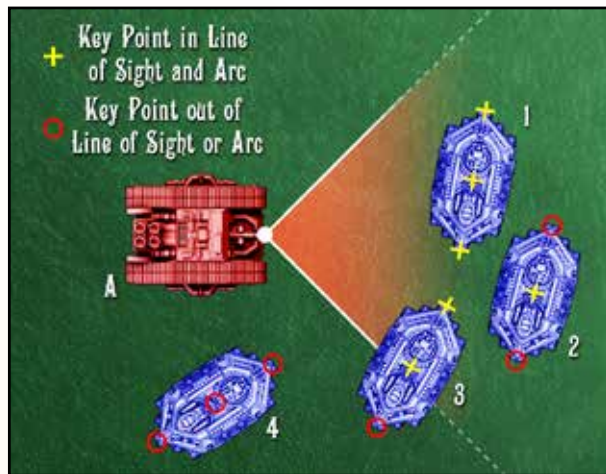
- Against Frigate B, it may fire any Weapons as there are no Obstructions of any kind.
- Against Cruiser C, as the Red Battleship is two Sizes larger than any Obstruction, it may fire any Weapon (except Torpedoes, as they regard all intervening Models, regardless of Size, as an Obstruction, see Page 132).
- Against Cruiser D, as the Red Battleship is only one Size larger than the Obstruction, it may not fire any Secondary or Tertiary Weapons at it. It may Fire Primary Weapons at Cruiser D, but will be considered to be Partially Blocked.
- Against the Carrier E, as the Target Model is two Sizes large than any Obstruction, the Red Battleship may fire any weapons (except Torpedoes) at it.





The Gunship (Red) is firing Fixed Channel weapons at Enemy Corvettes (Blue) in both its Fore Channel and Starboard Channel.

1. Both edges of the Fore Fixed Channel pass through Corvette A, so it is considered to be In The Open.
2. One edge of the Starboard Fixed Channel passes through Corvette B, so it is Partially Blocked.
3. Corvette C is fully within the Starboard Fixed Channel, so is In The Open.
4. Corvette D is not in either channel, so is Blocked.



A Kingdom of Britannia Medium Tank A (Red) has a number of enemy Prussian Empire Medium Tanks (Blue) in front of it. Its Fore Guns have a 90 degree Fire Arc, and the player is deciding which Enemy tank to fire at:

1. Tank 1 has all three Key points visible and in its Fire Arc, so it is In The Open for Tank A.
2. Tank 2 has only its centre Key point visible, so will be Partially Blocked from Tank A.
3. Tank 3 has all three Key points visible, but one end is not within the fire Arc. However, being able to hit the Centre and an End
4. Key points means it is considered to be In The Open for Tank A.
5. Tank 4 has No Key Points in its Fire Arc so is Blocked for Tank A.

THE FIRING SEGMENT

The Firing Segment is composed of the following five Steps which must be executed in order:

1. **Declaring Attacks Step**
2. **Declaring Counter Attacks Step**
3. **Resolve Auxiliary Fire Step**
4. **Resolve Ordnance Fire Step**
5. **Firing Consolidation Step**

1. DECLARING ATTACKS

In this Step, the Activating Squadron declares all the Attacks it wishes to make during its Activation. The following rules govern Attacks:

- Each Ordnance and Auxiliary weapon on a Model can only declare a maximum of one Attack during its Activation.
- All declared Attacks must specify their Target and any Firing Options they are using.
- A player should make their opponent aware of anything that may affect their choices in declaring an Attack or Counter Attacks, such as any Generators, MARs or other effects in use.
- Players should agree if a Target has an Open, Blocked, or Partially Blocked Line of Sight from any firing Models - see Page 119 for more on Line of Sight.

Squadrons declaring an Attack are governed by the following rules restrictions, unless a specific condition or MAR applies:

- A Squadron cannot deliberately Target a Derelict, Prized or Salvaged Model.
- A Model on the Surface Height Level cannot Target a Model occupying the Aerial Height Band with a Gunnery Ordnance Attack in Range Band 1.
- A Model on the Surface Height Level can only Target a Model occupying the Diving Height Band in Water at Range Band 1 with Torpedoes or Concussion Charges(CC).
- Support Aircraft Squadrons (SAS) may only be targeted by Ack-Ack (AA).
- A Model occupying the Diving Height Band can only use its Concussion Charges (CC), Torpedoes or a Particle Accelerator.
- A Model occupying the Deep Diving Height Level can only be targeted by Concussion Charges (CC), Torpedoes or a Particle Accelerator.
- Any Model occupying the Submerged Height Level on Land may only be targeted with Concussion Charges (CC) or Concentrated Bombing.

Weapons declaring an Attack are governed by the following restrictions, unless a specific condition or MAR applies:

- Torpedoes can only Target Models occupying the Water Surface.
- Bombs can only Target Models on the Surface or Submerged Height Levels.
- Flamethrower Weaponry may not Target Models occupying the Diving Height Band.
- Ack-Ack (AA) can ONLY Target Models occupying the Aerial Height Band or Airburst Mines.
- Concussion Charges (CC) can only Target Models occupying the Diving Height Band or Surface Mines.
- All Weapons, unless firing Indirectly, can only Target Models within its Line of Sight.

2. COUNTER ATTACKS

Counter Attacks are divided into two Types: **Aggressive** or **Defensive**. Both are covered by several common rules:

- A Model may only make a Counter Attack if it is Targeted itself, or if it is Linking/Combining Fire with a Model in its Squadron that has been Targeted.
- Any Targeted Model must lead a Counter Attack to defend itself.
- Each Model may only make one Counter Attack with Ack Ack (AA) and one Counter Attack with Concussion Charges (CC) during the Firing Segment of an Activation. No other weapon may make a Counter Attack.
- The Range for all Counter Attacks is 4" unless otherwise specified or affected by a MAR.
- A Model occupying the Diving Height Band may not make any Counter Attack using AA.
- A Counter Attack cannot provoke a Counter-Counter Attack!

Aggressive Counter Attack

These are a Counter Attacks using Ack-Ack (AA) or Concussion Charges (CC) against an Attacking Model. Any Linking/Combined Fire measures its range from the Linking Models to the Model they are attacking.

Aggressive Counter Attacks with AA can only be targeted against Attacking Models in the Aerial Height Band. Aggressive Counter Attacks with CC can only be targeted against attacking Submerged Models.

Defensive Counter Attacks

These are Counter Attacks using Ack-Ack (AA) or Concussion Charges (CC) against incoming Ordnance. Any Linking/Combined Fire measures its range from the Linking Models to the Model they are defending.

Defensive Counter Attacks with AA are always targeted against incoming Rocket Ordnance. Defensive Counter Attacks with CC are always targeted against incoming Torpedo Ordnance.

3. AUXILLARY ATTACKS

Squadrons resolve Ack-Ack (AA) and Concussion Charge (CC) Attacks or Counter Attacks between each other first, and apply any Damage, before any Ordnance Attacks are resolved.

This sequence means that Models or Squadrons may be Scrapped or Damaged before they can resolve any of their Ordnance Attacks. All attacks at this stage are considered to be SIMULTANEOUS, so it is entirely possible for two Models to destroy one another!

Auxiliary Attacks and Counter Attacks are resolved using the Attack Sequence for Ordnance Attacks which is detailed on the next page.

4. RESOLVE ORDNANCE FIRE

Any Ordnance Attacks from the Active Squadrons are now resolved. Damage is applied only once all attacks have been resolved. Attacks are resolved using the Attack Sequence in the next section.

5. FIRING CONSOLIDATION

This Step is used as a 'tidying step' where certain Manoeuvres, MARs and Generators may activate or are performed.



THE ATTACK SEQUENCE

Each Attack or Counter Attack against a Model contains the following Actions:

1. **Determine the Initial Attack Dice.**
2. **Roll Attack Dice and determine Hits.**
3. **Compare the total number of Hits to the Damage Rating (DR) and Critical Rating (CR) of the Target Model.**

This is the same for ALL Attacks or Counter Attacks, regardless of their source. It is explained in this section as Firing, as this is the most common source of Damage.

1. DETERMINE INITIAL AD

Many Attacks specify the number and type of Attack Dice used, however there are instances whereby the number of Attack Dice will be generated using two 'Pools' - the **Leading Pool** and the **Linking Pool**.

To calculate the Initial AD of a Firing Attack, you should use the following procedure.

1a: Profile Attack Dice (AD)

All Ordnance weapons will have an Attack Dice value listed in a Model's Profile for each Range Band.

Gunnery, Torpedo and Rocket Ordnance will have a specific Attack Dice value listed in a Model's Profile in each Range Band that they can fire into.

If any Ordnance weapon does not have an AD value listed in a particular Range Band, then it may NOT fire at that Range Band.

The AD value for Bomb Ordnance and Mines is listed in Range Band 1, but this is purely for ease of reference in the statistics. These Weapon systems will have their own Ranges - see Pages 132 and 138 for more on Bombs and Mines respectively.

Ack-Ack (AA) and Concussion Charges (CC) do not use Range Bands. Instead their Profile Attack Dice is the value listed in the AA and CC sections of a Model's Profile.

1b: Effective Attack Dice (AD)

The Effective Attack Dice available to a weapon takes into account all Attack Dice modifiers, including Line of Sight penalties and MARs.

Effective Attack Dice is the term for the number of Attack Dice a weapon can direct against a given Target, after taking into account any modifiers that alter its Profile Attack Dice.

Damage reduction due to Lost HP

The amount of Hull Points (HP) a Model has lost will impact the effectiveness of some of its weapons. This simulates crew being killed, wreckage on the decks, and any physical damage done to the weapon itself.

Use the following rules:

- Damage Reduction from lost Hull Points reduces the Profile Attack Dice for all individual instances of Gunnery Ordnance and Auxiliary weapons by 1 for each Hull Point lost.
- Damage Reduction from lost Hull Points has no effect on Tertiary Ordnance.
- Damage Reduction from lost Hull Points has no effect on Mines.
- Damage Reduction from lost Hull Points cannot reduce the Effective Attack Dice of any Gunnery Ordnance or Auxiliary weapons to less than 1.

Important Note: Hull Points regained through the use of MARs, Models with the Repair Function, TACs, or other conditions will negate the reduction to Attack Dice previously suffered.

Half Attack Dice Effects

A weapon can be subject to a half AD penalty for TWO reasons:

By being adversely affected by a Weapon Damage Critical Effect Game Marker(s).

OR

By having its Line of Sight considered to be Partially Blocked by a Model or Terrain.

If both these conditions are met, a weapons' Attack Dice is halved twice, rounding up each time. Unless specifically stated otherwise, this is the only situation where AD is halved more than once.

Important Note: If a weapon has both Damage Reduction and Half AD effects, apply the Damage reduction first.

1c: Initial AD of Firing Attack

The result Steps 1a and 1b will have generated a Weapon's Effective Attack Dice. It is important to remember that the Effective Attack Dice must be calculated individually for each weapon involved in a single Attack, as it is possible that modifiers will apply to one weapon and not to others.

1d: Firing Options, MARs, TACs etc.

The Initial Attack Dice in an attack is determined by the Effective Attack Dice of any weapons contributing to the Attack, any Firing Options used, and other modifications, such as through the use of a MAR or TAC.

Firing Options may allow a Model to make better use of the resources they have available, allowing units of smaller vessels to act together to destroy larger ones, or allowing multiple weapons on a ship to act together in a single, more powerful Attack.

The two most common Firing Options available to a Model are **Standard** and **Linked Fire**. All Ordnance and Auxiliary weapons are capable of using these Firing Options unless otherwise noted.

Other Firing Options include:

- **Combined Fire:** only available when using specific weapons or a MAR applies.
- **Indirect Fire:** available to Models equipped with Primary Gunnery, Bombards and/or Mortars.
- **Concentrated Bombing:** available to Models with Bomb Bays
- **Area Bombardment:** only available to Models with the Area Bombardment MAR.

For the rules on how each of these are calculated see the Firing Options Section of this chapter. Do not forget to take into account MARs like Pack Tactics or to play appropriate TACs at this point!

2. ROLL AD TO DETERMINE HITS

This step uses the following procedure:

- Determine the Basic 'To Hit' Value**
- Apply 'To Hit' Modifiers**
- Roll the Attack Dice**
- Perform Defensive Actions**
- Determine the number of successful Hits**

2a: Determine the Basic 'To Hit' Value

The Basic 'To Hit' value depends on the Height Level the Target or Firer is occupying. If they are not at the same Height Level, use whichever 'To Hit' value is most beneficial for the Target.

BASIC 'TO HIT' VALUES	
Stratospheric	RED (6)
Obscured	5 or RED (6)
Surface or Flying	4, 5 or RED (6)
Submerged	5 or RED (6)
Deep Diving	RED (6)

2b: To Hit Modifiers

The 'To Hit' Modifiers are explained in the Table below:

'TO HIT' MODIFIERS TABLE	
<i>Negative</i>	
Elusive Target (From Non-Capital Models)	-1
Difficult Target (From Capital Models)	-2
Small Target (From Capital Models)	-1
Primary Weapon at Range Band 1	-1
Primary Weapon Firing Indirectly	-2
Bombard or Mortar Firing Indirectly	-1
Target covered by Cloud Generator	-1
Firing through a Storm Template	-1
Target is 'Wave Lurking'	-1
<i>Positive</i>	
Target Painter Hit on Target Model	+1
Firer has Hunter (Target Model)	+N
Firing at a Fortification	+1
Target has Low Speed Manoeuvre Game Marker	+1

2c: Roll Attack Dice

Once it has been determined what To-Hit value is needed, the player making the Attack rolls their Initial Attack Dice.

As most Attacks are made using **Exploding Dice**, it is important to keep rolling until the attacking player has rolled all their Attack Dice.

Note there are a number of conditions and MARs that may increase or decrease the number of **Exploding Dice** rolled, or even change them to **Heavy Dice** or even Basic Dice!

2d: Defensive Actions

Once all the Attack Dice in a Targeted Attack have been rolled, the player controlling the Target Model may have a chance to cancel some of them out, if needed. This is accomplished using Defensive Counter Attacks and Defensive Generators.

Defensive Counter Attacks

If a Targeted Squadron declared it was using Defensive Counter Attack AA against a Rocket Attack, this Defensive Action is now resolved. Roll the Initial Attack Dice of AA, worked out as normal, using any relevant Firing Options.

Defending AA Hits on a 5 or **(RED) 6**. Each Hit cancels a Hit from the Rocket attack.

If a targeted Squadron declared it was using Defensive Counter Attack CC against a Torpedo Attack, this is now rolled. Roll the Initial Attack Dice of CC, worked out as normal, using any relevant Firing Options.

Defending CC Hits on a 5 or **(RED) 6**. Each Hit cancels a Hit from the Torpedo attack.

Defensive Generators

Defensive Generators that exist in the game can lower or even remove remaining Hits. These forms of Defensive Generator will note in their entry that they activate during this Step. For a full explanation of how Defensive Generators work, see Page 171.

3. COMPARE HITS TO DR AND CR

The number of Hits remaining are measured against the Target Model's Damage Rating (DR) and Critical Rating (CR) to determine the level of Hull Point (HP) loss inflicted, if any! See the Damage Section on Page 101 for more information.

AVAILABLE FIRING OPTIONS

Firing Options may allow a Model to make better use of the resources they have available, allowing units of smaller vessels to act together to Scrap larger ones, or allowing multiple weapons on a ship to act together in a single, more powerful attack.

1. Standard Fire

Standard Fire is when a single weapon on a Model fires without any assistance from others weapons or other Models:

Building Initial AD for Standard Fire

Take the effective AD Value from one weapon in the attack by the Model. This is called the the Lead Weapon Pool. Add any further dice from conditions such as MARs and TACs, etc. **This generates the Initial Attack Dice.**

2. Linked Fire

Linked Fire allows Ordnance and Auxiliary weapons to Pool their available AD into a single, more powerful Attack, or Counter Attack, against the same Target.

The weapons involved in a Linked Fire may come from multiple weapons of the same type on a single Model (such as multiple Gunnery Turrets) or from the weapons of multiple Models from the same Squadron.

In addition, Linked Fire may be used to bring Mines deployed in the current Activation together into a potentially devastating Mine Effect - see Page 140 for more details on Mines.

Key Rules for Linked Fire

Only Models in the SAME Squadron can perform Linked Fire with their weapons.

For a weapon to perform Linked Fire it must be the same Type: Gunnery with Gunnery, Rockets with Rockets, Torpedoes with Torpedoes, Bombs with Bombs, Ack Ack with Ack Ack and Concussion Charges with Concussion Charges.

Additionally, for Gunnery weapons, Primary weapons can only perform Linked Fire with other

Primary weapons and Secondary weapons can only perform Linked Fire with other Secondary weapons. ANY Model participating in a Linked Fire Attack is deemed an Attacking Model.

Building the Initial AD for Linked Fire

The number of AD available to a Linked Fire Attack is calculated in the following way:

- Take the effective AD Value from one weapon in the attack. This is the Lead Weapon Pool. Place these dice to the side for now.
- Total the effective AD of all other weapons in the attack: this is referred to as the Linking Pool.
- Half (rounding up) the Linking Pool AD and then add these dice to the Lead Weapon Pool.
- Add any further dice from conditions such as MARs and TACs, etc.
- **This generates the Initial Attack Dice.**

Important Note: Sometimes the dice in a Linked AD Pool comes from weaponry with differing 'To Hit' numbers. When halving the Link Pool, the firing player must remove as close to as possible, the same number of dice from each group of dice with the same 'To Hit' value. Where an odd number exists, the firing player may choose which odd dice is discarded.

3. Combined Fire

Combined Fire allows Ordnance weapons to Pool their available AD into a single, incredibly powerful Attack or Counter Attack against the same Target, and for Auxiliary weapons to Pool their available AD against Rocket or Torpedo Attacks when making a Defensive Counter Attack.

Combined Fire follows the same process as Linked Fire but differs in that the dice are added together and not halved.

Building Initial AD for Combined Fire

- Take the Effective Attack Dice Value from ALL weapons in the Attack. This is designated as the Lead Weapon Pool.
- Add any dice generated by MARs, TACs, etc.
- **This generates the Initial Attack Dice.**

Important Note: This Firing Option is not available normally and, as such, can only be used with specific Models, weapon systems, or MARs that explicitly state it is an available option.

4. Indirect Fire (IDF)

Certain Ordnance may be eligible to fire at a Target, even if it doesn't have Line of Sight from the weapon. This is achieved by using Indirect Fire and Spotting Models from the same Force.

The following conditions apply:

- A Model may only be the Target of Indirect Fire if an un-Blocked Line of Sight to the target can be drawn by a Model in the Firer's Force with the Spotter MAR.
- The Target MUST be in the firing weapon's Fire Arc AND in Range, but any Obstructing Models or Obstructing Terrain is ignored.
- Indirect Fire may never have a better 'To Hit' roll than 4+... there is a limit to how accurate firing can be when a Model cannot see its Target.
- Squadrons may use the Indirect Fire option with Standard, Linked, Combined and Area Bombardment Firing Options, assuming that these Firing Options were already available to the weaponry used.

The weapons in the IDF table below are the only weapons that may fire indirectly and are subject to the Range stipulations and modifiers listed.

5. Concentrated Bombing

This is an Attack made by Models with Bomb Bays, and may use the Standard, Linked or Combined Firing Options where permitted:

- This Attack may only Target Models on Surface and Submerged Height levels
- Shield Dice may not be used to defend against Concentrated Bombing.
- All Dive Bomber Support Aircraft Wings are always considered to execute Concentrated Bombing Attacks.
- Any Concentrated Bombing Attack is considered to have the Sub-Killer MAR.

6. Area Bombardment

This special Firing Option is only available to a Weapon with the Area Bombardment (Value) MAR.

- When making an Area Bombardment Attack, the Linked and Combined Firing Options are unavailable, but Indirect Fire may be available.
- Area Bombardment is considered to be an Indiscriminate Attack, with a 'To Hit' Number of 4, 5 or (RED) 6, and may only ever Target the Surface Height Level.
- When performing an Area Bombardment, an Initial Aiming Point is chosen within Range, Fire Arc and Line of Sight of all weapons making the Attack. A Squadron may only have one Initial Aiming Point, so any weapons unable to reach the Initial Aiming Point cannot make an Area Bombardment Attack that Activation.
- All Attacks from Area Bombardment are resolved simultaneously.
- A Squadron may not execute more than one Area Bombardment Attack during its Activation.

To resolve an Area Bombardment Attack, total up the Values for each weapon with the Area Bombardment

IDF TABLE		
Weapon	Range Bands Available for IDF	To Hit Modifier
Primary Gunnery (Not Bombard or Mortar)	Range Bands 3 & 4	-2
Bombard	Range Bands 2 & 3 & 4	-1
Mortar	Range Bands 1 & 2 & 3 & 4	-1
IMPORTANT NOTE: This Table is only ever used for IDF firing options.		

MAR that is taking part in the attack - this is the number of Small Templates that will be used.

The first of these templates should be placed at the Initial Aiming Point (as specified above) with the remaining additional Small Templates being placed using the Random Direction Template so that they are touching, but not overlapping, the first Template.

Any Model on the Surface Height Level that is fully or partially within the area of a Small Effect Template is hit. If a Model is hit by multiple Small Effect Templates resolve each attack separately. All Attacks of this type are resolved simultaneously against the target Model.

WEAPONS AND MUNITIONS

Dystopian Wars features a wide variety of different weapons, the speed of their development greatly accelerated as a result of the increase in scientific research since the discovery of Element 270.

The most powerful Weapons in a Force are designed to destroy any enemy by direct action, while several simpler Weapon systems are available to provide protection from particular types of threat. The relevant Profile will specify all of the weapons available to a particular Model.

The classes of weapon found in Dystopian Wars are: Primary Gunnery Ordnance, Secondary Gunnery Ordnance, Tertiary Ordnance and Auxiliary Weapons. Most Primary and Secondary Weapons are guns of various sizes and assorted exotic Weapons. Tertiary Weapons are most often Rockets, Bombs and Torpedoes.

Mines are not used for direct Attacks in the same way as other Weapons, but do have many of the same attributes as the other weapons. See Page 139 for more on Mines.

Primary Gunnery Ordnance (P)

Primary Gunnery Ordnance is normally the most powerful in the Fleet and generally includes any Gunnery weapons greater than 10" in calibre. Because

of their sheer size, Primary weapons are normally found on larger vessels. These weapons typically have a slow rate of fire, allowing each Salvo to be carefully directed by fire control from the bridge, or when the Model mounts a particularly large weapon, requires the orientation of the whole vessel!

This allows Primary weapons to fire over obstruction better than other weapons, both when firing directly, or choosing to fire indirectly. However, such weaponry often struggles to effectively engage targets close in.

All Primary Gunnery Ordnance are governed by the following rules:

- All Primary Gunnery suffers a -1 'To Hit' modifier if targeting a Model in Range Band 1 unless a MAR applies.
- Primary Gunnery gains benefits in Line of Sight - see Page 120.
- Primary Gunnery can fire using the Indirect Fire Firing Option at Range Bands 3 and 4, but will suffer a -2 'To Hit' modifier when it does so - see Page 130.

Secondary Gunnery Ordnance (S)

Secondary Gunnery Ordnance is typically, but not always, smaller than Primary Ordnance, and are often found as batteries of many smaller weapons firing together.

This high rate of fire makes up for the smaller guns, and means they do not have the same difficulties tracking nearby targets, but also makes it impossible for most Secondary weapons to fire indirectly.

Many of the more exotic weapons tend to be Secondary Weapons, as their nature either makes them travel in straight lines, so be unable to fire indirectly, or simply be impossible to aim accurately enough to do so effectively. Secondary Gunnery, such as Broadships, Fore/Aft Guns and Port/Starboard Guns have no particular rules or exceptions as standard, but may be affected by MARs or Special Munitions - see Page 137.

Tertiary Ordnance (T)

All Tertiary Ordnance are unaffected by Hull Points (HP) lost by the Model. Below we have the types of Weapons that are most commonly found in the Tertiary Weapons bracket:

Rocket Ordnance

Rockets are steel tubes tipped with an explosive warhead that are propelled through the air at great speed. Some Models carry a bank of Rockets that have a limited field of fire, others use Rocket Turrets, but most mount rockets as either a single large Battery or as or several smaller Batteries.

- Models can use Ack Ack to try and defend themselves against Rockets Attacks.
- If an Attack with Rockets hits a Target Model, any Shield Generators (including Guardian Generators) no longer use **Exploding Dice** and instead are treated as using **Heavy Dice**, requiring a 5 or **(BLUE) 6** to generate a success.

Torpedo Ordnance

Torpedoes are self-propelled missiles that can only be used against Models in the water. Although normally fired in a limited channel, a few ships mount flexible Torpedo Turrets. Support Aircraft Wing Torpedo Bombers are also capable of launching these deadly weapons.

Torpedoes are one of the few weapons capable of targeting a Submerged Model effectively:

- Torpedoes can only Target Models occupying the Water Major Surface (or other Water as identified in the Advanced Terrain Section).
- Torpedoes can only travel from Firer to Target through the Water Major Surface. Any Terrain between the Firer and Target Model will Obstruct Torpedoes.
- When Torpedo Ordnance from any Height Level targets a Model occupying the Surface Height Level, any intervening Models on the Surface Height Level are always Obstructing Models for

determining Line of Sight, regardless of their Size.

- Torpedo Ordnance from any Height Level targeted Models occupying the Diving Height Band draw Line of Sight as normal.
- Torpedoes always have the Sub Killer MAR and always have the Barrage Munitions Type.
- Models can use Concussion Charges in a Defensive Counter Attack to try and defend themselves against Torpedoes.

Bomb Ordnance

Bombs are canisters filled with explosive materials and fitted with a detonator. Incendiary, Corrosive or other more exotic contents are occasionally used, but the ruthless economics of war means the cheap and always useful explosive filling is the most common.

The descent of Bombs is controlled by gravity, aerodynamics, the skill of the Bomb aimer, and sometimes a rudimentary drone system. Just like other weapons, they are harder to aim if used from high altitude, so accuracy increases as bombers descend, but so does the accuracy of any return fire.

Bombs can be set to impact fuses, where their blasts spread damage across a wide area, ideal for destroying a number of smaller targets, or use delayed fuses in a concentrated attack, allowing them to punch through armour and shields for a devastating attack against a single larger target.

- Bomb Ordnance is only used by Aerial Models with Bomb Bays, and by Support Aircraft Wing Dive Bombers.
- Bomb Ordnance is always considered to have the Barrage Munitions Type.
- Bombs always use the Concentrated Bombing Firing Option, except when Models with also have the Area Bombardment MAR choose the Area Bombardment Firing Option instead.

OTHER WEAPONS

Bombards

Bombards are weapons capable of firing both Indirectly and Directly. Bombards are governed by the following universal rules:

- Weapons are identified as being a Bombard by having the word Bombard in the name.
- Bombards may be Primary, Secondary or Tertiary weapons.
- Bombards may choose to fire Indirectly at Range Bands 2, 3 and 4.
- When Firing Indirectly, Bombards may use any viable Firing Options and suffer a -1 'To Hit' modifier.

Mortars

Mortar Weapons are generally short ranged weapons designed solely to fire Indirectly, and may range from those carried by Infantry, all the way up to huge Demolition Mortars designed to smash apart the toughest Fortifications and Models. They are governed by the following special rules.

- Weapons are identified as being a Mortar by having the word Mortar in the name.
- Mortars may fire Indirectly at all Range Bands, and have a -1 'To Hit' modifier when doing so.

SPECIALISED WEAPONS

Specialised Weaponry is a category of weapon where the creative innovation of inventors and scientist across the globe have been turned to create esoteric instruments of death and destruction!

Specialised Weaponry is governed by the following universal rules:

- Specialised Weaponry may only use Firing Options with other Specialised Weapons of the same Type.
- Unlike other weapons, Specialised Weaponry is permitted to use viable Firing Options with other Specialised Weaponry of the same type,

enabling them to perform Firing Options with a combination of Primary, Secondary or Tertiary Weapons, unless otherwise stated.

Energy Weaponry

The discovery of Sturginium and its amazing properties has led to a plethora of scientific invention, all of which require enormous amounts of power to manifest them. One of the most dangerous and volatile discoveries of the Dystopian World is Plasma and the weaponisation of this energy has revolutionised the Battlefields of the World War.

Energy Weaponry is governed by the following rules:

- Energy Weaponry is identified as having Energy or Particle Accelerator in the name.
- All Energy Weaponry, irrespective of type, has the Redoubtable MAR and the Piercing Munitions Type.
- Energy Weapons can sometimes replace conventional Gunnery mounted on a Model. If they do so, the Energy Weapons retain the same Fire Arc as the conventional weapon they replaced.

Energy Blast

The creation and deployment of the Energy Blast weapon was hotly debated by the leading Covenant scientists.

Many argued its indiscriminate killing potential could be misused and were at odds with the overall philosophy of the Covenant itself. This faction within the Covenant were eventually overruled by an edict from Lord Sturgeon himself, who dictated that weapons of this nature should be deployed, but only as a 'weapon of last resort'.

Energy Blasts are governed by the following rules:

- Energy Blasts use either the Standard or Indirect Fire Options. In some cases Energy Blasts may also use the Area Bombardment Firing Option too... but these are rare occurrences!
- Energy Blasts use a 'To Hit' Number of 3, 4, 5 or (RED) 6 regardless of modifiers and are always considered to be Indiscriminate Attacks.

Flamethrower Weaponry

The use of fire as a weapon of war dates back to antiquity. While providing mankind with light and heat, all humans are naturally attuned to feel a sense of dread when confronted by searing flames. Be it on board a naval vessel, an airship or a mechanised tank, a fire raging unchecked often spells disaster for a vehicle's inhabitants.

Flamethrower Weaponry is governed by the following special rules:

- Flamethrower Weaponry is identified by having the word Flamethrower in its name.
- Critical Hits caused by Flamethrowers do not roll on the Critical Hit Table, and instead automatically cause a Raging Fire Critical Result if they equal or exceed a target's Critical Rating (CR).
- If a Model's CR is matched multiple times then multiple Raging Fire effects are applied.
- Flamethrower Weaponry has Incendiary, Barrage and Lethal Munitions.
- Flamethrower Weaponry may use either the Standard Fire, or Combined Fire Firing Options with other Flamethrower Weaponry when performing an Attack.
- Flamethrower Weaponry may only target Models occupying the Surface Height Band.

- All Energy Blasts irrespective of type have the Barrage Munitions Type in addition to any other Energy Weapon special rules.
- Energy Blasts may only target Models on the Surface Height Level.
- An Energy Blast Weapon places the Large Blast Template centred on an enemy Model within Range and Line of Sight. Any Model touched by the Template is hit at full AD effect.
- Due to the incredible drain on power that comes from firing an Energy Blast, the firing Model gains an immediate Generator Offline Effect Marker after completing an Energy Blast Attack.

Particle Accelerators

The magnetically charged Particle Accelerator was supposed to be a purely theoretical idea, postulated around the scientific community prior to 1870. It was not until the forces of the Covenant began to appear with these devastating weapons of destruction on their vessels that the terrifying reality of these hi-tech weapons became clear.

As such, machines that house these weapons are often highly prized by the other power, eager to harvest the technology for their own ends.

Particle Accelerators are governed by the following rules:

- Particle Accelerators always use the Standard Fire Option.
- Particle Accelerators use a 'To Hit' Number of 3, 4, 5 or (RED) 6 regardless of the Height Level and are treated as Indiscriminate Attacks.
- Particle Accelerators can only affect Models on the same Height Level.
- A Particle Accelerator Weapon places the Large Blast Template centred on an enemy Model within Range and Line of Sight. Any Model touched by the Template is hit at full AD effect.

Heat Weaponry

The French are pioneers in the field of microwave research, developing powerful Generators, such as the Fury Generators and the justly feared Heat Lance. These medium ranged weapons have harnessed the destructive power of microwaves to blast apart the enemy with superheated energy, cutting through all but the heaviest armour with ease.

Heat Weaponry is governed by the following special rules:

- Heat Weaponry is identified as having the word Heat in its title.
- Heat Weaponry is considered to have the Incendiary and Piercing Munitions Types.
- Heat Weaponry always has the Redoubtable and Pinpoint Attack MARs.

Tesla Weaponry

The Prussian Empire was the first faction to fully grasp the technological understanding to harness the power of electricity, both as a form of power generation and ordnance type.

As a result, most Prussian Capital Class Models are equipped with Tesla Generators and an array of Tesla-based gun platforms ranging from banks of broadsides, torpedo launchers and even powerful Tesla Lances which can be used at exceptional distances.

Tesla Weaponry is governed by the following special rules:

- Tesla Weaponry is identified by having the word Tesla or Speerschleuder in its name.
- All Tesla Weaponry has the Lethal Strike Munitions Type.
- All Tesla Weaponry has the Redoubtable MAR.



Speerschleuders

Prussian scientist developed the Speerschleuder in an attempt to increase the effectiveness of their Tesla munitions. The weapon is of simple, yet elegant design, intended to quite literally spear the target with a long conductive barb, down which further Tesla attacks can be channelled to devastating effects.

Speerschleuder Weaponry is governed by the following rules in addition to any rules already pertaining to Tesla Weaponry:

- If the number of Hits from ANY attack that includes a Speerschleuder weapon equals or exceeds the Damage Rating (DR) of a Target Model, the Target gains a Lightning Rod Persistent Effect Game Marker.
- Models which have a Lightning Rod Persistent Effect Game Marker can attempt a repair at the end of the game turn as normal.
- Any Attacks, in subsequent Activations, made by Tesla Weapons against a Target with one or more Lightning Rod Persistent Effect Game Markers are resolved as if the Tesla Weaponry had the Devastating Munitions Type.

Volley Guns

Volley Guns are robust, rapid firing, high-angle weapons used by various nations to defend against both smaller surface targets and, more importantly, flyers. These tend to be far stronger than standard auxiliary Ack-Ack and can be relied upon to dent all but the largest of enemy aerial threats.

Volley Guns are governed by the following special rules:

- Volley Guns are identified as having the words Volley Gun in the name.
- Volley Guns have both the High Angle and Redoubtable MARs.

AUXILLARY WEAPONS: AA & CC

Almost all Models in the Dystopian World have active defences which can be directed towards the enemy if the situation requires it. Such things as

banks of machine guns trained upon the heavens or emplaced depth charges which can be used to seek out and destroy vessels lurking beneath the waves.

For all Models in the game we have divided these into those capable of attacking Aerial targets (AA Weapons) and those capable of attacking Diving targets (CC Weapons). These can be found detailed on a Model's statistic card.

Ack-Ack (AA)

Normally low-calibre, rapid firing and deployed in great numbers, Ack Ack (AA) can put a curtain of fire into the sky that is capable of damaging or driving off any Aerial Model or Small Aircraft Squadron threat.

When used in the ways noted below, AA has a range of 8" unless otherwise specified:

- AA Attacks Models in the Aerial Height Band.
- AA can be used to mount an Interception Attack against Support Aircraft Squadrons - see Page 185 for more details.
- AA can be used to attack Air-Burst Mines to remove the Mine in a Controlled Detonation - see Page 139 for more details.

However, when used in the ways noted below, AA has a range of only 4" unless otherwise specified:

- **Defensive Counter Attack:** AA used to defend against Rockets - see Page 128.
- **Aggressive Counter Attack:** AA used to Counter Attack Models in the Aerial Height Band that have targeted the Model.
- **Anti-Boarding:** AA used to defend against an Aggressive Boarding Action from Models on the Surface or above Height Levels during the Boarding Segment - see Page 145.
- AA Attacks can be made by Support Aircraft Squadrons both when executing Attack Runs or when they are involved in Dogfights.

Concussion Charges (CC)

Packed with explosives these devices can be set to explode on, or just below, the surface. The shock wave they produce is often deadly to any Submerged

Model or threat. All Concussion Charge (CC) Attacks directed towards Models are considered to have the Crushing Impact and Sub Killer MARs.

When used in the ways noted below, CC has a range of 8" unless otherwise specified below:

- CC Attacks Models in the Diving Height Band.
- Attacks against Surface Mines to remove the Mine in a Controlled Detonation - see Page 139.

However, when used in any of the below ways, CC has a range of 4" unless otherwise specified:

- **Defensive Counter Attacks:** CC used to defend against Torpedoes - see Page 128.
- **Aggressive Counter Attack:** CC used to Counter Attack Models in the Diving Height Band that have targeted the Model.
- **Anti-Boarding:** CC can be used to defend against an Aggressive Boarding Action from Models in Diving Height Band during the Boarding Segment - see Page 145.

SPECIAL MUNITIONS

Most weapons in the game use high explosive munitions, and this is often highly effective. However, certain factions and commanders make great use of munitions with special effects. If a Model or weapon can be equipped with Special Munitions this will be listed in a Model's Profile, or in a Faction's Force Guide.

If an Auxiliary weapon (AA or CC) has one of these Special Munition types, the effect also apply to any Counter Attack made with the Auxiliary weapon, where applicable.

In order to benefit from a Special Munition rule, all Weapons used in an Attack needs to have the relevant Special Munition.

Barrage

All Attacks made by weapons with the Barrage Munitions type ignore Shield Saves.

Concussive

If the number of Hits from an Attack with Concussive Munitions equals or exceeds the Critical Rating (CR) of the Target Model, the target loses two additional Assault Points (AP).

Corrosive

If the number of Hits from an Attack with Corrosive Munitions equals or exceeds the Critical Rating (CR) of the Target Model, place one Corrosive Marker on the target.

Devastating

Provided ALL weapons in the Attack have Devastating Munitions, ANY (RED) 6 on the initial roll from the Attack results in two D6 being rolled in the Exploding Dice Step rather than just ONE. Any subsequent (RED) 6s will result in the usual ONE extra D6 as normal.

High Payload

ALL initial Hits from a High Payload Munitions will result in two successes. In cases where the Exploding Dice mechanic is permitted a (RED) 6 will STILL result in two successes and a chance to roll the dice again.

Incendiary

If the total number of Hits from an Attack with Incendiary Munitions equals or exceeds the Damage Rating (DR) of the Target Model, place one Raging Fire Marker on the target.

Lethal Strike

If the number of Hits from an Attack with Lethal Strike Munitions equals or exceeds the Damage Rating (DR) of the Target Model, the target loses one additional Assault Point (AP).

Piercing

If the number of Hits from an Attack with Piercing Munitions equals or exceeds the Damage Rating (DR), but not the Critical Rating (CR), of the Target Model it will lose 1 Hull Point (HP), and then roll on the Focused Critical Hit Table, applying the Critical Hit Effect only. Weapons with the Piercing Munition Type cannot use the Firing Option of Indirect Fire.

Sturgenium

If an Attack with Sturgenium Munitions hits a Target Model, any Shield Generators (including Guardian Generators) do not use Exploding Dice and instead use Heavy Dice.

Limited Use Munitions

Most Weapons have sufficient ammunition for the whole battle, but some Models, normally those carrying very large weapon loads for their size, have Limited Use Weapons. As the name implies, these weapons may only be used in a finite or limited fashion.

Limited Use Munitions are denoted by 'Limited, X Number' in brackets after the weapon name. Each time a Model with Limited Use Munitions has used the munition, place an Ordnance Away Game Marker on the Model. When the Model has as many Ordnance Away Markers as the 'Number' in the bracket, it may no longer use the Weapon.

MINES

Sentient Mines

A Sentient Mine Marker may be moved up to 2" in any direction chosen by the controlling player during the Drifting Step of the End Phase. Note that this may allow the Mine to meet its Detonation Criteria immediately, see Mines on Page 139 for more details.

Mines

Mines are explosive devices often placed onto the Surface of the Water or Land, or, in more unusual circumstances, even at a different Height Levels. They are triggered by the approach of a Model and can inflict great damage. Mines are unsophisticated devices, normally unable to differentiate between friend and foe. As a result of this, their placement has to be carefully considered.

Mines are represented on the Battlefield as Mine Markers - or as resin castings with some Models. Once placed, Mine Markers will remain in play until they are Detonated or Cleared.

Any Model capable of laying Mines will have 'Mines' listed in its Profile. The AD of the Mines are listed in the Range Band 1 section of a Model's Profile. A Model's Profile will also list how many Mines it can place during an Activation.

Most Mines will use fairly standard munitions for their payload, but certain types of Mine may be unusual and have additional effects. These will be listed as a Munitions Type in the Options Section of a Model's Profile.

Placing Mines

A Model with Mines can place the listed number of Mines, in the Aft 90-degree Fire Arc, and within 2" of the rear of the Model during any point of the Movement Segment of a Squadron Activation.

- A Mine may not be placed within 1" of any other Model.
- A Mine may not be placed within 1" of any other Mine Marker, unless a Squadron is Linking Mines (see Linking Mines).
- When a Mine is deployed, place a Mine Marker to show its position. Mines become Armed only at the end of the Activation of the Squadron that deployed them.
- A Model may not place Mines and drop Bombs in the same Activation.

Detonating a Mine

An Armed Mine will explode when its Detonation Criteria are met. The Detonation Criteria will differ depending on the type of Mine deployed:

- **Surface Mine Detonation Criteria** - An Armed Surface Mine will Detonate if a Model occupying the Surface or Submerged Height Levels moves, or is moved, to within 1" of the centre of a Mine Marker. If an Armed Surface Mine is moved to within 1" of a Model occupying the Surface or Submerged Height Levels, it immediately Detonates. Tiny Models do not Detonate Surface Mines.
- **Air Burst Mine Detonation Criteria** - An Armed Air Burst Mine will detonate if a Model occupying the Surface or Flying Height Levels moves, or is moved, to within 1" of the centre of a Mine Marker. If an Armed Air Burst Mine is moved to within 1" of a Model occupying the Surface or Flying Height Levels, it immediately Detonates. Tiny Models do not Detonate Air Burst Mines.

Surface Mine Detonation

When a Surface Mine Detonates, place the Large Effect Template over the centre of the Detonating Mine: all Models on the Surface or Submerged Height Levels under the Template are Hit by the explosion.

Air Burst Mine Detonation

When an Air Burst Mine Detonates, place the Large Effect Template over the centre of the Detonating Mine: all Models on the Surface or Flying Height Levels under the Template are Hit by the explosion.

The Effect of a Mine Detonation

Mines use the Exploding Dice mechanic, and require a 4, 5, or (RED) 6.

- Roll ONCE for each Mine and apply the Hits to ALL affected Models within the explosion.
- All Mine Explosions are resolved separately.
- All Mine Explosions are Indiscriminate Attacks!
- If a Mine explodes, remove the Mine Marker that was representing it.

If another Armed Mine Marker is 'touched' by a Large Effect Template placed during a Mine Explosion, roll a D6 for each Mine: on a result of a 5 or (BLACK) 6, the Mine Marker Detonates, regardless of which Force deployed it. This can result in a cascade of Detonating Mines, so you should be careful how you place Mines on a Battlefield!

Important Note: The AD Value given to a Model, listed in the Range Band 1 column of its statistic profile is what defines the strength of a Mine.

Clearing Mines

If a Model is within 8" of the centre of a Mine Marker, it can attempt to remove the Mine. Surface Mines may only be attacked by CC and Air Burst Mines may only be attacked by AA. This Attack is declared and resolved using any applicable Firing Options, in the Firing Segment as normal and a 4, 5 or (RED) 6 is required for a Hit.

If the number of Hits equals, or exceeds, a Mine's AD Value, the Mine Marker is removed from play without Detonating. If the Mine Marker is not removed it does not take any Damage.

Linking Mines

To create a Linked Mine, a Squadron places several Mine Markers in the same location during the same Activation. The Mine Markers are stacked on top of each other, and become a Linked Mine. This is the ONLY way a Linked Mine can be created.

When a Linked Mine Detonates, calculate the AD using the Linked Fire mechanic with all the Mines in the stack.

Unless a specific condition applies, a Linked Mine may not be moved for any reason.

Important Note: When attempting to clear a Linked Mine, total the amount of hits rolled during an Attack and compare these hits to the AD Value of the Mine Markers that make up a Linked Mine. For every multiple of the Mine Markers AD Value scored, remove ONE Mine Marker from the Linked Mine.

Node Projectors

In the different theatres of war, some Factions use a technology called 'Node Projection' to extend the capability of certain Generators. These Node Projectors can be used to launch debilitating (or even beneficial) effects much further into the heart of a fight.

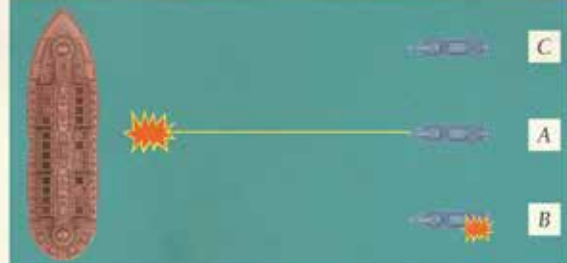
Nodes which allow Generators to project their effects to much great ranges than normal by placing a Node at some distance from the Model using the Generator, and then channelling the effect of the Generator through the Node. They do so as follows:

- During the Command Consolidation Step of a Squadron's Activation, a Model places a Node Marker within Line of Sight and in the Range Bands indicated by an X in a Model's Profile. The Node Marker must occupy the same Surface or Flying Height Level as the Model it originated from.
- The Marker may not be placed in contact with a Model or Mine Marker. Once the Node Marker has been placed, the Generator listed in the brackets of the Node Projector controlled by the Parent Model activates (even if this would mean it does so out of sequence), channelling the power of the Generator through the Node.
- All Models touched by a Large Effect Template, placed over the centre of the Marker, are considered to have been *Attacked* by the Generator Type listed in the brackets.
- The Generator Type must roll separately for each affected Model to ascertain if it has been affected, using the rules listed in the stated Generator entry. Unless otherwise stated in the individual Generator entry, the Generator can affect Models occupying all Height Levels.
- A Model may only use their Node Projector if the on-board Generator of the same type is functional. The use of the Node counts as the Offensive Generator's Activation for the Game Turn.
- Once all Generator Attacks have been resolved, the Node Marker is removed from play.

LINKED FIRE EXAMPLE



In this example, we see a Squadron of Prussian Empire Arminius Frigates attacking a Covenant Pericles Fleet Carrier.

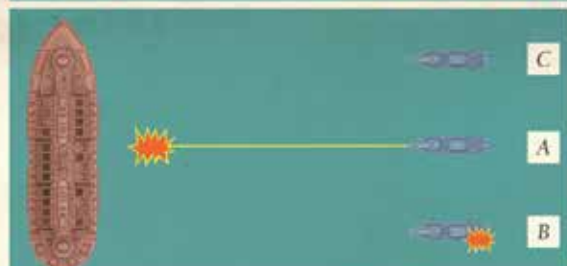


The Frigate A decides to lead the Attack with Frigates B + C linking their weapons. At this Range Band each Frigate generates 5 AD from their Fore Turret.

Frigate B has a point of Damage on it however so would generate one less.



The Linking Pool is totalled up (5+5-1) for a total of 9 AD.

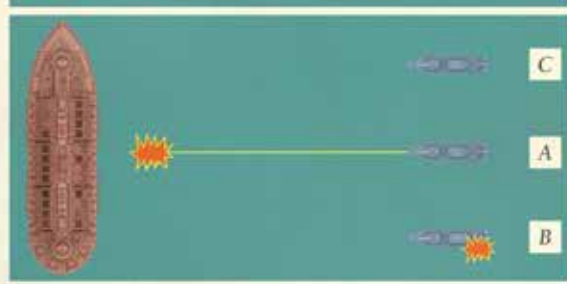


This then halved and rounded up for a new total of 5 AD.

Important Note: You should always try to use a weapon/ship with no Damage present to form your Lead Pool as this maximises your killing potential!



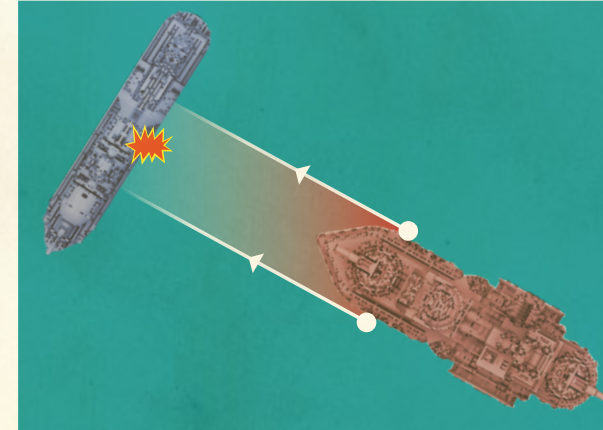
The Lead Pool and the Linking Pool are then added together to form the AD Pool.



After this is done add or deduct any applicable AD depending on any MARS that might be in play.

In this case, there are no applicable MARS to worry about and so the final AD Pool is 10.

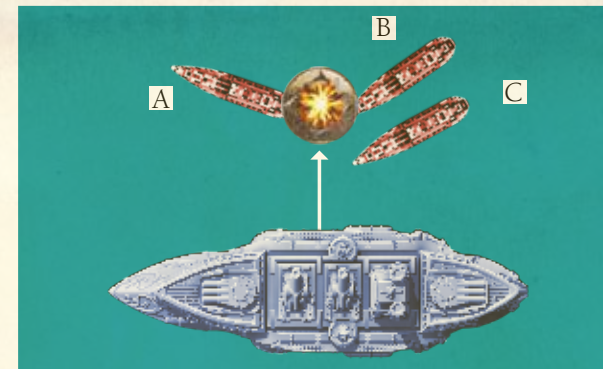
STANDARD FIRE EXAMPLE



A Model engaging in what is known as a Standard Fire Firing Solution is the simplest form of engagement.

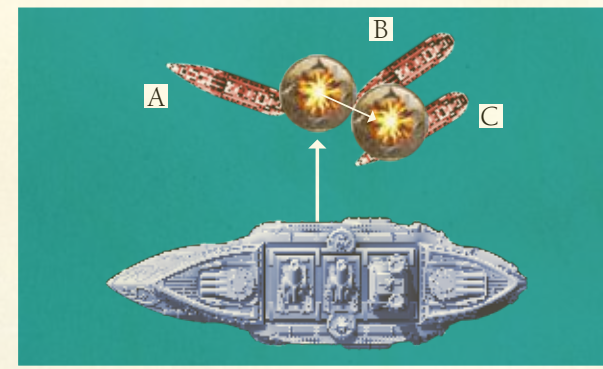
An FSA Annapolis Class Battle Cruiser engages a Blazing Sun Honshu Class Cruiser. The FSA player trains the Fore Turret of the Annapolis to the enemy vessel and opens fire. The AD used will simply be the number of dice stated in the Model's profile at the measured Range Band - plus any extra AD that may come from a TAC or MAR.

AREA BOMBARDMENT EXAMPLE



A Britannian MK II Magnate Siege Battleship targets a Squadron of Prussian Uhlans Cruisers at Range Band 2. The MK II Magnate has the Area Bombardment (2) MAR and so TWO Small Effect Templates will be used in the Attack.

The first is placed at the Initial Aiming Point so that it partially covers two of the Uhlans (A+B).



The Britannian Player randomises the second Small Template, scattering it in direction 3 using the Random Determination Template and places it on the table touching the first Small Template. A perfect result. The second Template catches Cruiser B again, along with the remaining Cruiser C. This means that Cruiser A suffers a 9 AD Attack, as does Cruiser C. Cruiser B is, however, hit twice and so suffers two 9 AD Attacks!

THE BOARDING SEGMENT

During boarding, the Models involved are named the **Target Model** and the **Initiating Model** (or Models in the case of grouped boarding actions) and we will refer to them throughout this chapter.

Boarding Actions use the following general rules:

- A Model may only ever nominate one Target Model to be the subject of a Boarding Action during the Boarding Segment of its Activation.
- A Boarding Action can be made against a valid Target Model within 4". Measurement for any Boarding Action is taken from the closest point on the Initiating Model or its Base to the closest point on the Target Model or its Base.
- Line of Sight is not required to make a Boarding Action. Obstructing elements (either Models or Terrain) have no effect.

A Boarding Action cannot be performed under the following circumstances:

- An Initiating Non-Robot Model fired any Primary, Secondary, Tertiary or Auxiliary weapons at the Target Model during its current Activation.
- The Models are out of range.
- The Initiating Model is Disordered.
- The Initiating Model suffered Damage as a result of a Collision or Ram during the current Turn.
- The Target Model is a Support Aircraft Squadron.
- An Initiating Model is two or more height levels away from the Target Model.

Types Of Boarding Action

There are two types of Boarding Action that can be performed by an active player during the Boarding Segment of a Squadron's Activation. These are classed as being either **Friendly** or **Aggressive** - there are two types of Friendly Boarding Action:

- **Repair Boarding Action:** - see the Repair Function on Page 197 for more details.
- **Re-Crew Boarding Action:** Models within a Squadron may elect to initiate a Boarding Action against another member of the Squadron, using their Attack Group to Re-Crew the Target Model. The Initiating Model loses the AP from their Attack Group and the Target Model gains the AP. No Model may exceed its starting AP value and the Target Model retains its initial Crew Type.

Important Note: A Squadron that initiates a Re-Crewing Boarding Action may not attempt any other form of Boarding Action during its Activation.

Aggressive Boarding Actions are by far and away the most common types of Boarding Action and represent an attempt to Sabotage, Derelict, Salvage or Prize an enemy Model. If a Target Model is targeted by more than one enemy Assault Group during the current Squadron Activation, the upcoming Boarding Action is resolved as a Joint Assault with the defenders battling against a large group of attackers!

Important Note: Remember that a Model may only ever announce ONE Boarding Action during its Activation. This can be either Friendly or Aggressive, but not both!

The Boarding Procedure

The Boarding Action Segment has six Steps, which are resolved in the following order:

1. **Nominate Target and Assault Groups**
2. **Make Anti-Boarding Declarations**
3. **Perform Anti-Boarding Fire**
4. **Dice for Close Quarters Battle**
5. **Determine the Victor!**
6. **Boarding Consolidation**

1. NOMINATE TARGET AND ASSAULT GROUPS

During this Step, a Model must announce the intention to execute a Boarding Action during the Boarding Segment of a Squadron's Activation. All Models initiating a Boarding Action in the current Squadron's Activation must nominate the Target Model they are planning to board before any Boarding Action can be resolved across the affected Squadrons.

Each Initiating Model must then state how many AP they are planning to commit from their Model's current AP to the assault: this is called the Model's **Assault Group**.

A Model may only ever create one Assault Group in the Phase and it must comprise of at least 1 AP. If a Squadron has a number of Assault Groups from different Models targeting the same enemy Model, combine these together into one single Assault Group at this point.

Important Note: An Initiating Model is not compelled to allocate its entire Assault Personnel to an Attack.

In instances where the final Assault Group that is targeting a Model is made up of a number of different Crew Types (due to Attachments or Escort Models assisting in the assault) separate the different Crew Types (using different coloured dice or rolling different pools of dice) in the Assault Group to clearly show the spread of Crew Types.

If at any point in the upcoming Boarding Assault, the Attacker is required to reduce their Assault Group, the Attacker may choose which members of the Assault Group are removed.

Once all this has been completed, the troops are considered to be unleashed and are currently on their way towards their targets. Once Assault Groups have been unleashed they cannot be recalled until the boarding assault has been resolved.

2. ANTI-BOARDING DECLARATIONS AND COLLATE DEFENSIVE DICE

With the enemy troops unleashed and in the air, the Target Model now organises its hasty defences, filling

the air with small calibre ordnance, debilitating concussive blasts and all manner of esoteric and inventive forms of defensive counter-measures in a frantic attempt to deny the enemy a foothold.

If targeted by an Aggressive Boarding Action a Model must attempt to defend itself and may only allocate Anti-Boarding Fire against the Assault Group targeting it.... its every man for themselves when the enemy attacks!

If one or more Initiating Models in the Boarding Action are in the Diving Height Band, the Target Model must allocate their CC to defend themselves rather than their AA. In all other instances, AA is used.

Important Note: A Salvaged or Prized Model uses the Ack Ack (AA) or Concussive Charges (CC) statistic of the Model modified by the damage sustained on the Model when defending against any incoming Boarding Action.

Members of the Model's Squadron or Combat Air Patrols (see Page 80) measure their Range to the Target Model to ascertain whether they can perform Linked/Combined Anti-Boarding Fire.

Models from the same squadron within 4" of the Target Model may attempt to assist in the Anti-Boarding Fire action. Unless otherwise stated, the other members of the Squadron must use the Firing Option Linked Fire and the Target Model must Lead the Anti-Boarding Fire action.

Important Note: Players should remember that a Model may NOT provide Supporting Fire to defend another Model if they are themselves are the Target of a Boarding Action.

3. ANTI-BOARDING FIRE

At this point the Target Model will open fire on the incoming Assault Group hoping to reduce their number and repulse the attack.

- Roll the allocated Anti-Boarding Fire against the incoming Assault Group.
- Defensive Fire requires a 5 or (RED) 6 'To Hit'.
- For each success scored, reduce the size of the Assault Group's AP by 1.

If no members of the Assault Group remain, the boarding assault has failed and play moves to the Determine Victor Step.

4. CLOSE QUARTERS BATTLE (COB)

The remaining Assault Groups from the Initiating Models which have survived the Anti-Boarding Fire are now considered to have reached the enemy Model and proceed to engage the Target Model's crew in Close Quarters Battle.

It now falls to the Target Model to create its own Defensive Group to repel the enemy by allocating from its own current AP Value.

All of the AP on the Target Model must be allocated to defend the vessel - nobody can be held back from the fight!

Once allocation is done, simultaneously resolve each Boarding Action between the Target Model's Defending Assault Group and the Initiating Model's Assault Group.

The number of AP in each Group (both Attacking and Defending) is then converted into pools of AD which in turn may be modified by any MARs that may apply.

The pools are rolled and each Hit will cause a non-Robot Assault Group to lose 1 AP. This reflects casualties to any troops during the fight.

The total number AP lost from each Assault Group is noted to provide a total for each side in the engagement - **this is an important number!**

The 'To Hit' Numbers required to Hit in an Aggressive Boarding Action are determined by the Crew Types involved.

CREW TYPES

The AP across the different Factions vary greatly. Some favour small elite forces that excel in quality but often suffer from lack of numbers, others are more cavalier with their soldiery, using conscripted troop to blunt enemy attacks.

Each Model Profile includes a Crew Type entry:

- **Elite:** This Crew Type represents the very best each faction can offer as regards close combat troopers.
- **Aggressive:** Some factions are predisposed to aggressive and hard hitting boarding assaults. These troopers epitomise this ethos in their attitude.
- **Stoic:** These troops are dogged defenders, capable of fighting on against all odds under relentless enemy assaults.
- **Regular:** This Crew Type represents the standard Assault Personnel tasked with combat actions in the world of Dystopian Wars.
- **Reckless:** Every faction has its share of headstrong and gung-ho individuals keen to cause havoc amongst their foes. Such troops are difficult to control however, and are often simply unleashed upon the enemy!
- **Defensive:** Not all Assault Crews are capable of launching cohesive assaults and this Crew Type is designed to represent those who favour a more passive engagement style.
- **Conscripts:** These Assault Personnel represent the poorly trained elements of assault cadres. Whilst not as gifted in their ability to inflict damage, they often make up for this shortfall with pure weight of numbers!
- **Non-Combatant:** The general Merchant Seaman is not equipped or trained to engage the enemy in the terrifying and often fatal Dystopian World. This Crew Type is most commonly given to Crew who would prefer never to get involved in a Boarding Assault if they can help it!

On Page 147 is a summary table of the Crew Types and their relevant rolls to hit required then Initiating and Defending against a boarding action.

5. DETERMINE THE VICTOR!

Determine whether the Target Model has Routed the Attack, Repelled the Attack, has suffered a Sabotage result or if the boarders were Victorious!

Once all Boarding Action Attack Dice have been rolled, compare the number of AP Hits inflicted by both sides (not including excess Hits that were lost) and consult the table on Page 149.

Sabotage - A Sabotaged Model suffers a Focused Critical Hit and the Attacker must roll on the Critical Hit Table. This roll occurs after the Attackers have left the Sabotaged Model during the Boarding Consolidation Step.

Important Note: Remember to use the Boarding Part of the Critical Hits Table to ensure the likely target points on an enemy vessel are the ones under threat.

PRIZING, SALVAGING, DERELICTS

Prizing Models

Any Model that initiated an Aggressive Boarding Action that resulted in the Target Model being able to be taken as a Prize, can allocate an amount of their current Assault Group to form a Prize Crew before returning to their Parent Squadron and re-joining their AP-contingent.

A Model's Assault Group value is reduced by 1 for each 1 point of Prize Crew they supply to the Model being taken as a Prize. The size of any Prize Crew on a Model must be clearly shown. A Model must contribute any Prize Crew during the Boarding Consolidation Step and cannot do so in any subsequent Squadron Activation.

A Prize Model is effectively Lost and (unless otherwise stated) cannot perform any Actions in the Activation Segment of the game, other than compulsory Drift movement, unless a specific condition or Model Assigned Rule applies.

However, a Prize Model can be the subject of a later Aggressive Boarding Action in an attempt to re-capture the Model by the opposing force in an attempt to Salvage the Model instead. Should a Prize Model be subject to an Aggressive Boarding Action, the Prize Crew may use the captured Model's Auxiliary Weapons as part of an Anti-Boarding Fire Action.

If a Prize Crew is reduced to 0, without the original owner placing a Salvage Crew on-board, the Prize Model automatically becomes a Derelict Model.

Important Note: The size of any Prize/Salvage Crew may never exceed the Prized Model's Initial Assault Points (there just isn't the space to hold more!) and is used as the current Assault Point value of the Model during any attempt to re-capture the Model.

CLOSE QUARTERS BATTLE 'TO HIT' TABLE		
Crew Type	Initiates a Boarding Assault To Hit Number	Defends Against a Boarding Assault To Hit Number
Elite	3, 4, 5, (RED) 6	3, 4, 5, (RED) 6
Aggressive	3, 4, 5, (RED) 6	4, 5, (RED) 6
Reckless	3, 4, 5, (RED) 6 Opposing Model gains a +1 Hit Modifier	3, 4, 5, (RED) 6 Opposing Model gains a +1 Hit Modifier
Regular	4, 5, (RED) 6	4, 5, (RED) 6
Stoic	4, 5, (RED) 6	3, 4, 5, (RED) 6
Defensive	5, (RED) 6	4, 5, (RED) 6
Conscripted	5, (RED) 6	5, (RED) 6
Non-Combatant	(RED) 6	(RED) 6

Salvaged Models

A Model that had been taken as a Prize by the enemy may be taken later in the game as part of a Boarding Action by the previous owner's force. A successful boarding action that wipes out the Prize Crew will allow the boarding Models to deploy a Salvage Crew on-board, or may force the boarders to leave the Model as a Derelict.

The Aggressive Boarding Action resolves normally with the Attacker and Defender functioning as above, except the Attacker does not Prize their own Model, rather they Salvage it instead. A Model's Assault Group value is reduced by 1 for each 1 Salvage Crew they supply to the Model being taken as a Salvaged Model. The size of any Salvage Crew on a Model must be clearly shown.

A Model must contribute any Salvage Crew immediately after the Aggressive Boarding Action has been won and cannot do so in any subsequent Squadron Activation. Should a Salvaged Model be subject to an Aggressive Boarding Action, the Salvage Crew may use the re-captured Model's Auxiliary Weapons as part of an Anti-Boarding Fire Action.

A Salvaged Model is effectively Lost and cannot perform any Actions in the game, other than compulsory Drift movement, unless a specific condition or Model Assigned Rule applies. However, a Salvaged Model can be the subject of an Aggressive Boarding Action in an attempt to re-capture the Model by the opposing fleet in an attempt to Prize the Model again!

If, for any reason, a Salvage Crew is reduced to 0, without the previous Prizing player placing a Prize Crew on-board, the Salvage Model automatically becomes a Derelict Model.

Prize/Salvage Crews and Crew Type – Given their unfamiliarity with their new berth, all Prize and Salvage Crews are considered to be the Regular Crew Type, irrespective of their previous Type.

Derelict Models

A Derelict Model is effectively Lost and cannot perform ANY Actions in the game, other than the compulsory Drift movement. It cannot be the subject of any further Boarding Actions and cannot be taken as a Prize or as a Salvage Model later in the game. In the End Phase, a Derelict Model will automatically lose one point of HP and cannot execute any Repair Actions.



6. Boarding Consolidation

Derelicts, Salvaged Models and Prize Models affect players' Victory Points Totals and so need to be recorded in this Step. Models that have been taken as a Prize or as Salvage should be clearly marked with the appropriate Game Marker and their Crew Numbers must be clearly shown.

At this point during a Boarding Action any members of the surviving Assault Group may return to their launch squadron, ready to be unleashed once more. The number of survivors in the Assault group can be distributed as the Attacker sees fit, allocating them to any Models within range... The Model may not carry more Assault Points than were part of its **initial** complement however!

RESULT	EFFECT	DESCRIPTION
Defender rolls more hits	Attack Routed	The Target Model may make an out-of-sequence Ack Ack/Concussive Charge Anti-Boarding Fire Attack (depending on the nature of the boarding action) against the Attacker's Assault Personnel remnants as they attempt to escape the Model. Important Note: ONLY the Target Model may engage in this attack. Other Squadron Members or Combat Patrols may NOT.
Both Attacker and Defender roll the same number of Hits but and Defender's AP is not wiped out.	Attack Repelled	The remnants of Initiating Model's AP return to their Models without further penalty, using the confusion to escape.
Attacker rolls more hits, but does not wipe out the Defender's AP. OR Both sides have been wiped out.	Sabotage *	The Attacker's AP places explosive charges on-board the Model and return to their Model in the chaos of the resulting explosion, if any survived! The Target Model suffers a Focused Critical Hit and where relevant, the Attacker must roll on the Critical Hit Table applying any damage and effects immediately.
Defender AP is wiped out and Attacker AP remains.	Victorious!	The Attacker AP on-board may Prize the Model if able. The Model takes a Prized Game Marker. Only Capital Non-Robot Models may be taken as a Prize/Salvage. OR The Attacker may choose to downgrade this result to a Sabotage Effect* see above. OR The Attacker may leave the Model as a Derelict if they wish to. The Model takes a Derelict Game Marker. Derelict Models with an Initial HP of 2 or less are removed from play.

ROBOT BOARDING

Robots do not have a complement of marines with which to mount Boarding Actions, instead they rely on their own physical form to inflict damage on an enemy Model.

When performing a Robot Boarding Action, the Robot attacks as a physical entity, using its mass and stature to carve through its target. Equally when engaging a Robot with assault marines a metallic beast must be brought low by attacking its critical systems, requiring herculean efforts from assaulting marines to bring the target down.

In turn, when a Robot is boarded, enemy Assault Marines must attack the Robot's superstructure in the hope of inflicting damage against the Robot itself instead of reducing the Robot's melee potential by reducing its Assault Points.

Robot Boarding Action Limitations

A Robot cannot initiate a Boarding Action under the following circumstances:

- During its Activation, the Initiating Robot Model was involved in any Collision or Ram, or failed a Treacherous Terrain Test for Snaking.
- An Initiating Robot Model fired any weapons at any Model except the Target Model during its current Activation.
- The Initiating Robot Model is more than one Height Level away from the Target Model. *For example, a Metzger on the Surface Height Level CANNOT attempt to board a Savannah Sky Fortress on the Obscured Height Level.*
- Robots may never initiate a Friendly Boarding Action.
- A Robot Model's Assault Points have been reduced to 0 (through Damage being applied).

Important Note: Unlike with a normal Boarding Action, a Robot Model's Assault Point value is NEVER reduced as the result of an enemy Boarding Action.

ROBOT BOARDING ACTIONS

Robots use the same six Steps during Boarding Actions, modified to suit their bulk and playstyle. These are resolved in the following order:

1. **Nominate Targets and Assault Groups**
2. **Anti-Boarding Declarations**
3. **Anti-Boarding Fire**
4. **Close Quarters Battle (CQB)**
5. **Determine the Victor!**
6. **Boarding Consolidation**

1. Nominate Targets and Assault Groups

A Robot Boarding Action can be made against a valid Target Model within 2".

A Robot may still perform Attacks in the Firing Segment, provided any Attack it makes is directed towards the Target of its upcoming Boarding Action. No other Attacks may be nominated. If the Robot's Attack results in their Target being destroyed, then no Boarding Action can be executed, even if another Model is in base-contact.

Important Note: This is contrary to normal Firing and Boarding procedure which prohibits a Model from Firing at and Boarding the same target in the same Activation.

A Robot initiating a Boarding Action must commit ALL of its Assault Points (AP). The Assault Group total is always the current AP of the Model.

2. Anti-Boarding Declarations

All Anti-Boarding Fire Declarations made against Robots follow the same rules as those in the Anti-Boarding Fire Boarding Step of the Boarding Rules (see Page 145).

However, during this Step, the Target Model resolves the declared Anti-Boarding Fire against the Robot, applying any Hits against the Robot's Damage Rating (DR) and Critical Rating (CR). Damage from Anti-Boarding Fire against Robots is resolved as normal, in any order required by the Target Model - see Page 100 for more details.

3. Anti-Boarding Fire

Anti-Boarding Fire has uses the following 'To Hit' Numbers against any a Robot initiating a Boarding Action, modified by any MARs that may apply.

A 4, 5 or **Exploding (RED) 6** is required 'To Hit' a Robot Model.

Compare the number of Hits generated against the Robot's Damage Rating (DR) and Critical Rating (CR), with Gunnery Damage applied as normal. If the number of Hits equals or exceeds its Critical Rating, the Robot suffers a Standard Critical Hit and a roll must be made on the Critical Hit Table with any effects applied immediately.

Important Note: Should the Anti-Boarding Fire destroy the Robot it was directed against, the excess is lost and does not carry on to other other Robots taking part in the same action.

4. Close Quarters Battle

Unlike combat against other foes, Robots do NOT target the enemy marines on-board a Model directly, instead they tear into the target Model itself.

Robots use their Assault Points (AP) value to generate Attack Dice which are rolled against the Target Model, measuring the number of Hits scored against the Damage Rating and Critical Rating of the Target. Squadrons of Robots combine their Attack Dice when Initiating a Boarding Action.

The Target Model does not build a Defensive Group to participate in the Close Quarters Battle Step.

The Attack Dice for Robots have the following 'To Hit' Numbers, modified by their Crew Type as normal and Robot Assaults ignore any Armour MARs or Defensive Generators.

In most cases Robots require 4, 5 or **(RED) 6** 'To Hit'.

Important Note: Robots that initiate a Boarding Action are not themselves targeted in the Close Quarters Battle Step by non-Robot Models.

5. Determine Victor!

In this Step the amount of Damage inflicted against the Target Model's Hull Points (HP) is determined.

Compare the number of Hits generated by the Robot with the Target Model's Damage Rating (DR) and Critical Rating (CR) with Gunnery Damage.

Robots do not roll on the Critical Hit table however. Rather any Critical Hit they cause in Boarding is always considered to be the Hard Pounding Result instead.....their physical literally mass smashes the enemy apart!

Important Note: In many cases Robots have Model Assigned Rules that will greatly affect the Damage caused during this Step.

Robots may not Prize, Derelict, or Salvage Target Models.

6. Boarding Consolidation

After all other Actions in the Initiating Robot's Boarding Segment have been resolved, the Robot is moved 2" directly backwards from the target... *think of this as the Robot stepping/swimming/hovering backwards to get ready for another swing!*

In gaming terms, it simply allows players to mitigate any messy collisions that might occur and keeps the game flowing.

Important Note: If this move would result in a Collision, move the Robot in such a way as to ensure no Collision takes place.

BOARDING AGAINST ROBOTS

Aggressive Boarding Actions directed against Robots by Non-Robot Models follow the same procedure as standard Boarding except that, during the Close Quarters Battle Step, all Hits by the Initiating Model(s) against the Robot are combined and counted against the Robot's Damage Rating (DR) and Critical Rating (CR).

The Target Robot does not generate a Defensive Group that may participate in the Close Quarters Battle Step. Assaults made against Robots ignore any Defensive MARs and Defensive Generators.

All Assault Points directed against a Robot require 4, 5 or (RED) 6 'to Hit'. This may be modified by Crew Types and Model Assigned Rules.

Also, in the Determine Victor! Step, Initiating Models do not consult the Boarding Results Table. Assaulters may only inflict Damage on the Target Robot Models: Robots may never be Sabotaged, Prized, Derelict, or Salvaged.

ROBOT VS ROBOT BOARDING

On some occasions, Robot Models may find themselves engaged in an Aggressive Boarding Action with another enemy Robot!

The Boarding Action is resolved in the same manner as any other Robot Boarding Actions except that during the Close Quarters Battles Step... ALL Robots fight!

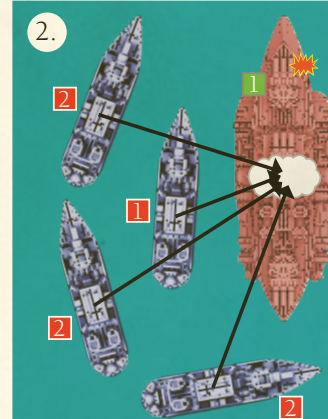
All Robots involved in a Robot vs Robot Boarding Action roll their AP against the Damage Rating (DR) and Critical Rating (CR) of their enemy simultaneously, as they literally try to hammer their foes into submission.



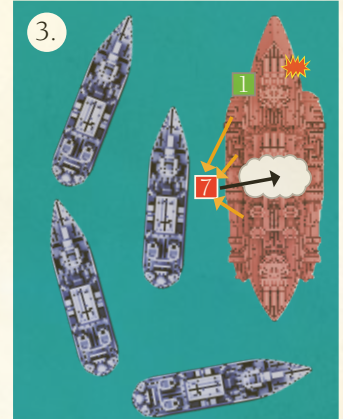
BOARDING EXAMPLE 1



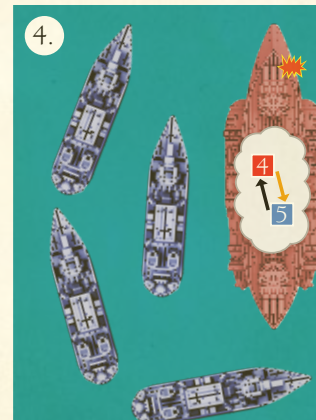
A Squadron of Prussian Empire Arminius Frigates has announced a Boarding Action against a Britannian Lord Hood Battle Cruiser. The Lord Hood has suffered a single point of Damage and has also lost an Assault Point.



Each Arminius Frigate chooses to allocate all of its remaining AP to the Attack Group (although it doesn't have to). An Arminius has 2 AP as standard, but one of their number has lost a point of AP previously. This means the Attack Group is 7 AD in total.



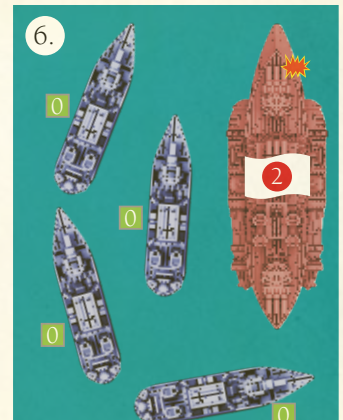
The Lord Hood musters its Defensive Fire. The Ack-Ack value of the vessel is 5, but this is reduced to 4 due to the single point of Damage. Rolling the Defensive Fire dice generates a 2, 3, 5, 6 and then 1 due to the Exploding 6, for a total of 3 Hits.



Three Assault Points are then removed from the Attack Group, leaving just 4AP who braved the wall of flak and reached the enemy vessel.



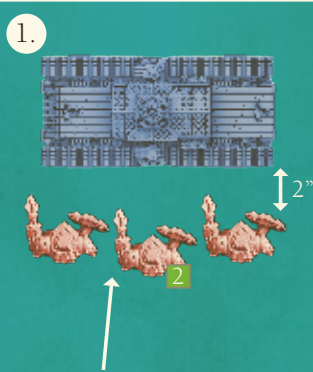
Close Quarters Battle now takes place. The Lord Hood has Regular Crew and so rolls its AP (in this case its 6-1=5) and the Attacking Prussians roll just 4AP, but have Aggressive Crew (which give them a +1 to hit bonus when they initiate a Boarding Action). The Lord Hood rolls 1, 2, 2, 4, 5 ... ONLY 2 Hits. The Prussians roll 1, 3, 5, 6... and then 3 giving them a total of 5 Hits!



The Prussians have wiped out the Defenders and have Assault Troops on board. The Prussian player can choose to either: Prize the vessel leaving a Prize Crew of just 2 OR Derelict the Hood making it a floating hulk. The Prussian player chooses to Prize the ship and hopes to keep it until the end of the game!

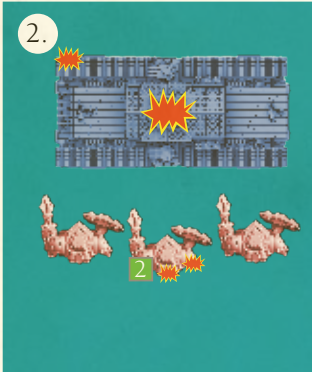
ROBOT BOARDING EXAMPLE

1.



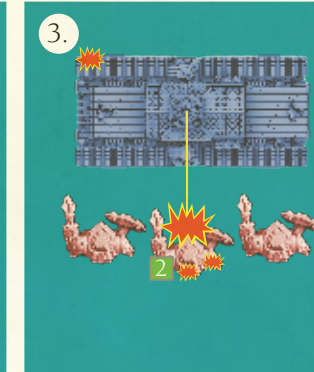
In this example, a Squadron of Prussian Shildtrager Battle Robots seizes on the opportunity to pounce on an unsupported Kingdom of Britannia Brunel Mobile Airfield. The Robots move into a 2" Robot Boarding Range and announce they intend to perform a Robot Assault against the Brunel. Once this is announced the Shildtragers are committed to the action and the pilots of the robots may not change their minds!

2.



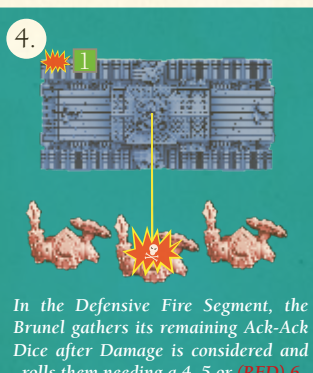
Firing with the blistering energy of their powerful Tesla Lances the Shildtragers manage to inflict a single point of Damage (along with the obligatory point of AP loss that comes with their Lethal weapons!) against the Brunel.

3.



In the Boarding Segment the Robots continue with their Robot Assault. At this point the Brunel attempt to drive back any of the Robots with Defensive Fire, and in this instance the Britannians elect to direct their efforts against the damaged Robot (with the reduced AP).

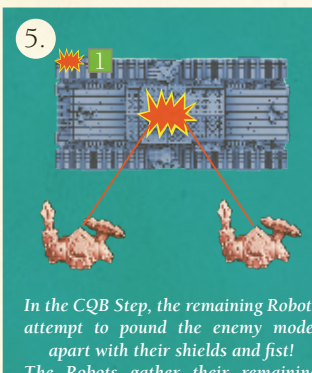
4.



In the Defensive Fire Segment, the Brunel gathers its remaining Ack-Ack Dice after Damage is considered and rolls them needing a 4, 5 or (RED) 6 to hit...scoring a total of 6 Hits – a Critical Hit!

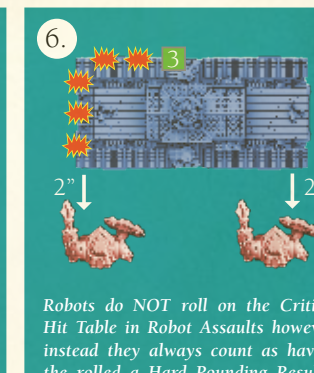
The Britannian player rolls a 7 - Hard Pounding... causing enough damage to destroy the advancing robot! The Shildtrager is removed from play as a casualty and takes no further part in the Robot Assault.

5.



In the CQB Step, the remaining Robots attempt to pound the enemy model apart with their shields and fist! The Robots gather their remaining AP as normal and roll against the targets DR/CR statistics in exactly the same manner as if they were making a Ranged Attack. Remember that to take into account the Crew Types of the Robots to determine their initial 'To Hit' number and bear in mind that all Robot Boarding Assaults are considered to be Indiscriminate! The Shildtragers roll a mighty 12 Hits between them and so inflict a Damaging Critical Hit.

6.



Robots do NOT roll on the Critical Hit Table in Robot Assaults however, instead they always count as having the rolled a Hard Pounding Result... for obvious reasons!

In this case the Brunel suffers an additional 4 Damage and a further 2 points of AP loss! Once the Boarding Assault has been completed, all robots involved must move to be at least 2" away from the target model, so the two robots that fought the CQB action retire the 2" to ready themselves to attack again next turn!

THE END PHASE

This Phase allows players to represent the time where Commodores can issue repair orders, bring their forces back into order and also provides a good time to check if a player has been victorious! The End Phase of the Game Turn is also used to tidy up and prepare for the next Turn.

The End Phase has eight Steps, which are performed in the following order:

1. Perform Any Compulsory Actions
2. Execute Any Damage Repairs
3. Persistent Damage
4. Turn Effects
5. Restore Order
6. Total Victory Points
7. Check For End Of Game
8. End Phase Consolidation

1. Compulsory Actions

Compulsory Actions are executed in the following order: Derelict Drifts, then Derelict Degradation

Derelict Drift

ALL Derelict, Prize, and Salvaged Models Drift: moving directly forward a number of inches equal to their listed Minimum Move value. All Drifting Models are resolved in the current Order of Initiative.

Without a crew to keep them in the air, all Derelict Aerial Models Crash once they have made their Drift Move. The Crashing Model falls out of the sky, and resolves a Ram Action against any Model on the Surface Height Level in base contact with it when it Crashes. After crashing, the Model is Scrapped.

Important Note: Derelict, Salvaged and Prize Models are still moved by their original owners.

Derelict Degradation

Models with no crew to tend them will inevitably start to fall apart under the rigours of Battlefield conditions. Once all Derelict models have drifted they will automatically lose 1 Hull Point (HP).

Important Note: Salvaged and Prize Models do not lose HP as it is assumed they those on-board are making emergency repairs to keep the craft together!

2. Damage Repairs

Players must attempt to repair any Damage Effect Game Markers that have been inflicted upon Models which are not a Derelict by making a Damage Repair Test.

Important Note: Salvaged and Prized Models may also attempt Repair Attempts. This becomes especially important should the Model be affected by Persistent Effects such as Corrosion or Raging Fires.

This Step is divided into two parts that must be resolved in the following order, starting with Critical Repairs and then Persistent Effects Repairs.

2.1: CRITICAL REPAIR TESTS

Players MUST roll separately for each Critical Effect Game Marker that they are attempting to repair, and can only attempt to repair each Critical Effect Game Marker once per turn. Unless otherwise stated by a Model Assigned Rule, roll a D6 for each Critical Repair attempt and consult the table below:

D6 RESULT	EFFECT
1, 2, 3	Critical Hit Effect Marker Remains
4, 5, 6	Critical Hit Effect Marker Removed

Important Note: It is not possible to repair Hull Point (HP) damage with a Damage Repair roll, just the Critical Hit effect.

2.2: PERSISTENT EFFECTS REPAIR TESTS

Following any Critical Repair Tests, players must roll separately for each Persistent Effect Game Marker that they are attempting to repair, and can only attempt to repair each Persistent Effect Marker once per turn. Unless otherwise stated by a Model Assigned Rule, roll a D6 for each Persistent Effect repair attempt and consult the table below:

D6 RESULT	EFFECT
1, 2, 3	Persistent Effect Marker Remains
4, 5, 6	Persistent Effect Marker Removed

3. Persistent Damage

Game Markers are used to indicate both Damage and key information. Some are time-bound, some repairable and others are more permanent in nature such as loss of Hull Points, Assault Points, etc. During the Persistent Damage Step, Players should ensure that every Model has the correct Game Markers placed next to them on the Battlefield. Any Game Markers that are no longer relevant should be removed.

Raging Fires

If a Model has a Raging Fire Marker on it at this point, the Model immediately loses 1 Assault Point (AP) for each Raging Fire Marker. Should a Model (including Derelicts) with 0 AP suffer the effects of further AP loss due to a Raging Fire, it loses 1 Hull Point (HP) as the fire spreads to affect hull integrity.

Corrosion

If a Model has a Corrosion Marker on it at this point, the Model immediately loses 1 Hull Point (HP) for each Corrosion Marker on the Model.

Fear of the Teutonic Order's deadly robots led to a raft of defence posters springing up across Britannia – this was the most popular (and most feared) of them all...

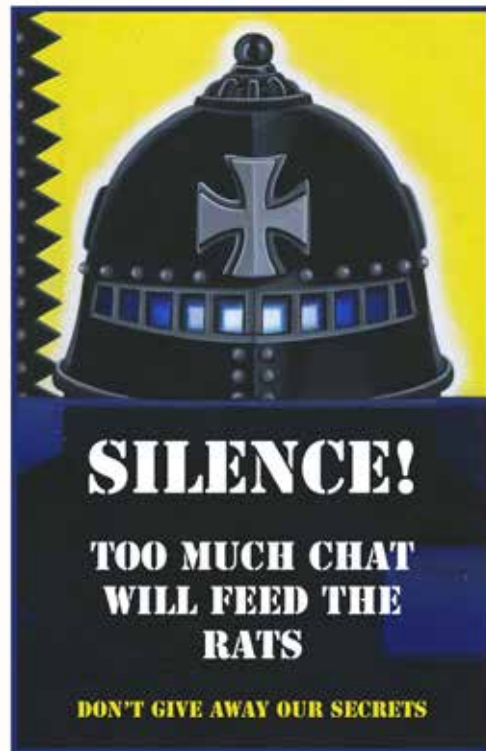
4. Single Turn Effects

If a model has a Marker on in that is only described as lasting for a single game turn, or if the battlefield is affected by an effect that is limited to one turn in duration, they should both be removed at this point.

5. Restore Order

At the start of this Step, if a Squadron is Disordered, it MUST roll a D3 with the resulting number being removed, in any combination, from the Squadron's Assault Points (AP) or Hull Points (HP). The owning player may choose how this is divided across the Squadron as desired and must ensure all losses are correctly recorded. After which, Disordered Squadrons remove their Disordered Game Marker.

Important Note: A Disordered Squadron that suffers casualties as a result of Disorder Damage does not need to take a further Disorder Test, as they are already Disordered at the time Damage is assigned.



6. Total Victory Points

Players should keep a running total of their accumulated Victory Points (VPs) as and when they are scored. Players who do not keep running totals are very likely to slow the game down considerably at this point as one or more players have failed to keep adequate records whereas others have. It is much easier to simply add VPs onto a total you had the turn before than be forced to keep calculating from scratch! In the interests of faster gameplay and good manners, we would encourage players to always keep a running total of their own VPs!

Remember that VPs can fluctuate since Prized or Salvaged models can often change hands.

7. Check For The End Of The Game

At this point in the End Phase, both players must check these totals against their Victory Conditions detailed in their Force Orders. If either player has achieved the required parameters and percentage of the Game's Maximum Force Value (MFV) in Victory Points, the Game ENDS at this point and the players refer to the chart at the bottom of this page:

8. End Phase Consolidation

Assuming no player has achieved Victory, players should remove the Activation Markers from their Squadrons and prepare themselves for another Game Turn! In very rare situations, usually as part of a Commodore Rule or Scenario Effect, players may be required to execute actions in this phase – refer to the Scenario being played or the Commodore being used if that is the case!

CRUSHING VICTORY	NARROW VICTORY	DRAW
If one side has achieved their Field Orders, and the other has not.	If both sides have achieved their Field Orders, and one side has a Victory Points margin of 10% or greater of the MFV.	Any other outcome!



MODEL ASSIGNED RULE (MAR)

A Model Assigned Rule is often abbreviated to AMAR in the game rules. It is most commonly attached to Models to give them additional rules or abilities beyond the set of statistics presented on their Profile. (MARs) do not need to be specific to Models however, as they can also be attached to Support Air Squadrons, Weapons mounted on Models and even specific to actions executed in-game. MARs are a 'catch-all' method of giving all these diverse Models and actions a framework of common rules to allow players to follow their use on the Battlefield.

In any case where a MAR would change or conflict with a standard rule, the MAR always takes priority and overrides the standard rule.

There are two sub-types of MAR that exist which function in the same manner as other MARs except as follows:

- **Coherency MARs:** These MARs are only applicable if ALL Models involved in the action have the MAR.
- **Defensive MARs:** These MARs only provide defence against Targeted Attacks - see Page 100 for more details.

1. Ablative Armour (+Value)

Defensive MAR: If this Model has HALF or more of its Initial Hull Points (HP) remaining its Damage Rating (DR) AND Critical Rating (CR) are increased by the Value listed in the bracket. If this Model is reduced to LESS than HALF of its Initial Hull Points (HP) its Damage Rating (DR) and Critical Rating (CR) return to the Value listed in its Profile and the Model is now considered to have the Vulnerable MAR. Should a Model with this MAR return to half

or more of its Initial Hull Points (HP) the Model regains the bonus to its Damage Rating (DR) and Critical Rating (CR) AND is no longer considered to have the Vulnerable MAR.

2. Acrobatic Pilots

During a Dogfight Engagement, the Support Aircraft Wings within the Support Aircraft Squadron have a Damage Rating (DR) of 3 rather than (DR) 2.

3. Advanced Engines (+Value")

If this Model does not make any turns at any point during its Squadron Activation, its Movement (Mv) allowance is increased by the Value in inches listed in the bracket.

4. All-Terrain

This Model may re-roll ONE Treacherous Terrain Test per Game Turn but the new result must be accepted.

5. Aquatic Assault

Assuming all other Boarding conditions are met, this Model MAY initiate an Aggressive Boarding Action against a Model occupying the Submerged Height Level. Equally a Model with this MAR occupying the Submerged Height Level may initiate an Aggressive Boarding Action against a Model occupying the Surface Height Band.

6. Area Bombardment (Weapon, Value)

The *Weapon* listed in the brackets may utilise a number of Small Effect Templates equal to the *Value* listed in the bracket when performing an Area Bombardment Firing Option.

7. Attachment Group (Nation, Type/ Name, Value)

During Force Organisation, this Model may be added to a Parent Squadron of the Nation listed in the parenthesis with the Type/Name of Model's making up the Parent Squadron is listed in the bracket. Any number of Models up to the listed maximum Value in parenthesis can be added to a Parent Squadron in this way. No Parent Squadron may never contain more than one Attachment Group.

8. Big Fuel Tanks

During an Interception Attack, the Support Aircraft Wings within the Support Aircraft Squadron have a Damage Rating (DR) of 3 rather than Damage Rating (DR) 2.

9. Carrier (Value)

This Model is a Carrier Model and has a designated complement of Support Aircraft Wings (SAWs) equal to the Value listed in the parenthesis. A Model with the Carrier Model Assigned Rule follows the rules in the Support Aircraft Squadrons and Carriers Section on Page 182.

10. Close Quarters Gunnery

A Model with the Close Quarters Gunnery MAR ignores the -1 To Hit modifier for firing Primary Gunnery (P) when targeting a Model located in Range Band 1.

Important Note: While this particular modifier is ignored, other negative modifiers, such as from Small Target or Difficult Target, still apply.

11. Combat Coordinator (Model, Range", MAR)

This Model allows all specified friendly Models within the stated Range to temporarily gain the Model Assigned Rule listed in the bracket. If either this Model or an affected Model moves out of Range, the MAR is lost.

12. Combat Deployment (Model, Value)

This Parent Model has a number of Models, equal to the bracketed Value, embarked on-board the Parent Model during Force Selection. At any point during the Movement Segment of the Parent Model's Squadron Activation, any embarked Models can disembark and may be deployed on the Battlefield anywhere within 4" of the Parent Model. Any Squadron with models embarked MUST deploy all their embarked Models at the same time, and these Models must form a single Squadron on the Battlefield.

Any Squadron that is disembarked may perform a Squadron Activation on the Game Turn they are deployed.

Important Note: The points cost of the Models gained through Combat Deployment are included in the overall cost of the Parent Model, however their points cost ARE used for Victory Points calculations in the End Phase.

13. Combat Patrol

This Model may have a Combat Air Patrol attached. See Page 80.

14. Combustible Cargo

When a Model with the Combustible Cargo Model Assigned Rule suffers a Critical Hit, roll TWICE on the Critical Hit Table with the Attacker choosing ONE of the Results rolled.

15. Controlled Contact

This Model may perform a Controlled Contact Special Movement Actions (see Page 113).

16. Crushing Impact (Weapon/ Action)

Coherency MAR: Weapons or Actions with this MAR only use the Target Model's Damage Rating (DR) when determining Damage. If the number of hits taken by a Model equals or exceeds its Damage Rating, the Model is considered to have suffered a Critical Hit. If the number of hits is double the Damage Rating the Model is considered to have suffered two Critical Hits, and so on.

17. Diehard Attitude

Coherency MAR: This Model rolls an additional 1D6 when resolving a Disorder Test.

18. Difficult Target

Capital Models suffer a -2 'To Hit' modifier when targeting this Model with Targeted Attacks.

19. Directed Fire (Weapon)

One Attack or Counter Attack during each of this Model's Squadron Activations that includes any Weapon type listed in the bracket, may use the Combined Fire Firing Option.

20. Elusive Target

Non-Capital Models suffer a -1 To Hit modifier when firing upon this Model with Targeted Attacks.

21. Experienced Engineers

Models with Experienced Engineers successfully perform a Damage Repair attempts on a 3, 4, 5 or (RED) 6.

22. Evasive Manoeuvres (Modifier)

If this Model makes a Swift Manoeuvre test, apply the modifier listed in parenthesis to any roll it makes for the test.

23. Fearless

This Model automatically passes all Disorder Tests and cannot be affected by Disorder in any way.

24. Faster Torpedoes

Coherency MAR: A Model targeted by Faster Torpedoes may only use its own Concussive Charges when defending against the Torpedo Attack. No Supportive Defensive Counter Attack using Concussion Charges may be allocated to defend the Model.

25. Fuel Reserves

If this Model suffers a Critical Hit roll 1D6. On a 5 or (RED) 6 place a Raging Fire Marker on the Model.

26. Heavy Ack-Ack

Coherency MAR: This Model attacks Support Aircraft Squadrons using Exploding (RED) Dice.

27. High Angle (Weapon)

The Weapon listed in the bracket can target Aerial Models in Range Band 1. If no weapon is listed, the High Angle Model Assigned Rule is applied to all Ordnance weapons on the Model.

28. Hit and Run

Coherency MAR: During the Movement Declarations Step, the Model must declare it is using this Model Assigned Rule. This Model may move up to half of its Movement (Mv) during the Firing Consolidation Segment of its Squadron Activation, but only if it has moved no more than half of its Movement (Mv) during the Movement Segment. A Model that used the Hit and Run MAR during their Activation may not make a Boarding Action later in that Activation.

29. Hull Breaker (Weapon/Action, Value)

If this Model performs the Action or an Attack using the Weapon listed in parenthesis and causes a Critical Hit on its target, the target loses additional Hull Points (HP) equal to the Value listed in parenthesis as well as suffering the full effect of the Critical Hit.

30. Hunter (Height Levels, Weapon System, + Modifier)

Coherency MAR: This Model gains a positive To Hit Modifier to its Attack Dice (AD) when using the Weapon against a Target Model that occupies the Height Level or Band listed in parenthesis.

31. Inert

A Model with this Model Assigned Rule cannot have rolls on the Critical Hit Table made against it. Instead, should a Critical Hit be suffered, the Model suffers D3+1 HP loss. This includes Focused Attacks such as Boarding Assaults.

32. Inventive Scientists

If this Model uses a Generator, you can re-roll one of the initial D6 rolled, but must accept the new result. If a 1 is rolled as a result of using the Inventive Scientists Model Assigned Rule, this Model suffers an immediate Corrosion Effect Marker.

33. Isolated Systems (Value)

Some Models are equipped to insulate themselves from debilitating critical damage. When a Model with the Isolated Systems MAR suffers any Critical Hit that would cause the application of a Critical Effect Marker, roll 1D6. The Effect Marker is ignored if the roll equals or exceeds the value in parenthesis. The Model takes the HP loss indicated in the relevant Critical Hit Result entry as normal.

34. Long Range Assault

This Model can initiate a Boarding Action against a target within 8". In addition, this Model may initiate a Boarding Action at a target that is two Height Levels away, rather than just one.

35. Minefields (Number, AD)

A player with this Model in their Force can also place a number of Mines with the AD listed in parenthesis. Each Mine must be Deployed within 8" of the centre line of the battlefield during the Model's Deployment. The Mine Markers cannot be placed within 4" of a Model or another Mine Marker and may not be Linked.

36. Momentum

This Model cannot gain a Low Speed Manoeuvre Game Marker. Any Model with the Momentum MAR that collides with Terrain is automatically Scrapped.

37. Pack Tactics (Weapon)

Coherency MAR: Any Attack or Counter Attack that includes at least TWO Models using the weapon system listed in parenthesis receives +1 Attack Dice (AD) for each additional Model after the first. These extra AD are added to the Lead Weapon Pool.

38. Pinpoint Attack (Weapon)

Coherency MAR: If an Attack from a Weapon with the Pinpoint Attack MAR causes a roll on the Critical Hits Table, any result rolled on the Critical Hit Table may be increased by 1 after the dice are rolled.

39. Rear Echelon

A Squadron containing only Models with this MAR does NOT perform any Squadron Activation during any Game Turn. A Squadron does not take Disorder checks for Models with this MAR that are Lost or Out of Coherency.

40. Redoubtable (Weapon/Statistic)

This Model only reduces its Attack Dice (AD) by 1 for every 2 Hull Points (HP) of Damage taken when using the Weapon/Statistic listed in parenthesis. If NO Weapon/Statistic is listed, the Redoubtable MAR is applied to ALL weapons and statistics on the Model where relevant.

41. Reinforced Bulkheads

When Submerged, this Model ignores the requirement to surface when it suffers a Critical Hit.

42. Retardant Armour (Munitions Type/Gunnery Type, Number)

Defensive MAR: A Model subject to any Targeted Attack or Counter Attack by the Munitions/Gunnery Type listed, treats the Number of initial (RED) 6s rolled as Heavy (BLUE) 6s instead.

43. Rugged Construction (Value)

Defensive MAR: Any Targeted Attack or Counter Attack against a Model with the Rugged Construction Model Assigned Rule must reduce the number of successes to be rolled in any Ranged Attack by the Value listed in parenthesis.

44. Security Posts (Value)

If this Model is the target of an Aggressive Boarding Action it ignores the number of Hits, noted in parenthesis, scored against it during the Close Quarters Battle Step. This MAR has no effect during a Robot Boarding Action.

45. Sharpshooters (Value)

During the Firing Segment, a Model with this MAR that is occupying the Surface or Flying Height Level can target one enemy Model within 4" of it, on the Surface or Flying Height Level that is not a Robot or Support Aircraft Squadron. Roll a (BLACK) D6 for

each point of Value listed in parenthesis: For each 5 or 6 rolled, the target loses 1 Assault Point (AP). Despite being resolved in the Firing Segment, this does not count as an Attack.

46. Sharp Turn

This Model does not need to move directly straight ahead during its Minimum Move. The Model must still make its Minimum Move.

47. Small Target

Capital Models suffer a -1 'To Hit' modifier when targeting this Model with Targeted Attacks.

48. Specialised Defences (Value)

If this Model is the target of an Aggressive Boarding Action, the Model gains a bonus to its Ack Ack (AA) and Concussion Charges (CC) listed in parenthesis.

49. Spotter (Range")

Elements in the Force may perform Indirect Firing Actions against enemy targets provided a Model with the Spotter MAR is within the Range listed in parenthesis of the target can draw an unobstructed Line of Sight to the target.

50. Squadron Support (Model, Value)

A Model with the Squadron Support MAR enters the battlefield with additional Models designed to support the combat effectiveness of the Force. Models with the Squadron Support MAR may field a number of Models of the type listed in their bracket entry, equal in number to the Value listed in parenthesis. All additional Models must be Deployed at the same time as the Parent Squadron, and within 4" of one of the Parent Models, but are free to act separately as a Squadron in their own right during the Game.

Multiple instances of Squadron Support have a combined effect, and MUST be used to create a single Squadron. The points cost of the Models gained through Squadron Support are included in the overall cost of the Parent Model, however their individual points costs are used for Victory Points calculations in the End Phase.

51. Strategic Value (Victory Points)

If this Model is Lost, the opposing player adds an additional number of Victory Points to their Total equal to the Value listed in parenthesis. This modification to the VP score is done after a Model's VP are doubled or halved by Prize or Salvage conditions.

52. Sturgingium Boost

At the start of the Movement Segment of this Model's Squadron Activation, roll 1D6. On a roll of 5 or 6 (BLACK) the Model's Movement (Mv) is increased by 2". If this Model is part of a Squadron, the Squadron only rolls once, and applies the result to all Models in the Squadron with the Sturgingium Boost MAR.

53. Sub Killer (Weapon)

The Weapon listed in parenthesis does not suffer the automatic Partially Blocked penalty when firing at a target occupying the Diving Height Band and may also target Submerged or Deep Diving Models at Range Band 1.

54. Sustained Assault (Value)

Coherency MAR: If this Model initiates an Aggressive Boarding Action, during the Close Quarter Battle Step of the Boarding Segment, the Model's Assault Group can re-roll any of the initial Attack Dice (AD) up to the Value listed in parenthesis. The second roll must be accepted.

55. Sustained Fire (Weapon, Value)

Coherency MAR: If this Model makes an Attack using the Weapon listed in parenthesis, it can re-roll any initial Attack Dice (AD) up to the value listed in parenthesis. The second roll must be accepted. Multiple instances of Sustained Fire in a Squadron do not have a cumulative effect to the Attack Dice (AD) totals used in any single Attack.

56. Swarm Tactics

Coherency MAR: Any Attack or Counter Attack using Combined Fire increases its Attack Dice Total (AD) by 2.

57. Terror Tactics (Value)

If this Model successfully places Assault Points on board an enemy Model during the Close Quarters Battle Step of an Aggressive Boarding Action, their Assault Group generates additional Attack Dice (AD) up to the Value listed in parenthesis.

58. Terrifying (Weapon/Action)

Coherency MAR: If the number of Hits the Weapon/Action listed in parenthesis equals or exceeds the Damage Rating (DR) the target Squadron must immediately take a Disorder Test. If the Weapon/Action equals or exceeds the Critical Rating (CR) the Squadron must immediately take a Disorder Test that requires an additional success.

59. Unique

Only one of each named Model with this MAR may be fielded in a player fleet.

60. Unstoppable

If this Model performs a Ram Action, and equals or exceeds the Damage Rating (DR) of its Target, place this Model with its Aft touching the opposite side of the Target Model, as if it had just passed underneath it in a straight line: even if it would not have had enough Movement to do so. This Model cannot be touching any other Model or solid Terrain at the end of this movement. If there is not enough room to place this Model, you cannot use the Unstoppable MAR.

61. Vertical Dive

During an Attack Run, the Support Aircraft Wings within the Support Aircraft Squadron have a Damage Rating (DR) of 3 rather than Damage Rating (DR) 2 as would normally be the case.

62. Vulnerable

If this Model suffers a Critical Hit, the initial Critical Hit Result may be re-rolled by your Opponent, but the second result must be accepted.

63. Wing Launcher (Value)

Once per game a Model with the Wing Launcher may perform a single Replenishment Action, just as if it were a Carrier. The number of Wings replaced is equal to the Value listed in parenthesis.



GENERATORS

There are several different types of Generators used in Dystopian Wars and each can confer a specific ability to the Model that it is attached to. There are some rules which apply consistently to all Generators used in the game no matter what nation or type:

- Unless otherwise stated a Generator will activate during the Consolidation Step of the Command Segment of a Model's Activation.
- The effects of a Generator are NOT reduced by Damage.
- Unless it has a Continuous Effect, a Generator may only be Activated once per Activation.
- Generators with a Continuous Effect are ALWAYS Active unless the Model suffers the Generators Offline Critical Effect, or is in some other way disabled.
- A Model CAN initiate an Aggressive Boarding Action against a Model it has targeted with an Offensive Generator in the current Activation, unless otherwise specified.
- A Model CAN use a Generator AND fire both Ordnance and Auxiliary weapons in its current Activation.
- A Model CANNOT fire an Offensive Generator against a Support Aircraft Squadron.
- The Range in inches (Range ") of all Generators is measured from the Centre of the Model.

Important Note: If a Model has been captured as a Prize, Salvaged, or left Derelict, any Generators on the Model CANNOT be used.

GENERATOR MOUNTINGS

Generators can be mounted on Models in one of two ways: **External** or **Internal**.

External

A Generator listed as External is mounted on the outside of a Model and will often find itself in a prominent location to better assist its operations and range. This is not without peril, however, as the enemy will often target these important systems in an effort to weaken the Model for subsequent attacks.

Ordnance Attacks may only be directed against an External generator if the Target Model is considered to be 'In the Open' for all weapons contributing to the Attack. This kind of Attack is referred to in the game as a Generator Strike.

Internal

A Generator listed as Internal in its Profile is considered to be enclosed and may NOT be the subject of a Generator Strike.

Generator Strikes

An Attacker must nominate that they are attempting a Generator Strike during the Declare Attacks Step of the Firing Segment and may NOT target a Model with a Generator Strike using any Indiscriminate Weaponry, Tertiary Weaponry or Auxiliary Weaponry.

All Models involved must be within Range Band 1 or 2 to attempt a Generator Strike.

If the Target suffers a Critical Hit from a Generator Strike Attack, when applying Critical Hits, do not roll on the Critical Damage Table, rather apply the Generators Offline result. The affected Model suffers the 2 Hull Point loss of the Critical Hit as normal.

TYPES

The plethora of Generators available to the nations in the Dystopian World are divided into three categories: **Standard**, **Defensive** and **Offensive**.

STANDARD GENERATORS

Generators are neutral in their aspect, providing support to the Force in neither an offensive or defensive capacity.

Ice Generator (Range")

The crushing strength of nature's icy grip can paralyse all but the greatest of machines.

An Ice Generator may be activated during the Movement Declarations Step of a Model's Activation, and can activate at the start or end of a Model's Movement. A Model with a functioning Ice Generator may roll a D6 targeting an enemy Model within the Range" listed in parenthesis and then consult the table below:

D6 Result	Critical Effect Suffered
1-2	No Effect
3-5	Navigational Lock
6	Engine Failure AND Navigational Lock

Kinetic Generator

Commanders who prize speed over all things frequently put demands upon their scientist to give them an edge in combat.

The Kinetic Generator may be activated during the Movement Declarations Step of a Model's Activation. The Kinetic Generator gives a boost to a Model's Total Movement (Mv). When a Model fitted with a Kinetic Generator is activated, the controlling player can choose to roll for it to gain +1D6" of Total Movement, with the boost applied to its Minimum Move. If a Squadron of Models are fitted with Kinetic Generators, roll once and apply the result to the entire Squadron.

GNE Boost Generator (Range")

Often stylized as the cavalry of the modern age, GNE-supported vessels are capable of breakneck speeds when empowered by this generator.

The GNE Boost Generator may be activated during the Movement Declarations Step of a Model's Activation. The Model may target a Squadron within Line of Sight that has the Surface Skimmer Model Function and is Ready to Activate. All viable Models within the Range" listed in the brackets are affected.

The affected Models gain an additional D3+1" Movement which is added to their Movement Value (Mv) when they Activate this turn. A Model may only benefit from ONE GNE boost per Game Turn.

Metallurgic Re-Constitution Generator (Range")

The restorative effects of Element 270 are not to be underestimated... or taken for granted.

A model may activate this Generator during the Consolidation Step of its Command Segment. Roll a D6 and consult the table below:

D6 Result	Effect
1	Target Model loses 1 HP
2-3	No Effect
4-5	Target Model recovers 1 Hull Point
6	Target Model recovers D3 Hull Points

Mimic Generator (Range")

Why spend the time constructing your own Generator technology when you can simply steal your enemy's and use it against them!?

The Mimic Generator may be activated during the Movement Declarations Step of a Model's Activation. A Model with a Mimic Generator can select any other Model within the Range" listed in parenthesis and attempt to copy the abilities of one Generator on that Model fitted by rolling a 3+ on a single D6.

All rules pertaining to the Copied Generator can be used by the Model with the Mimic Generator in the current Squadron Activation, if appropriate. These abilities remain until the Model with the Mimic Generator suffers a Generators Offline Critical Result or it copies a new Generator.

Mine Controller Generator (Range")

Captain! Mines spotted of the Starboard bow... and they are closing in on us?!

The Mine Controller Generator has a continuous effect. The Mine Controller Generator treats all Mines deployed by the controlling player within the Range listed in parenthesis as having the Sentient Mines special rule - see Page 138 for model details on such Mines.

Important Note: Any Attempt to move a Linked Mine will result in the Linked Mines detonating immediately!

Teleport Generator (Size, Range")

The incredibly innovative strength of the Covenant Scientific community has once again presented us with the impossible, made possible.

The Teleport Generator may be activated during the Movement Declarations Step of a Model's Activation. A Model may not use Primary or Secondary Weapons in the same turn as activating its Teleport Generator, such is the incredible energy required to produce these phenomena. The Generator automatically places a pair of Energy Templates: One Energy Template is placed within 8" and within Line of Sight of the Model.

A second Template is then placed within the Range" listed in parenthesis, and also within Line of Sight of the Model. These Templates are referred to as Energy Portals.

No Energy Portal may be placed within 4" of a Model, piece of Terrain or another Energy Portal. Once placed, a Template remains in play until the Compulsory Actions Step of the End Phase. These Energy Portals are connected and exist at the Surface Height Level, having no effect on any Models occupying the other Height Levels. Any Firing that passes through, an Energy Portal is Partially Blocked.

Once the Portals are in play, any Model equal to or smaller than the Size listed in parenthesis that makes contact with a Portal are immediately removed from play and are placed in contact with the other portal. The owning player may choose the orientation of their model and the model may choose to continue their move if desired. Once all members of the Squadron have completed their Movement Phase, the teleporting Squadron must take an immediate Disorder Test...moving through space and time is disorientating!

Tensile Accelerator Generator (Value/Value)

Known by its technicians as the Armour-Clad Generator, this wondrous piece of technology can strengthen the metals that surround it for a short period of time, making the vessel's hull incredibly robust.

This Generator may be activated during the Consolidation Step of a models Command Segment with the effect remaining in play until the End Phase of the same Game Turn. The Model increases its Damage Rating (DR) by the first Value in parenthesis, and its Critical Rating (CR) by the second Value in parenthesis. Should the Model suffer a Generators Offline Critical Effect while under the effects of the Generator the increased statistics remain in play until the End Phase, where they dissipate as normal.

Time Flow Generator (Range")

Developed by the Covenant to provide medical facilities with a stable work environment for complex surgical operations, the Time Flow Generator was later weaponized to create a flexible area of effect that assists or hinders in equal measure.

The Time Flow Generator may be activated during the Consolidation Step of the Command Segment of the Model's Activation. Place a Large Effect Template within the listed Range" of the Model Activating the Generator. All Models regardless of Height Level, that make contact with the Template will have their Maximum Movement (Mv) value increased OR decreased by D3+1", with the player activating the Generator deciding which effect applies. The effect of this Generator lasts until the Consolidation Step of the End Phase at which point the Template is removed.

OFFENSIVE GENERATORS

Offensive Generators are used by nations to aggressively target enemy Models, causing all manner of command and control effects, damage and chaos!

Entropy Generator (Range")

The exotic energies of the Entropy Generator cause the hull of its unfortunate target to disintegrate before the eyes of the horrified crew.

The Entropy Generator may be activated during the Consolidation Step of the Movement Segment of the Model's Activation. The Activating Model may target a single Model within the Range" listed in parenthesis. Roll a D6, on the roll of a 4+, the target is affected and suffers an immediate Corrosion Game Marker.

Disruption Generator (Range")

The reliance of many nations on shield-technology is quickly mitigated by this innovative generator system. Seen as 'unsporting' by many nations in the theatre of war, few exponents of the dreaded disruption generator care about such sentiments.

The Disruption Generator may be activated during the Consolidation Step of the Movement Segment of the Model's Activation. The Disruption Generator has the power to take all localised Generators Offline. It affects ALL Models equipped with a Generator within the Range" listed in parenthesis of the centre of the Activating Model, including your own Models. The effects of the Disruption Generator do not affect the Model using the Generator. Roll a D6 and consult the table below:

D6 Result	Effect Suffered
1-3	No Effect
3-5	Target suffers a Generators Offline Critical Effect
6	Target suffers a Generators Offline Critical Effect and 1AP loss

Fury Generator (Range")

"Let Wrath be my steed and Fury my sword."

The Fury Generator may be activated during the Consolidation Step of the Movement Segment of the Model's Activation. The Activating Model may target a single Model within the Range" listed in parenthesis. Roll a D6 and consult the table below:

D6 Result	Effect Suffered
1-2	No Effect
3-5	D3 Raging Fire Markers
6	D3 Raging Fire Markers AND 1 AP Lost

Pulse Generator (Range")

Enemy defenses are easily overwhelmed by this surprisingly effective generator. No Minefield, or mine cluster can withstand the power of the pulse.

The Pulse Generator may be activated during the Consolidation Step of the Movement Segment of the Model's Activation. The Model places ONE Energy Template within the Range" listed in parenthesis: this represents the range of the Pulse.

The Pulse operates in a Fixed Channel originating from the controlling Model and terminating at the Energy Template. Any Mines, both Surface and Airburst, within the Fixed Channel of the Pulse automatically Detonate.

Target Painter Generator (Weapon, Range")

Most vessels are equipped with complex targeting equipment, capable of calculating the correct firing angle for ranged attacks. The Target Painter provides an expedient method of accelerating these calculations to the point where ordnance is punishingly accurate.

The Target Painter Generator may be activated during the Consolidation Step of the Movement Segment of the Model's Activation. When activated, the Generator can target ONE Model within the Range" listed in parenthesis. Roll a D6, on the roll of a 3+ the target is 'painted'. Any Attack made by Models in the activating Squadron using the Weapon listed in parenthesis against the Model receives a +1 bonus to hit on their Attack Dice (AD) rolls. Multiple instances of this Generator do not have a cumulative effect.

Sonic Generator (Range")

The raw power of sound can be a fearsome defensive or aggressive tool.

The Sonic Generator may be activated during the Consolidation Step of the Movement Segment of the Model's Activation. When activated the Generator must choose between one of two different outputs: *Shriek* or *Repulse*.

Shriek - A Sonic Generator activating in Shriek Mode can attempt to blast an enemy with a thunderous volley of ear bursting sound to sow chaos and disorder on deck. When activated, the Generator targets one Model within a Squadron occupying the Surface or Aerial Height Bands that is within the Range" listed in parenthesis. Roll a D6, on the roll of a 3+ the target is affected, gaining an immediate Chaos and Disarray Effect Marker.

Repulse - A Sonic Generator that uses Repulse Mode sends a rolling disruptive frequency of crafted noise and propaganda blaring across its decks, dissuading enemies from launching an assault on it. A model that uses a Sonic Generator to Repulse forces causes all enemy Boarding Attacks by non-Robot Models to suffer a -1 'To Hit' for the duration of the Game Turn.

Tesla Generator (Range")

The harnessed power of electricity can be a potent weapon in the right hands... or the wrong hands.

The Tesla Generator may be activated during the Consolidation Step of the Movement Segment of the Model's Activation. When activated the Generator must choose between TWO different outputs: *Boost* or *Surge*.

Boost - A Tesla Generator that elects to Boost changes the designation of the Generator to a Standard Generator for the Game Turn. When a Boosting, the Model gains D3" of Movement directly forwards. If a Squadron of Models are fitted with Tesla Generators, roll for each Boosting Model independently. Any Model that Boosted with a Tesla Generator MUST move at least its Minimum Move AND its bonus Boost Movement during the Movement Segment.

Surge - A Tesla Generator activating on its Surge setting can attempt to short-circuit the vital systems of another Model. It affects one Model within the Range" listed, regardless of their Height Level. Roll a D6, on the roll of a 3+, the target suffers a Focused Critical Effect, but not the Damage. Should a Target Model have one or more Lightning Rod Game Markers, roll TWICE on the Focused Critical Effect Table and apply both results!

Whirlwind Generator (Range")

Invented by Ottoman Imperial scientists eager to increase the offensive nature of the Storm Generator, the Whirlwind (or Djinn) Generator gathers up flyers in a maelstrom, disorientating them and often blowing them off course!

A model may activate its Whirlwind Generator during the Consolidation Step of its Movement Segment. The activating model may target a single squadron occupying the Aerial or Obscured Height Levels within the Range" listed in parenthesis. When targeting Squadrons occupying the Obscured Height Level add +1 to the result on this table. Roll a D6 and consult the table below:

D6 Result	Effect Suffered
1-2	The Squadron rides out the Generator's Attack with no effect.
3-4	Centre the Random Determination Template above a Target Model in the Squadron and roll a D6. Change the Model's facing to the result of the roll corresponding to the template. Rotate all other Models in the Squadron to face the same direction.
5-6	In addition to the effects noted on a 3-4 result, move the Squadron D6" directly forwards after they have rotated. Roll separately for each Model in the Squadron.

DEFENSIVE GENERATORS

These Generators protect and defend the Model that owns the Generator, or in some cases provides a degree of protection to Models that are nearby.

Cloud Generator

The use of steam and vapor as a defensive technique has been well founded on the Dystopian World for a number of years. The creation of a dedicated Generator to direct and focus this is hardly a surprise...

The Cloud Generator has a continuous effect. Targeted Attacks against a Model with this Generator suffer a -1 to hit modifier. This does not apply to Indiscriminate Attacks. The Cloud Generator has no effect at Range Band 1.

Dilation Field Generator (Range")

Firing a weapon through an area that exists out of time and space poses a number of challenges for gunnery commanders.

The Dilation Field Generator is activated during the Consolidation Step of the Movement Segment in a Model's Activation, allowing the placement of a Large Effect Template, the Centre of which must be within Line of Sight and the Range" listed. Any Model firing into, through, or out of the Template at any Height Level, are Partially Blocked. The effect of this Generator lasts until the Compulsory Actions Segment of the End Phase of the current Game Turn.

Shield Generator (Value)

The creation of the Shield Generator was an inevitable advancement in the Dystopian World. The ability to repel ordnance has saved many a war machine...

This Generator has a continuous effect. Shield Generators allow a Model to try and deflect any hits from Gunnery Weapons, Rockets, Ack-Ack and Concussion Charges.

Shield Generators have no effect against Indiscriminate Attacks, Aggressive Boarding Actions, or other Generators.

Roll the number of Shield Dice equal to the Value listed in parenthesis for each Shield Generator:

In most cases a 4, 5 or (RED) 6 is required to succeed against Gunnery Attacks. For each Hit scored, reduce the amount of incoming Hits by 1.

Important Note: Remember that Indiscriminate Attacks ignore Shields!

Guardian Shield Generator (Value, Range", Protection Value)

A natural progression from the Shield Generator, the Guardian passes a measure of its power to all models within its aegis.

This Generator has a continuous effect. The Guardian Shield Generator grants the Model to which it is fitted, ALL of the effects of a Shield Generator (see above). In addition, Guardian Shield Generators also grant ALL Models from the same Force within Range", on ANY Height Level, a number of Shield Dice equal to the Protection Value listed in parenthesis. Nearby Models must NOT have their own Shield Generator of any type to gain benefit of a Guardian Shield Generator. Support Aircraft Squadrons may not benefit from the Guardian Generator's protection.

A Model can only gain the benefit of ONE Guardian Shield Generator of any type at any one time and must choose the highest Protection Value within range.

Nullification Generator

What is better than having a powerful generator...why, nullifying an enemy's generator of course!

This Generator has a continuous effect. The Nullification Generator can cancel the effects of an Offensive Generator. It automatically Activates AFTER an enemy Generator has successfully targeted the Model. Roll a D6, on the roll of a 3+, the target is unaffected by the enemy Generator effects.

Important Note: A result will only cancel the effect against he model itself and will not assist other models affected.

Rampart Generator

Projecting a wall of pure energy across the battlefield the Rampart Generator links two similarly equipped vessels to provide a barrier behind which their charges can muster.

This Generator has a continuous effect. The Generator provides a wall of energy that blocks

the targeting systems of weapons. The Generator's effect ONLY works against Attacks originating from Models on the Surface Height Level that are directed against targets occupying the Surface Height Level. Two functional Rampart Generators within 8" of each other will cause any enemy Ranged Attack not using the Indirect Fire Firing Option that passes between them to use Heavy (BLUE) Dice.

Important Note: A Model with a Rampart Generator does not gain any benefit from its own Generator.

Target Jammer Generator (Weapon System, Value)

This scrambling technology gives the vessel equipped with it a solid defense against attacks that otherwise might go unanswered. Such generators draw a large number of personnel to their use however, often leading to a shortfall in more conventional defensive systems often tasked to perform similar duties.

This Generator has a continuous effect. This Generator resolves the instant an enemy Squadron targets the Model with the Generator using the Weapon noted in parenthesis.

Roll the number of Dice equal to the Value, with a 'To Hit' Number of 4, 5 or (RED) 6 and determine the number of Hits. The resulting number of Hits then removed from the firer's initial Attack Dice Pool before it is rolled.

Storm Generator (Value, Range")

Originally designed by the Ottoman Empire to assist in the cultivation of crops and provide a bulwark against periods of drought, the Storm Generator was later weaponised to give a flexible mixture of defensive and disruptive capabilities to the forces equipped with it.

Each functioning Storm Generator has a Value listed in parenthesis that represents the Storm Points available to each Model in a Squadron. Any Storm Points generated from various Squadron members are added together to form a total for the Squadron.

Storm Points may be used in one of two ways, transforming the Generator's purpose from defensive to area denial with one flick of a switch. These two modes are known, respectively, as Cloud Effect and Storm Effect.

These effects are not mutually exclusive, and a functional Storm Generator may use both, provided the Squadron has sufficient Storm Points available.

Cloud Effect

A Model with a functioning Storm Generator is considered to have a functioning Cloud Generator (see above) with IMMEDIATE effect. Each Cloud Effect costs ONE Storm Point to maintain. A Model may only ever place a Cloud Effect upon itself, never on other Models.

Storm Effect

A Model with a functioning Storm Generator may spend Storm Points to place a number of Storm Templates, represented by the Large Effect Template on the Tabletop. Each Storm Template costs TWO Storm Points to maintain and may be placed anywhere on the Tabletop within the Range" listed in parenthesis.

If a Squadron for any reason does not have sufficient Storm Points to maintain a Storm Template, the Template must be removed immediately. If a Squadron maintains multiple Storm Templates the controlling player may decide which Templates should be removed.

Multiple Storm Template placed by a Squadron must be placed touching, but not overlapping. Storm Templates may never overlap under any circumstances but the effects of multiple Templates are cumulative.

The effect of Storm Templates are as follows:

- All Surface and Aerial Models that touch a Storm Template at any point during their Movement Segment suffer a -1" Movement Penalty.
- All Attack Dice from Surface and Aerial Models firing into, through or out of a Storm Template, suffer a -1 'To Hit' modifier.

The effect of this Generator (be it Cloud Effects or Storm Effects) lasts until the Compulsory Actions Segment of the End Phase of the current Turn, at which time Storm Templates are removed and all Effects dissipate.

BASIC TERRAIN

TERRAIN

At first glance the Terrain Chapter of the rules may seem a bit daunting, but stick with us on this as terrain and scenery is an important part of game play.

There are numerous terrain effects that occur in the game of Dystopian Wars, reaching across three distinct theatres of war that can exist at up to 6 distinct Height Bands.

When you are just getting started, however, it is really only important to know the Basic Terrain rules. Once you have these under your belt we would advise you to move on to the Advanced Terrain Section where things become really interesting!

Major Surfaces

In Dystopian Wars it is critical for players to be able to delineate between the **Land Surface** and the **Water Surface**. These are known as Major Surfaces. Both are considered to exist in isolation, making up the 'base' of the Surface Height Level allowing the vast majority of the Models being used to move, shoot and fight over.

The following are the only mandatory rules for Major Surfaces in the game:

- Major Surfaces are defined during the Common Agreements Segment of Game Set-Up.
- Major Surfaces cannot overlap other Major Surfaces.
- ALL areas of the Tabletop are required to have a Major Surface assigned to them.

In Competitive Play, the entire table should ideally be declared as a single continuous Major Surface. However, in non-competitive gaming players can agree on their preferred Major Surface arrangement. This allows players to create unusual tables, befitting of scenario driven games, such as Amphibious Landings!

Terrain features have no Profile, and as a result cannot be targeted, damaged, moved or manipulated for any reason once it has been placed. Although the industrial capabilities of the Dystopian Wars world are staggering, they are not yet able to make any lasting impact on Indestructible Terrain in the space of a battle.

In order to accommodate the wide variety of different terrain pieces that can exist on the battlefield, terrain is broken down into main classifications as follows:

1. Major Surfaces
2. Terrain Features
3. Minor Surfaces

1. Major Surfaces

Although not placed per se, Major Surfaces function very much in the same way as other Indestructible Terrain in that they are Impassable to some game Models, but not to others.

2. Terrain Features

Unless the battle is taking place in the middle of an ocean or desert, it is very unlikely that the Major Surfaces selected will not be populated by Terrain Features.

These help to keep the game exciting, providing a diverse array of opportunities for Commanders who know how to exploit them fully. Terrain Features normally occupy the Surface Height Level, unless otherwise stated, and are capable of interfering with Line of Sight and in some cases may even exist in multiple Height Levels.

Terrain Features are areas that represent abnormalities or inconsistencies in the Major Surface, such as Forests, Swamps, Reefs, Islands or even Mountain Ranges!

The following are the mandatory rules for Terrain Feature placement:

- Terrain Features may only be placed completely on their appropriate Major Surface.
- All Terrain Features must have a clearly defined perimeter, allowing players to clearly determine the dimensions of the Feature.
- Players must agree on any additional rules to be given to a Terrain Feature before the game begins.

The particular influence of Terrain Features can vary depending on whether a Naval, Armoured or Aerial Model is interacting with it, and the Height Level the Model currently occupies.

Important Note: Models are only ever influenced by Terrain Classifications that occupy the same Height Level as themselves.

3. Minor Surfaces

Minor Surfaces are used exclusively in Scenario or Friendly Games and, as a result, we recommend that players only include them once they are familiar with the Basic Rules of Terrain. For more information please see the Advanced Terrain Rules on Page 179.

Terrain Density

All Terrain has an associated Density, which is used to represent how easily various Models can traverse it. These are normally dependent on the characteristics of the Model that is interacting with the Terrain: most commonly Model Classification, Size and MARS. The three Densities of Terrain are denoted as follows:

- A. Clear
- B. Treacherous
- C. Impassable

A. Clear

A piece of Terrain that is denoted as being Clear means that appropriate Models will encounter no problems when moving within it regardless of their speed, such as an Armoured Model moving across the Land Surface.

B. Treacherous

During the Movement Declarations Step, if a Model activates within, or during its Movement will then touch, a piece of Terrain that is defined as Treacherous to it, then the Model must declare if it intends to move at Full Speed or Half Speed during its current Movement and Manoeuvre Step.

A Model declared to be moving at Half Speed can only move up to half of its Movement (Mv), listed in its Profile, and may not increase its Movement by any Game effect.

Important Note: A Model may be affected by various MARS, Generators and other effects that will modify their overall Movement (Mv). These instances have no effect with regard to Treacherous Terrain Tests: a Model may only move up to half of its Initial Movement Value (Mv), as listed in its Profile.

During the Activation, the Half Speed Model does not need to perform a Treacherous Terrain Test (see below) during its Movement and Manoeuvre Step. In addition, a Model with a Low Speed Manoeuvre Marker does not need to perform a Treacherous Terrain Test.

A Model declared to be moving at Full Speed may move normally but must perform one Treacherous Terrain Test each time either of the following conditions applies:

- Activation begins within a piece of Terrain that is deemed Treacherous to it: the test is taken immediately after the Full Speed declaration is made.
- Moving into contact with a piece of Terrain that is deemed Treacherous to it: the test is taken immediately upon making contact.

Important Note: Drifting Models are ALWAYS considered to be moving at Full Speed.

C. Impassable

A Model CANNOT move into or through a piece of Terrain that has been nominated as Impassable to it. If a Model comes into contact with any Terrain deemed Impassable, other than as part of a Controlled Contact, it must immediately stop and resolve a Collision with the piece of Terrain.

If, for any reason, a Model is placed wholly or partially within a piece of Terrain that is deemed Impassable to it (through Teleportation for example), the Model is immediately Scrapped and placed in the appropriate Scrapyard unless a specific condition or Model Assigned Rule applies.

Resolving a Collision with Terrain

Having Collided with a piece of Terrain, a Model will likely suffer a degree of damage. This can range from scratched paint to catastrophic hull breaches! The severity of this damage is determined by using the relative bulk of the vessel as represented by the Model's initial Hull Points (HP) and the Terrain Collision Properties involved.

Terrain Collision Properties

In order to resolve the Collision with Terrain, refer to the Terrain Collision Properties of the piece of Terrain involved. The number of Attack Dice rolled against the Model involved is calculated as follows in the table below:

Terrain Collision Properties	Number of Attack Dice (AD) Rolled
Difficult Terrain	2x Initial Hull Points (HP) of the Colliding Model
Hazardous Terrain	4x Initial Hull Points (HP) of the Colliding Model

These Attack Dice (AD) are considered to be an Indiscriminate Attack, requiring a 4, 5 or Exploding (RED) 6 'To Hit'; unless a specific condition or Model Assigned Rule (MAR) applies. For further rules regarding the aftermath of a Collision see Page 112.

Terrain Size

Every Model in Dystopian Wars has its Size defined in its Profile. Likewise Terrain has an assigned Size. Terrain can be Tiny, Small, Medium, Large Massive and a special expanding terrain Size of Massive +X.

Terrain with a Size blocks Line of Sight in exactly the same way as Models, for example, a Hill declared as being Medium in Size would block Line of Sight as if it were a Medium Model (see Line of Sight on Page 121 for more).

Elevation Bonus

Certain pieces of Terrain possess an Elevation Bonus, which will alter the Size of any Model entirely within its confines. If a Model finds itself partially within the confines of a Terrain Feature which has an Elevation Bonus, they do not gain the benefit. Being on an elevated feature provides those Models with a vantage point from which to rain down some serious firepower!

This is the most common method by which Models will find themselves exceeding the Massive Size!

The Modified Size of a Model is determined by adding the Elevation Bonus of the Terrain occupied, to the Size of the Model involved.

If a Model possesses the Altered Silhouette MAR, then the Elevation Bonus of the Terrain should be applied to the Size listed in the Altered Silhouette MAR instead of the Size listed in its Profile.

Important Note: For the purposes of Field Orders, Scenario Special Rules, MARs etc., these always refer to the Size present on a Models' Profile, and never to its Modified Size due to Elevation Bonus.

Model Size	ELEVATION BONUS					
	+0	+1	+2	+3	+4	+5
Tiny	Tiny	Small	Medium	Large	Massive	Massive +1
Small	Small	Medium	Large	Massive	Massive +1	Massive +2
Medium	Medium	Large	Massive	Massive +1	Massive +2	Massive +3
Large	Large	Massive	Massive +1	Massive +2	Massive +3	Massive +4
Massive	Massive	Massive +1	Massive +2	Massive +3	Massive +4	Massive +5
Massive +X	Massive+X	Massive +X+1	Massive +X+2	Massive +X+3	Massive +X+4	Massive +X+5

Major Surfaces

The following rules apply to Major Surfaces unless otherwise specified and are tabulated below for ease:

MAJOR TERRAIN SURFACE			
Name	Terrain Density		Terrain Collision Property
	Clear	Impassable	
Water Surface	Aerial	Armoured Burrowing	Hazardous
	Diving		
	Naval		
Land Surface	Aerial	Diving Naval	Hazardous
	Armoured		
	Burrowing		
ADDITIONAL RULES: Major Surfaces do NOT influence Line of Sight. All Major Surfaces occupy the Surface and Diving Height Bands.			

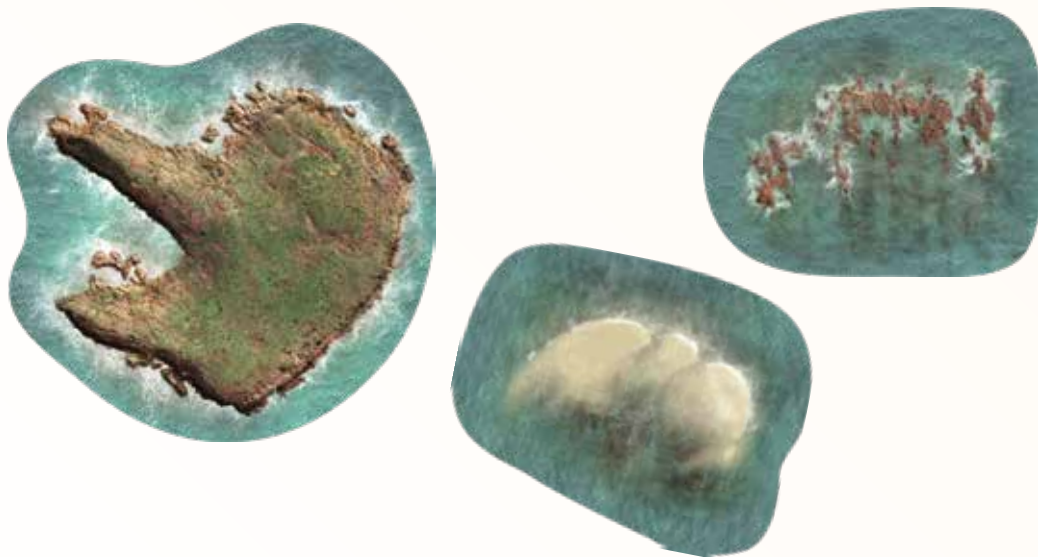
Water Surface Terrain Features

The following rules apply to Water Surface Features unless otherwise specified and are tabulated below for ease:

WATER SURFACE TERRAIN FEATURES						
Name	Available Size	Elevation Bonus	Terrain Density			Terrain Collision Property
			Clear	Treacherous	Impassable	
Island	Massive	+5	Aerial Armoured Burrowing	N/A	Diving Naval	Hazardous
	Large	+4				
Reef	N/A	+0	Aerial	Diving Naval	Armoured Burrowing	Hazardous
Sandbar	Tiny	+0	Aerial	Armoured Naval (<i>Surface</i>)	Burrowing Diving	Difficult
Iceberg	Large	+4	Aerial	Diving (<i>Deep Diving</i>)	Armoured Burrowing Diving (<i>Other</i>) Naval	Hazardous
	Medium	+3				

ADDITIONAL RULES:

All Water Surface Terrain Features occupy the Surface and Diving Height Levels. Water Surface Terrain Features with multiple Available Sizes must have their Size declared by the player when they place it. Upon placing an Island, the Water Major Surface directly beneath its footprint changes to become the Land Major Surface.



Land Surface Terrain Features

The following rules apply to Land Surface Features unless otherwise specified and are tabulated below for ease:

LAND SURFACE TERRAIN FEATURES TABLE						
Name	Available Size	Elevation Bonus	Terrain Density			Terrain Collision Property
			Clear	Treacherous	Impassable	
Hill	Massive	+5	Aerial Burrowing	Armoured	Diving Naval	Hazardous
	Large	+4				
Swamp	N/A	+0	Aerial	Armoured Burrowing	Diving Naval	Hazardous
Forest / Jungle	Small	+0	Aerial Burrowing	Armoured	Diving Naval	Difficult
Ruins/Rocky Outcrop	Tiny	+0	Aerial Burrowing	Armoured	Diving Naval	Hazardous

ADDITIONAL RULES:

All Land Surface Terrain Features occupy the Surface Height Levels. Swamps also occupy the Submerged Height Level. Land Surface Terrain Features with multiple 'Available Size' must have their Size declared by the player when they place it. Swamps, Forests/Jungles and Ruins/Rocky Outcrops Provides Cover for Infantry - see Page 192).

Universal Terrain Features

The following rules apply to Universal Features unless otherwise specified and are tabulated below for ease:

UNIVERSAL TERRAIN FEATURES TABLE						
Name	Size	Elevation Bonus	Terrain Density			Terrain Collision Property
			Clear	Treacherous	Impassable	
Mountain	See Rules	N/A	N/A	Aerial (<i>Obscured</i>)	Aerial (<i>Other</i>) Armoured Burrowing Diving Naval	Hazardous

ADDITIONAL RULES:

Mountains occupy ALL Height Levels EXCEPT Stratospheric. Line of Sight CANNOT be drawn through a Mountain, unless the Target or Firer occupy the Obscured or Stratospheric Height Levels. The Indirect Fire Option CANNOT be used to fire over a Mountain. Minor Surfaces CANNOT be placed within the confines of a Mountain.

ADVANCED TERRAIN

The rules in the Basic Terrain Section provide players with the ability to rapidly build a fun Battlefield, and are ideal for Competitive gaming and Tournament play. However, players may wish to craft a much more in-depth arrangement of scenery, perhaps to provide them with a fresh challenge or to enact a historical event from the Dystopian Wars timeline. The rules in this Chapter are designed to create rich and inspiring Battlefields, allowing for a more complex build of tabletop. This can manifest itself in the shape of Minor Surfaces, such as winding roads and rivers that criss-cross the land.

During Competitive Play the following rules apply to Terrain Features and their placement:

- A Terrain Feature must be at least 3" x 3" in tabletop footprint, unless both players agree to using a different size.
- A Terrain Feature may not exceed 9" x 9" in tabletop footprint, unless both players agree to using a different size.
- A Terrain Feature may not be placed within 4" of any Flanking Edge or another Terrain Feature

Minor Surfaces

This is the third Classification of Indestructible Terrain, the initial two having been explained fully in the Basic Terrain Section - see Page 173). Minor Surfaces are meant to represent an array of 'changes' to the Battlefield, up to and including some of the more extreme devastation wrought by the gigantic machines of war that roam the Dystopian world!

The placement of Minor Surfaces occurs once the Major Surfaces and Terrain Features have been established and placed, as Minor Surfaces are laid down 'on top' of this foundation. Minor Surfaces differ from other Terrain Classifications because they are used to 'overwrite' the Terrain Quality and Collision Properties of any Terrain beneath them, but leave their Elevation Bonus unaffected. Examples of Minor Surfaces are Roads, Shallow Water, and Cliffs.

The following are the mandatory rules for Minor Surfaces and their placement:

- A Minor Surface cannot overlap a different Minor Surface. If this occurs, the most recent Minor Surface replaces the original.
- If a Minor Surface is placed within the confines of a Major Surface that it is not deemed appropriate for, it is **immediately** removed from play before any of its effects are resolved.
- The Surface Height and Elevation Bonus of any Terrain that Minor Surfaces are placed upon remains unaffected.
- Also, unless both players agree otherwise (or a Scenario Special Rule states otherwise), the following also applies for Minor Surfaces and their placement:
 - A Minor Surface may not be placed such that it overlaps multiple Terrain Classifications.
 - A Minor Surface must be at least 3" x 3" in area.

As you can imagine, these rules allow Commanders to build long and winding Roads to provide a safe highway through Swamps and other Terrain Features, or represent long flowing rivers of Shallow Water to hamper and channel an opponent!

LAND MINOR SURFACES

The world is a dynamic place, full of change, and with the power of Sturgenium firmly in his grip, mankind is more able than ever to leave his mark upon the world for better or worse. Extreme examples of prolonged warfare can result in Killing Fields; vast wastelands of barbed wire, unexploded bombs and lingering clouds of lethal gas which can stop an Infantry advance in its tracks.

LAND MINOR SURFACES				
Name	Terrain Density			Terrain Collision Property
	Clear	Treacherous	Impassable	
Killing Fields	Aerial, Armoured Burrowing	N/A	Diving Naval Infantry	Difficult
Trench Network	Aerial, Armoured Burrowing	N/A	Diving Naval	Difficult
Roads	Aerial, Armoured Burrowing	N/A	Diving Naval	Difficult
ADDITIONAL RULES:				
Land Minor Surfaces do not influence Line Of Sight. Massive Armoured Models may not gain the benefit of Roads. All Land Minor Surfaces occupy the Surface Height Level. Trench Networks provide Cover to Infantry - see Page 192. Roads provide Armoured Models an increase in their Profile Movement (Mv) of +3". A Model that uses a Road to gain this bonus may not make any Attacks in the subsequent Firing Segment, and MUST spend their ENTIRE Movement Segment on the Road.				

WATER MINOR SURFACES

As battles continue to rage around the world, Commanders can find themselves visiting the aftermath of a battle, be it to pick through the wreckage looking for survivors or to salvage what they can from the colossal hulls that now rest at the bottom of the ocean.

WATER MINOR SURFACES				
Name	Terrain Density			Terrain Collision Property
	Clear	Treacherous	Impassable	
Ice Sheet/Floating Wreckage	Aerial, Naval (Massive/Large)	Diving, Naval (Other)	Armoured Burrowing	Difficult
Ship Graveyard	N/A	Diving	Aerial, Armoured, Burrowing, Naval	Difficult
ADDITIONAL RULES:				
Water Minor Surfaces do not influence Line Of Sight. Ice Sheet/Floating Wreckage occupies the Surface Height Level. Ship Graveyards occupy the entire Diving Height Band.				

UNIVERSAL MINOR SURFACE

Although Commanders may prefer to engage their foe in the open sea, there is every chance that they will be called to defend their coastline from a looming threat. In such proximity to land, these naval forces may encounter Shallow Water in the form of coves and bays, and the very same body of water may trouble their Armoured comrades on land as a river winds its way towards the sea.

UNIVERSAL MINOR SURFACES TABLE				
Name	Terrain Density			Terrain Collision Property
	Clear	Treacherous	Impassable	
Shallow Water	Aerial	Armoured (Large/Massive) Naval (Small/Tiny) Diving (Small/Tiny)	Armoured (Other) Burrowing Diving (Other) Naval (Other)	Hazardous
Cliffs	Aerial	Diving	Armoured, Burrowing, Diving, Naval	Hazardous
<p>ADDITIONAL RULES: Shallow Water does not influence Line Of Sight. Cliffs and Shallow Water occupy the Surface and Diving Height Bands. Cliffs MUST be placed adjacent to Hills/Islands or the boundaries of the Water Major Surface and Land Major Surface. Cliffs may not extend more than 4" away from these Terrain Features and/or the Major Surface boundary. Models with the Multi-Purpose function may ignore Shallow Water.</p>				



SUPPORT AIRCRAFT, CARRIERS AND DRONE LAUNCHERS

In this section, you will find the rules for the creation of Support Aircraft Squadrons (SAS) and how they are formed into Support Aircraft Wings (SAW) and how they interact on the tabletop. In addition, there are rules for Carriers and Drone Launchers, and how they operate on the tabletop.

Small aircraft are a lethal addition to the military Arsenal of a Dystopian nation. Since their invention, scientists and engineers alike have been refining this new method of aerial destruction.

In Dystopian Wars any type of small aircraft is referred to using the generic name of Support Aircraft Wing, or SAW, and players have three types available to them: Fighters, Dive Bombers and Torpedo Bombers.

These are represented in the game as small, square resin tokens with the relief of a nation's aircraft on top of it. Groups of SAW tokens are pulled together to form a Squadron on the tabletop and this is called a Support Aircraft Squadron, or SAS. To facilitate the easy movement of a SAS we use what is called a SAS Movement Tray, which also makes measuring simpler. These Trays can hold up to a maximum of five SAW tokens.

The Tray also enables all SAW tokens to remain in contact with at least one other SAW from the same Squadron at all times - a pre-requisite of the rules.

SAS are considered to be Models that exist outside the normal Size Classifications of the game. They are even smaller than Tiny Models.

SAS are governed by the following simple rules for their composition:

1. A SAS MAY only contain ONE type of SAW.
2. A legal SAS formation MUST contain between 3 and 5 SAW tokens when it is created. During a battle, however, a SAS Formation may fall below 3 SAW tokens and still function.
3. Once created, a SAS formation is treated as a single entity for Line of Sight, the measurement of Ranges and Firing.

Important Note: SAS created by Carriers or through Squadron Support declare the type and number of SAWs they contain when Deployed, and are NOT required to be denoted prior to a battle in the same way as Local Air Support (see later).

DEPLOYED STRENGTH

Unlike other Squadrons in the game, it is important to have a record of the size of an SAS at the moment of its Deployment.

Each SAS is deployed with a die in its Tray that denotes its starting Squadron Size, which is referred to as its Deployed Strength. This does not change in-game and is important for determining how large the Squadron can be when benefiting from a Replenishment Action.

The die is also useful for allowing players to view at a glance which type of SAS the Squadron is: this becomes particularly important when playing with Forces that are not yet painted, or where the player has chosen to paint their SAWs identically.

SAS Die Colour

Choosing a colour of die to help identify the type of SAW being used in a SAS will be helpful and will avoid confusion later. Using the convention of White for Fighters, Green for Dive Bombers and Red for Torpedo Bombers is a good method.

You can also choose to paint your SAWs different colours to represent the different types of SAW, or maybe even paint the edge for the same reason.

LOCAL AIR SUPPORT

When a player builds their Force they will be allowed to add a number of 5-strong Fighter Wings to their force for free! The number of Local Air Support Squadrons permitted is determined by the size of the MFV being played. See Page 80 for more.

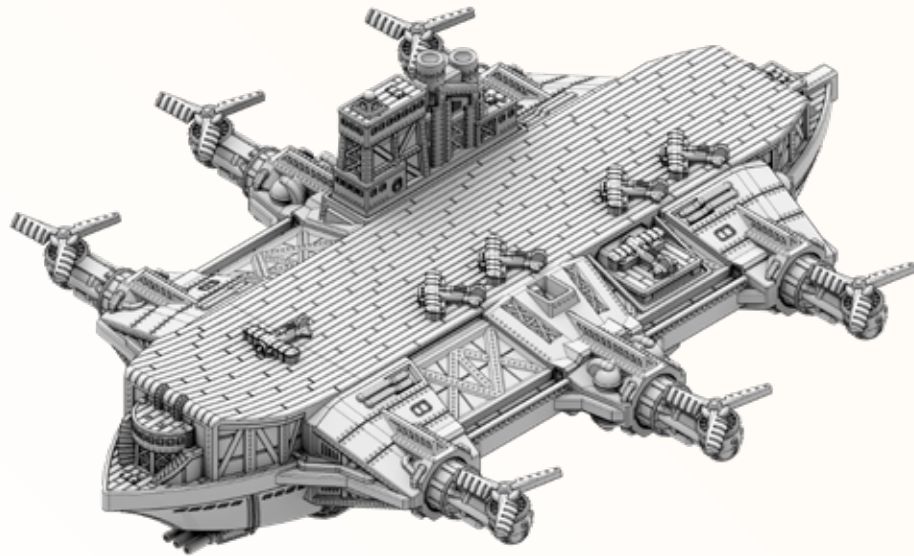
COMBAT AIR PATROL

It is possible to Attach Fighter SAS as a Combat Air Patrol (CAP) to protect valuable Models in a player's Force. For more information on this, see the Combat Air Patrols rules on Page 86.

ORDNANCE AWAY! MARKER



This Game Marker is placed next to an SAS Tray that has dropped its Bombs or Torpedoes. The Ordnance Away! Game Marker provides an important reminder to both players as to which SAS can still drop their Ordnance, and those which must Re-arm at a Carrier.



The Kingdom of Britannia Illustrious Sky Fortress is a stunning example of engineering in the Sturginium Age.

SAS WING FORMATIONS

SAS must always maintain a valid Squadron Formation, as shown in the diagram on this page.

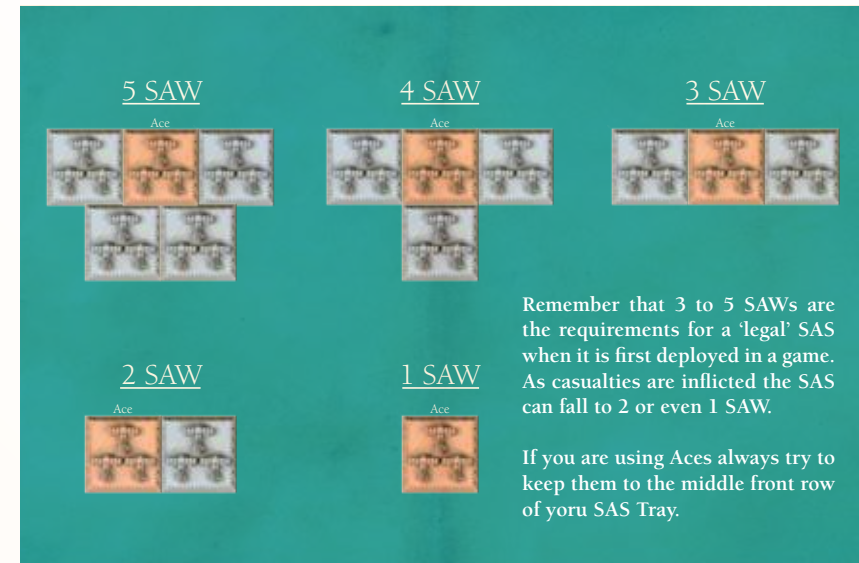
Should an Ace be present in a SAS (see Page 186 for details on Aces) an appropriately identifiable SAW token must be placed as close to the middle of the formation as possible at all times.

SAW CONSISTENCIES

A number of consistencies are present throughout all SAWs, although any modifiers used may change depending on different national characteristics:

- ALL Attacks and Counter Attacks by SAS use the Combined Fire Firing Options calculated by adding together ALL the Ordnance or Ack-Ack AD of the SAWs in the SAS.
- Fighters will commonly have the Hunter (Aerial, +1) MAR, giving them the edge against all Models that occupy the Aerial Height Band, be they other SAS or larger Models such as Interceptors, Scoutships and Sky Fortresses.

- Torpedo Bombers excel at engaging targets beneath the waves and commonly have the Hunter (Diving, +2) MAR. This means that Torpedo Bombers often hit Models occupying the Submerged Height Level on a 3+ and may even strike at targets occupying the Deep Diving Height Level on the roll of a 4+.
- Dive Bombers are adept at engaging targets on the Surface Height Level and commonly gain the Hunter (Surface, +1) MAR. This means that Dive Bombers will tend to hit Models occupying the Surface Height Level on a 3+. In some instances Dive Bombers will also gain a bonus against Submerged Models too - usually when targeting Armoured Models that are moving below ground! Note that these exceptions will always be listed in the relevant Force List.



Remember that 3 to 5 SAWs are the requirements for a 'legal' SAS when it is first deployed in a game. As casualties are inflicted the SAS can fall to 2 or even 1 SAW.

If you are using Aces always try to keep them to the middle front row of your SAS Tray.

SAS MOVEMENT

SAS Trays have a 360 degree Movement. These aircraft are not equipped to operate safely at the Obscured or Stratospheric Height Levels and so may only ever occupy the Flying Height Level of the Aerial Height Band. In addition, no SAS may be subject to a Collision or Ram with another Model.

SAS & BOARDING ACTIONS

SAS may NEVER be the target of a Boarding Action under any circumstances.

SAS & DISORDER

SAS are always considered to have the Fearless MAR.

ATTACKS AGAINST SAS

Squadrons attacking SAS require quick firing, low calibre cannons to effectively bring down their targets. This is represented by a Model's Ack-Ack (AA) statistic. All AA against SAS uses the **Heavy (BLUE) Dice** mechanic unless a specific condition or MAR applies.

The maximum range of any of these Attacks is dependent on the firing model, but can also be amended by certain special rules or scenario conditions:

- **Aggressive Counter Attacks** - Maximum Range for Aggressive Counter Attacks and Dogfights against SAS is always 4" - unless a MAR applies.
- **Interception Attacks** - The Maximum Range for Interception Attacks against SAS is always 8" - unless a MAR applies.

Air Vice-Marshal Stanley Bartholomew Parkinson III is a most capable commanding officer, if only the same could be said about his piloting skills. Deadly in a dogfight his main problem was landings... which he never truly mastered!

SAS are targeted as a single entity and AA against SAS is always measured to the closest point of the SAS Tray and any casualties are applied across the entire SAS. After all Attacks on the SAS have been resolved in an Activation, casualties are removed so that the SAS remains in a valid Wing Formation.

ROLLING TO HIT SAS

Unlike other Models, when attacking SAS, if the number of Hits equals the Damage Rating (DR), a single SAW token is removed. If the number of Hits equals twice the Damage Rating (DR), two SAWs are removed, and so on.

The 'Roll to Hit' against SAS are as follows:

- Non-SAS Models targeting SAS Squadrons require a 4+ 'To Hit' Number.
- During Dogfight Attacks between two enemy SAS their AA has a starting 5+.

Remember that all AA Attacks against SAS uses the **Heavy (BLUE) Dice** mechanic unless a specific condition or MAR applies.



TYPES OF SAS ENGAGEMENT

The methods of combat for SAS are divided into three types: **Attack Runs**, **Interceptions** and **Dogfights**. Each of these Attacks will often involve different 'To Hit' Numbers, Attack Ranges and MARs.

Attack Runs

All Attacks made by SAS which are directed against larger enemy Models are called **Attack Runs**. These Attacks occur when a SAS engages the enemy during its own Activation.

Attack Runs are often subject to enemy Counter Attack Actions.

- SAS may only ever execute one Attack Run per Activation.
- SAS may only ever target one Model during an Attack Run.
- SAS may use either Ordnance or AA where appropriate when making an Attack Run.
- All Attack Runs made using AA have a Maximum Range of 4", unless a MAR applies.
- An SAS of Torpedo Bombers fires its Torpedoes using the Fore Fixed Channel Fire Arc, with the width of the SAS Tray (or Wing Formation) used to determine the width of the Fire Arc, and have a Maximum Range of 4".
- An SAS Tray of Dive Bombers must touch a target Model in order to use their Bombs. If a Tray is not being used at least one SAW token must be touching the target Model.
- SAS mounting an Attack Run has a 'To Hit' number of 4, 5 or **(RED) 6**, using the standard 'To Hit' mechanics and is affected by modifiers as and MARs as normal.
- Once an Attack Run by Torpedo Bombers or Dive Bombers has been resolved, place an Ordnance Away! Game Marker on the SAS to designate it has fired its ordnance and may not fire again until it Re-Arms at a Carrier.

Dogfight Attacks

All Attacks or Aggressive Counter Attacks made by SAS against enemy SAS are deemed to be **Dogfights**.

Interception Attacks

All Attacks made by Models (other than SAS) against SAS are called **Interception Attacks**. These occur when Models or a Squadron of Models engage an enemy SAS with their AA weaponry during the Model/Squadron's Activation.

ACES!

Each Force has the provision for adding Aces to their SAS. The additional points cost for adding these heroic individuals is listed in the relevant entry in a Nation's Force Guide.

An SAS that includes an Ace must replace one of their SAW tokens with an appropriately identifiable token, such as a differently painted one. The Ace is placed as close to the centre of the SAS formation as possible. Unless killed as part of a Dogfight Duel, an Ace in a Squadron is always removed last!

An Ace can often give a Squadron the decisive edge it needs when engaging in Dogfights or during Attack Runs. Each time a Squadron that includes an Ace is called upon to make an Attack Run, fight a Duel or execute a Dogfight Attack, the Ace may re-roll ALL of the initial dice they supplied to the Attack Dice Pool. This means players should always roll their Aces' dice separately or mark them in some way by using different coloured dice.

DUELLING

Should a situation occur that an SAS that includes an Ace engages in a Dogfight Attack against an enemy SAS that also contains an Ace, the two heroes of the skies will duel it out, performing acts of incredible bravery as they strive to cement their legend and kill their bitter rival.

Should two Aces meet in a Dogfight Attack, their AA dice should be separated from the other members of the SAS as normal and only rolled against the other Ace. No other AA can affect the Aces as they Duel, effectively creating two engagements: the Dogfight and the Duel.

Each Ace killed in a Duel is worth +25 Victory Points and should be added to the Scrapyard as a scoring Model.

Important Note: This is the ONLY time a SAW can be worth Victory Points!

CARRIER MODELS

Carriers operate a critical role in the Replenishment, Re-Arming and Redistribution of SAWs within the Dystopian World. Without Models capable of performing these tasks, the power of many a Nation's air forces would dwindle to the point of uselessness.

A Carrier is identified as having the Carrier (Value) MAR. The Value listed in the brackets is used for both SAW Numbers and Carrier Actions.

The Carrier Value of a Model is by no means fixed, and can be reduced as the actual Model suffers Damage. This represents the decks of the Model becoming too damaged to allow planes to land, the hangar bays becoming blocked with debris, or the magazines of the Model catching fire!

The Value notation will also denote the sizes of SAWs that can be deployed by the Carrier along with the Number of Squadrons that the Carrier has available.

As an example: A Prussian Empire Imperium Class Airship has the Carrier (6, 1x5 Wing) MAR meaning it has SIX Carrier Points at its disposal and deploys a single SAS numbering 5 SAW tokens.

Whereas a Prussian Empire Seydlitz Mobile Airfield has the Carrier (9, 2x4 Wing) MAR. This means the Seydlitz has NINE Carrier Points, and can field TWO SAS with each containing 4 SAW tokens.

SAW DEPLOYMENT BY CARRIERS

Carriers benefit commanders with their increased degrees of flexibility and martial strength over long distances. Although a relatively new innovation in the Dystopian World, as the war has progressed logistical and strategic concerns associated with static airfields has meant that commanders are more willing to utilise this innovation to ensure they have the right tool for the job when defending their forces or mounting a sustained bombardment.

SAWs deployed using Carrier models must be organised into legal SAS adhering to the rules for Wing Composition as noted earlier. However, unlike Local Air Support, this can be done after comparing Forces during the Game Setup Phase.

SAS generated by a Carrier Model must be Deployed using the standard Deployment rules, within 4" of any part of their Carrier Model during its Deployment, after which they are free to operate independently.

CARRIER ACTIONS

Models with the Carrier MAR use the Value listed in parenthesis to determine the extent to which they can execute one of the four different types of Carrier Action available to them during Command and Control Step of their Activation.

There are a number of common rules that must be adhered to by players when performing Carrier Actions during an Activation:

- A Carrier Action may be directed towards ANY SAS within 4" - not just the ones created by the Model.
- Each Action costs a portion of a Carrier's remaining Carrier Value for that Activation. A Model's Carrier Value is replenished at the end of every Game Turn, but remember the maximum number it can be replenished to can be reduced by Damage. A Carrier Model's current Carrier Value during its Activation is therefore the sum of the initial Carrier Value minus the amount of Damage the Model the Carrier has sustained.
- A Carrier (or Drone Launcher) may not execute Carrier Actions if it is Disordered or has the Chaos and Disarray Game Marker.
- A Carrier (or Drone Launcher) may only perform Carrier Actions with SAS from their own Nation unless a specific MAR or scenario condition applies.
- A Squadron containing two or more Carriers CAN pool their Carrier Values to perform Carrier Actions, providing they are all in range of the target SAS.
- A Carrier may performs one or more of the following Carrier Actions – Replenish, Re-Arm, Re-Task or Re-Build.

Replenishing a Squadron

Casualties amongst SAWs are inevitable and are often numerous! All Carriers have the ability to execute a Replenish Carrier Action, which will see Carrier Model spend a variable amount of Carrier Points Replenishing a Squadron. This costs 1 Point from the Carrier Value per SAW replaced and may not take the SAS above its Initial Deployed Strength.

Re-Arming Ordnance

SAS are only capable of carrying minimal payloads of munitions this means that once they have delivered their payloads they must Re-Arm. Each time a Dive Bomber or Torpedo Bomber SAS executes a single Attack Run it gains a Ordnance Away! Game Marker.

In order for a Carrier to remove this Game Marker a player must announce the Carrier is spending 1 Point of its remaining Carrier Value, thus Re-Arming the SAS. Once this cost is paid, the SAS removes any Ordnance Away! Game Marker it has and is free to rain high explosive death once more!

Re-Tasking a Squadron

As a battle progresses it will often become critical to change the spread of air support provided by Carriers – the enemy may be advancing with large aircraft at the fore, or could be lurking under the waves. To give Carriers an edge in such situations they have access to the Re-Task Action.

In order to execute a Re-Tasking Carrier Action, a Carrier Model must spend 2 Carrier Points to Re-Task a SAS.

Once spent, a SAS must immediately change its designation to a different type of SAW. A SAS with an Ace that is Re-Tasked loses their inspirational leader, and the Ace is lost for the remainder of the game.

TYPES OF CARRIER ACTION

Action	Cost
Replenish	1 Carrier Point per SAW recovered
Re-Arming	1 Carrier Points
Re-Task	2 Carrier Points
Re-Building	3 Carrier Points

Re-Building a Squadron

Sometimes SAS will be completely eliminated by the enemy either through heroic Dogfights or sheer volumes of AA! In order to execute a Re-Build Carrier Action, a Carrier Model must spend 3 Carrier Points to Re-Build a lost SAS.

The Carrier Model may then immediately launch the new SAS equal to the permitted Squadron size stated in the Carrier's MAR. This new SAS can only be Re-Built from SAW casualties taken from a player's Scrapyard. The newly created SAS must be deployed within 4" of the Carrier Model which created it.

DRONE LAUNCHERS & DRONES

Not all Carriers deploy aircraft manned by human beings. Some more advanced Nations are able to deploy Drones that are controlled remotely via a link to a network broadcast over the Battlefield.

Such Drones are often capable of performing exceptional feats of acrobatics unfettered by the

limitations of a human pilot's physiology. They are not, however, without drawbacks as the Drone Automata lack the critical edge that comes from the instincts of an expert pilot.

Drones tend to be slower than their human counterparts and can only gain the benefit of MARS if certain models are within range, transmitting engagement protocols to the Drones.

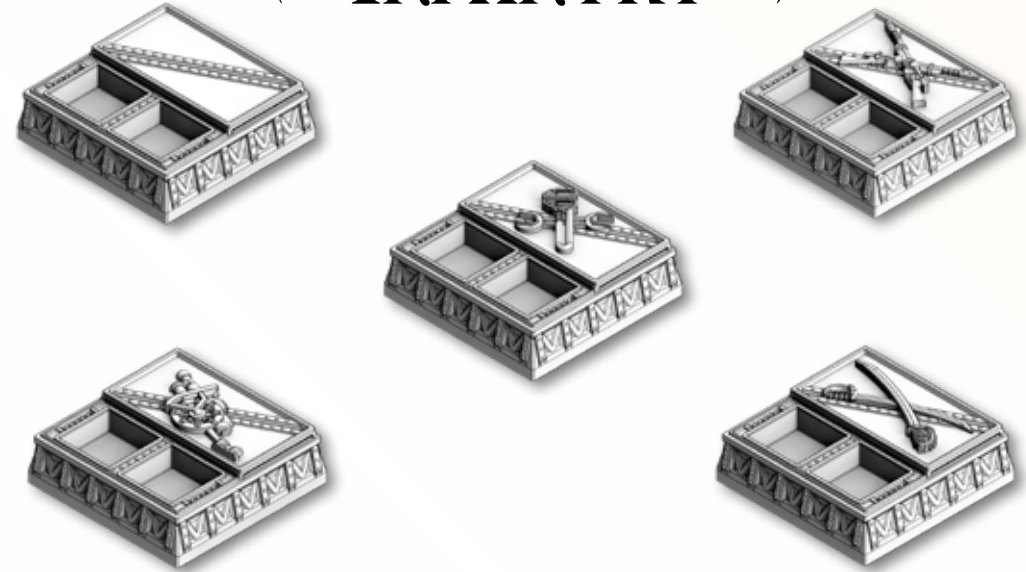
Drone Launchers operate in the same way as Carriers for the most part, but have one significant difference. Drones are quite literally 'fired' into the air from launch tubes or racks, allowing the Drone Launchers an increased support range.

All Carrier Actions performed by a Drone Launcher are executed up to 6" away from the Drone launcher rather than 4" as would normally be the case.

For more information on Drones and Drone Launchers look to the ORBATs of those Nations that make use of them.



INFANTRY



Military historians have long cursed the huge variety of names used by military commanders for the formations they lead. The Infantry, with the longest history of all troop types, have accumulated the most names: Regiments, Cohorts, Columns, Battalions, Legions, Banners, Brigades, Files, Battery, Troop, Group, Sonita, Abteilung...

Even within the same language, the same name does not always describe the same size or type of Infantry unit, as various FSA and Britannian Commanders have found to their surprise. In the world of Dystopian Wars, a single Base of Infantry is designed to represent one Company, with each Hull Point designed to represent a single Platoon of men and their equipment.

PURCHASING INFANTRY

The most important thing to remember is that Infantry are not an unlimited resource on the Battlefield. Although Line Infantry are relatively common, the other, more specialised troop types are only deployed in a planned fashion.

Dystopian Wars is a game of massed Tank and Robot battles, and Infantry are often used to supplement these monolithic behemoths, although the average life expectancy of the common soldier is short!

Infantry of any Type may not be bought directly. Instead, they are obtained through one of the following means:

- The Squadron Support or Combat Deployment MARS.
- A Scenario condition dictating their inclusion in the Force is in play.

INFANTRY BASES

Each Infantry Base comes with two square spaces moulded into the surface designed to hold a mini six-sided die. These dice can be used as an alternative to the Hull Point (HP) and Assault Point (AP) Game Markers that other Models use.

A white die represents the Company's current Hull Point (HP) value - *think life points*. The second die, usually a green die or another available colour, represents the Company's current Assault Point (AP) value.

As a Company's HP and AP values change during the game, the mini dice should be rotated to show the appropriate number face up.

An Infantry Formation is composed of between one and three (unless otherwise specified) Companies of Infantry which are always placed in a horizontal line, and performs a normal Squadron Activation as a single entity. It is simply a larger Company in game play terms.

ALL INFANTRY FORMATIONS HAVE THE FOLLOWING RULES:

Infantry Formations are identified by having the Infantry Classification and are treated as a Model with the exceptions noted below:

- Infantry Formations must always be made up of the same type of Infantry.
- Targeted Attacks against Infantry use **Heavy (BLUE) Dice**, not **Exploding (RED) Dice**.
- Infantry ALWAYS have the Controlled Contact, Difficult Target (unless Mechanised), Elusive Target, and Inert MARS.
- Infantry may never have any Persistent Damage Markers on them.
- Infantry Formations are considered to be a single entity for the purposes of Range and Measurement.
- Infantry must use the Combined Fire option with ALL Ordnance and Auxiliary Weapons, unless another condition applies.

- Infantry never collide with any form of Terrain.
- Infantry that find themselves on Impassable Terrain for any reason are automatically Lost
- When engaging in a Boarding Action, an Infantry Formation must allocate all of their AP as a single Assault Group.

Mechanised Infantry

Any type of Infantry may be upgraded to a Mechanised Infantry Formation during a player's 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 does not gain benefits of Cover.

COLLISIONS

Infantry Formations NEVER take Damage from a Ram or Collision with another Model.

If a Non-Infantry Model Collides with or Rams Infantry, do not resolve a Collision or Ram. Instead the Infantry MAY initiate an immediate, out of sequence, Aggressive Boarding Action.

This is carried out in the same sequence as a standard Aggressive Boarding Action (see Page 144) with the following exceptions:

- An Infantry Formation may only Assault the Model that Collided or Rammed it.
- There is NO Anti-Boarding Fire possible against this Assault.
- Following this Collision, the Infantry Formation must immediately Disengage, see Page 113.

BOARDING ACTIONS

In order to initiate a Boarding Action during the Boarding Segment against a specified Target:

- An Infantry Formation must have finished its movement with at least one of its bases within 2" of its intended Target, unless a specific condition or MAR applies.
- Infantry may only perform Boarding Actions against Models on the Surface Height Level, unless a specific condition or MAR applies.
- In all other respects, Infantry perform Boarding Actions as normal.
- Infantry Companies may never be taken as a Prize, Sabotaged or left Derelict. If any Boarding Action result would leave an Infantry Company Prized or Derelict, it is Lost instead.
- Infantry Formations may Prize or Salvage Models as normal. If sufficient AP is allocated as Prize Crew, Salvage Crew, or to a Friendly Boarding Action to remove an Infantry Bases from play, then the Infantry Base is Lost as normal, but the rest of the Infantry Formation is not required to take a Disorder Check.

APPLYING DAMAGE TO INFANTRY

Infantry Formations do not take Damage in the same way as other Models. If a Formation takes Damage, all Damage must be applied to one Company until it is removed, at which point Damage is applied to another Company in the Formation.

Once a Company of Infantry has been Lost it cannot be returned to the tabletop for any reason whatsoever. If an Infantry Formation loses a point of Assault Personnel (AP) for any reason, it also loses 1 Hull Point (HP) immediately.

Important Note: This also applies to Infantry who are removed from a Formation to become part of a Prize or Salvage Crew.

INFANTRY IN COVER

If Non-Mechanised Infantry start their Activation in certain types of Terrain, they are considered to benefit from the Cover afforded to them by it, as long as they remain fully within the confines of the Terrain Feature. If in Cover, they gain the Rugged Construction (1) and Security Posts (2) MARS. Any Terrain that provides Infantry with Cover will state it provides Infantry Cover in its entry in the Advanced Terrain Rules - see Page 173 for more details.

INFANTRY BUNKERS

These Fortifications allow commanders to deploy their Infantry in advance of their Main Force, closer to the likely engagement areas where the weight of the infantry might be used to tip the balance. For the Profiles and Points for Infantry Bunkers, players should look to their own National Force Guide.



Lord Leonidas of the Covenant of Antarctica - a mixture of genius, eccentric and madman! If one man can truly be credited for unlocking the secrets of 'The Vault' it would most certainly be the Lord. It is also said he 'talks' to the walls of the Vault...

MODEL CLASSIFICATIONS

Model Classifications are the way that the Dystopian Wars rules define how a Model will behave during a game. A Model will always have a Size, Type and Designation listed. It will also state if a Model is Capital Class and may, if pertinent, list the Function of the Model. Let's look at them:

MODEL SIZE

The Size of a Model is very important when calculating Line of Sight, interaction with Terrain, Force Composition and other aspects of game play. A Model will be listed as being Tiny, Small, Medium, Large or Massive.

MODEL TYPE

Quite simply denotes the Core Force that a Model belongs to.

MODEL DESIGNATION

This defines what a Model is and dictates which Height Level of a game it can operate in. There are several key Designations you need to understand:

AERIAL

These are flying Models that move through the air, and can range from sleek Interceptors to hulking Sky Fortresses. Aerial Models are normally capable of occupying a number of Height Levels, able to move up and down to perform different missions.

ARMoured

These are Tanks, Land Ships, Walkers and various other land-based Models. They move over the Land Surface Height Level. The difficulty of moving a house or factory size vehicle over land means Armoured Models are typically slightly smaller than the equivalent Naval Models.

NAVAL

These designations covers such things as Frigates, Cruisers, Carriers, Battleships, Dreadnoughts and other ships. They move on the Water Surface Height Level.

FORTIFICATIONS

Fortifications are designed and built to withstand the rigors of a combat environment and are armed with significant offensive firepower. Full Profiles for Fortifications will be listed in each Nation's Force Guide and may be selected normally during Force Composition.

All Fortifications are divided into three types:

- **Universal Fortifications** may be deployed on either Land or Water Major Surface, and must be placed on top of Terrain Features that are not Impassable to Armoured Models (if deployed on the Land Major Surface) or Naval Models (if deployed on the Water Major Surface).
- **Land Fortifications** may only be deployed on the Land Major Surface and on Terrain Features that are NOT Impassable to Armoured Models.
- **Water Fortifications** may only be deployed on the Water Major Surface and may never be placed upon Terrain Features.

Below are rules universal to all Fortifications:

- Fortifications are always considered to be Non-Core for the purpose of Force Composition.
- ALL Fortifications are part of a player's Advance Force, so can be deployed anywhere in the Main or Advance Deployment Zones on any Permitted Terrain Type.
- Fortifications cannot be Damaged by Rocket or Torpedo Ordnance Attacks, therefore by association by any MAR associated with them.

- If left Derelict, Fortifications do not lose any Hull Points in the End Phase.
- All Attacks against Fortifications have a +1 'To Hit' modifier.
- Fortifications cannot move or be moved. If a Fortification is Teleported, due to a Critical Hit result of MAR, it is instead destroyed.

INFANTRY

Infantry differ from standard Assault Personnel, in that they are formed into Companies or larger formations. Where the Assault personnel on Models are equipped with jetpacks, Infantry are purely ground based. Infantry Rules are found on Page 191.

ROBOT

The classification Robot refers to such Models that are manned by relatively few crew, but are able to dominate and control the Battlefield by virtue of their massive bulk, raw durability and, of course, the feeling of invincibility that inevitably infuses itself into the psyche of any crew member residing within such a metallic monstrosity!

Models with the Robot Classification are considered to have the Controlled Contact and Fearless MARs as standard.

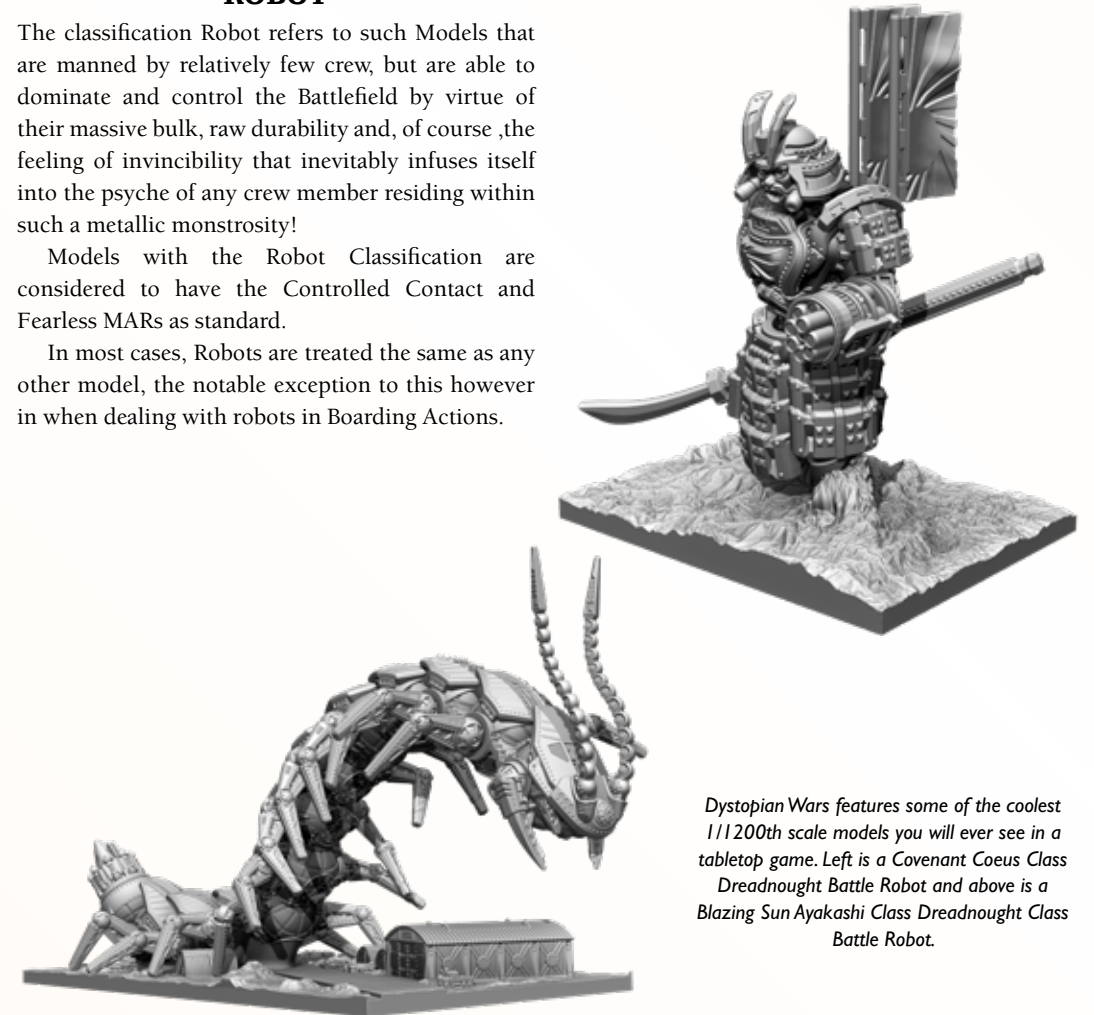
In most cases, Robots are treated the same as any other model, the notable exception to this however is when dealing with robots in Boarding Actions.

CAPITAL CLASS

This is the Designation given to Capital Models. These are mainly larger Models, and have significant command and control facilities. They will be commanded by an experienced officer capable of running a smaller force by themselves. However, they are not without disadvantages, including the enemy regarding them as a valuable prize!

Capital Models are governed by the following rules:

- Any Model that does not have the Capital Designation is considered to be a Non-Capital Model.
- Only Capital Models may be Prized or Salvaged.



Dystopian Wars features some of the coolest 1/1200th scale models you will ever see in a tabletop game. Left is a Covenant Coeus Class Dreadnought Battle Robot and above is a Blazing Sun Ayakashi Class Dreadnought Class Battle Robot.

MODEL FUNCTIONS

This is a most important aspect of a Model and is used to identify many of the strange and varied machines of war which exist in the Dystopian World. It includes such things as:

BURROWING

A Burrowing Model will often be a large monstrosity, capable of churning through the earth's crust and moving towards the enemy in relative safety. Burrowing Models may only use a limited selection of weapons, but are next to impossible to hit with standard weaponry, instead requiring concerted bombing or concussive attacks to destroy them.

Similarly, few Models can launch Boarding Actions from or against a Model below the surface. Burrowing Models abide by the following rules, unless otherwise specified:

- Burrowing Models may choose to occupy either the Surface Height Level or the Submerged Height Level while occupying the Land Major Surface - see Changing Height Levels on Page 107.
- A Model with the Burrowing Model Function that is on the Land Major Surface can Surface or Submerge during the Movement Declarations Segment of its Activation. However, a Burrowing Model may only Submerge if it has a Low Speed Manoeuvre Game Marker, and may not attempt a Swift Manoeuvre under any circumstances!
- A Model occupying the Diving Height Band on the Land Major Surface that suffers any Critical Hit must immediately move to the Surface Height Level.
- Any Model occupying the Submerged Height Level can only use its Concussion Charges (CC) to mount Attacks and may ONLY be targeted with Concussion Charges (CC) or Concentrated Bombing.
- A Burrowing Model occupying the Submerged Height Level on the Land Major Surface can only use its Concussion Charges (CC).
- No Boarding Actions may be launched by, or against, a Model occupying the Submerged Height Level unless a specific condition or MAR applies.

- When determining Terrain Quality, a Model with the Burrowing Model Function refers to the Burrowing entry and ignores the Armoured Entry in Terrain Tables.

DIVING

A Diving Model is a Submarine or other Model capable of occupying the Diving Height Band in Water. Whilst underwater, a Diving Model may only use a limited selection of weapons, but is far harder to hit. Similarly, few Models can launch Boarding Actions from or against a Model underwater.

Diving Models abide by the following rules, unless otherwise specified:

- Diving Models may choose to occupy either the Surface Height Band or the Diving Height Band while occupying the Water Major Surface - see Changing Height Levels on Page 107.
- Surface Models may not use an Ordnance Weapon to target a Model occupying the Diving Height Band in Water at Range Band 1, unless a specific rule or MAR applies.
- Any Model occupying the Surface or Aerial Height Bands is always counted as being Partially Blocked (see Page 119) when firing an Ordnance Weapon at a Model occupying the Diving Height Band in Water unless a specific rule of MAR applies.
- A Model occupying the Diving Height Band in the Water Major Surface can only use its Concussion Charges (CC), Torpedoes or Particle Accelerator weaponry.
- A Model occupying the Diving Height Band in the Water Major Surface that suffers any Critical Hit must immediately move to the Surface Height Level.
- No Boarding Actions may be launched by, or against, a Model occupying the Submerged Height Level unless a specific condition or MAR applies.
- Models attacking from the Diving Height Band in Water may be subject to an Aggressive Counter Attack from Concussion Charges (CC).
- When determining Terrain Quality, a Model with the Diving Model Function refers to the Diving Entry and ignores the Naval Entry in the Terrain Tables.

ESCORT

This Model may be included in any Squadron where the Attachment MAR is cited and names the Model.

Models with the Escort Designation are governed by the following additional rules:

- Escort Models attached to a Parent Model count as the one allowed Attachment Group under the mixed Squadron rules.
- The Parent Models of this Mixed Squadron do not need to test for Disorder if any of the Escort Models are Scrapped.
- In all other respects, Escort Models function as normal members of the Squadron.

LANDING CRAFT

During an Amphibious Landing Scenario, a player MUST take a Landing Craft Model in the Force for all Armoured Squadrons in the Landing Force that lack the Multi-Purpose or Surface Skimming Model Functions. The Landing Craft Model MUST be used to transport the Squadron for which it has been purchased.

Landing Craft are governed by the following special rules:

- All Landing Craft have the Controlled Contact MAR.
- If a Landing Craft has no Models Embarked upon it, it gains the Rear Echelon MAR - see Page 162.
- A Landing Craft may not initiate Attacks or Boarding Actions.
- A Landing Craft is considered to have Ack Ack (AA) and Concussion Charge (CC) Values determined by Linking the AA and CC Values of the Embarked Models on-board, with the Landing Craft designated as the Lead Model.
- The Assault Points (AP) Value of a Landing Craft is determined by combining the AP of the Embarked Models. When the Embarked Models are Deployed, any AP losses suffered by the Landing Craft are distributed as evenly as possible amongst them.
- The Type, Size and Number of Models that may count as an Embarked Squadron will depend on the Size of the Landing Craft, and is listed in a Landing Craft's Profile.



The scale of the world war has left many nations struggling to cope with their manufacturing needs. Here the Federated States of America is calling out to its citizens to provide spare metal for the war effort...

MULTI-PURPOSE

A Multi-Purpose Model ALWAYS treats ALL Major/Minor Surfaces as having a Terrain Quality of Clear. This Model always refers to its listed Type (or Diving/Burrowing Function if applicable) for the purposes of Terrain interaction.

SURFACE SKIMMING

A Surface Skimming Model is treated as having the Multi-Purpose Model Function, but also has the following additional rules:

- Surface Skimming Models treat any Terrain Features occupying the Surface Height Level as Clear, unless the Terrain is Impassable to both Naval and Armoured Models, in which case the Model treats the Terrain as Impassable.
- Surface Skimming Models MAY move over other Models occupying the Surface Height Level without causing a Collision or Ram, providing it does not finish its move on top of any part of the Model or Base. This has no effect on other Models Colliding with or Ramming the Surface Skimming Model.
- A Model with the Surface Skimming Model Function does not detonate Armed Surface Mines if the Model passes by them, but WILL Detonate them if it finishes its Activation within 1" of any Armed Surface Mine Marker.
- A Model with the Surface Skimming Model Function is considered to have an Elevation Bonus of +1 - see Basic Terrain on Page 175.

LOW LEVEL FLYER

A Model with the Low Level Flyer Model Function is able to fly so low that it is considered to occupy the Surface Height Level rather than Aerial Height Levels.

When choosing to fly at this Height Level a Model is considered to have the Surface Skimmer Model Function and the Vulnerable MAR. Whilst occupying the Surface Height Level, Low Level Flyers may not drop Bombs, may not be targeted by AA and they may NOT make a Swift Manoeuvre.

To enter or leave the Surface Height Level, the Low Level Flyer changes Height Level in the same way as changing between Aerial Height Levels - see Page 107.

REPAIR

A Model with this Function may choose to perform a Friendly Boarding Action against a Target Model at the same Height Level as itself. A Model can only be the target of one Repair attempt per Squadron Activation, but multiple Models may attempt to Repair the same Model as part of a single Repair attempt.

Each Model in any single Repair attempt allocates its entire current AP value to the Repair attempt. The total number of AP allocated to each Target Model is translated into Repair Dice. Repair Dice require a 4, 5 or (RED) 6 to register a success.

If the number of Hits is equal to, or exceeds the Damage Rating (DR) value of the Target Model, remove 1 Hull Point of Damage from the Target Model. If the number of Hits is equal to, or exceeds, the Critical Rating (CR) value of the Target Model, recover 2 lost Hull Points (HP) of Damage suffered from the Target Model and additionally remove one Critical Effect or Persistent Effect Marker present on the Model.

WAVE LURKER

Models with this Function exist at a point half-way between a normal ship and a true submersible, hence being defined as 'wave lurking'.

Wave Lurker Models are designed so the bridge section of a Model can lift off, and be placed in a hole either in an acrylic outline or in a resin Base. Doing so denotes the Model has chosen to activate the Wave Lurker Function.

Except where specified below, Wave Lurkers are considered to occupy the Surface Height Level in all respects:

- A Wave Lurker can move between being fully on the Surface Height Level and Wave Lurking in the same way as a Diving Model moves between the Surface and Submerged Height Levels, including using Swift Manoeuvres.
- A Wave Lurking Model uses AA, CC and any weapons listed as 'Raised' in their Profile normally.
- For a Wave Lurking Model, any 'Lower' weapons are always considered to be Partially Blocked unless otherwise specified.
- A Wave Lurking Model uses Torpedoes and Particle Accelerators as if it were occupying the Submerged Height Level, and for these weapons only, is governed by targeting rules and 'To Hit' modifiers as if were occupying the Submerged Height Level.
- Any Model occupying the Surface or Aerial Height Bands targeting a Wave Lurking Model suffers a -1 'To Hit' modifier, unless using a weapon with the Sub Killer MAR

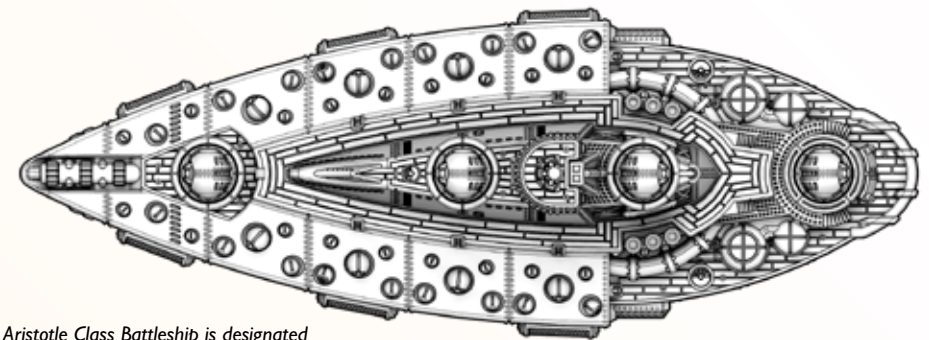
- A Wave Lurking Model counts as a Small Size Model on the Surface Height Level for the purposes of Line of Sight.
- For the purposes of all measurements, Rams, and Collisions, the acrylic/resin Base is counted as part of the Model.

OPERATIONAL ASSETS

These are elements of the game that exist outside of the standard Order of Battle for all Nations. They may be elements such as landing barges, support carriers, reconconditioned escorts, oil rigs, factories and any other myriad of esoteric things that find their way into the exciting world of Dystopian Wars!

Operational Assets are governed by the following simple rules:

- These models will be identified by having the Operational Asset Designation.
- Operational Assets are always taken from the 40% Non-Core part of the MFV, but are not subject to the Small/Medium/Large Limitations of the entire Force.
- Operational Assets do not gain the benefit of any Commodore Traits.
- Unless otherwise stated, Operational Assets are NOT permitted to have TACs played upon them.
- Operational Assets never gain a bonus die for the presence of a Commodore when resolving any Disorder Tests.



The Covenant Aristotle Class Battleship is designated as a Wave Lurker, meaning it can dip beneath the waves to avoid enemy ordnance...

USING ALLIES

While no man is an island, equally no Nation stands alone in the World War that threatens the Dystopian World. Alliances are well forged across the world, with some being stronger than others, and faced with a common threat their importance cannot be overlooked. The seconding of military materials and crews are frequent sights on the battlefield where Commanders are often eager to put the equipment of their allies to the ultimate test during the heat of battle.

Nations like the Ottoman Empire, Indian Raj, Dominion of Canada, Australians (Royal and Free), Chinese Federation, League of Italian States and many more are as much part of this conflict as any other Core Nation.

The availability of Allies in Dystopian Wars 2.5 is vastly different to those of previous versions of the game rules. Whilst considerably simpler, the use of Allies does come with a few broad guidelines:

- Allies are organised into two Super-Blocks: The **Imperial Bond** and **Grand Coalition**, as well as in a third category known as **Free Nations**.
- Allies are not permitted in Competitive Games without the express permission of an Opponent or, in the case of Tournament Play, with the clear instruction of an Event Organiser.
- No Allies may be taken from two different Super-Blocks without the express permission of an Opponent.
- Allies are always taken from the 40% Non-Core part of the MFV and are subject to the Small/Medium/Large Limitations of the entire Force as normal.
- Allied models must be taken in Squadrons of their own and may not be mixed with models from the Core Force.
- No model may be taken as an Allied Squadron if it has the Strategic Asset (Value) MAR.

DYSTOPIAN SUPER-BLOCKS

IMPERIAL BOND	FREE NATIONS	GRAND COALITION
Prussian Empire Empire of the Blazing Sun République of France Kingdom of Denmark Chinese Federation Ottoman Empire – <i>Traditionalists</i> The Wani Free Chilean Republic Spanish Republican Confederacy	Covenant of Antarctica Commonwealth of Free Australia Ottoman Empire – <i>Separatists</i> League of Italian States Black Wolf East India Merchant Company The Honourable Eclipse Company League of Crimson Socialist Union of South America	Kingdom of Britannia Federated States of America Russian Coalition Dominion of Canada Indian Raj Royal Australia Polish-Lithuanian Commonwealth Republic of Egypt Free Hellenic Kingdom



“The Wani are a perfect example of an Alliance Nation. First seen in the Operation Shadow Hunter Battle Set this secretive force will play a major role in the world war!”



COMPETITIVE PLAY

Many players will have experienced the rigours of playing in a Tournament, with a highly set of competitive players all vying to prove they are the best! Tournaments tend to be hosted by a Tournament Organiser (TO) whose job it is to make sure the logistics and gameplay of the day (or days!) run smoothly for the players.

We are reluctant to 'tell' Tournament Organisers what to do, as many of them will be coming to a competitive event structure with a strong knowledge of the game. Instead, we propose the following information as a useful starting point for organising a competitive series of games.

Over the many years we have developed and played Dystopian Wars, we have commonly fallen back on a few 'old faithfuls' when we run competitive games amongst ourselves. In this chapter we have put in the tournament scenarios WE have used over the past 8 years, but of course these are only the tip of the iceberg... There are literally thousands of ways to play Dystopian Wars, across multiple theatres!

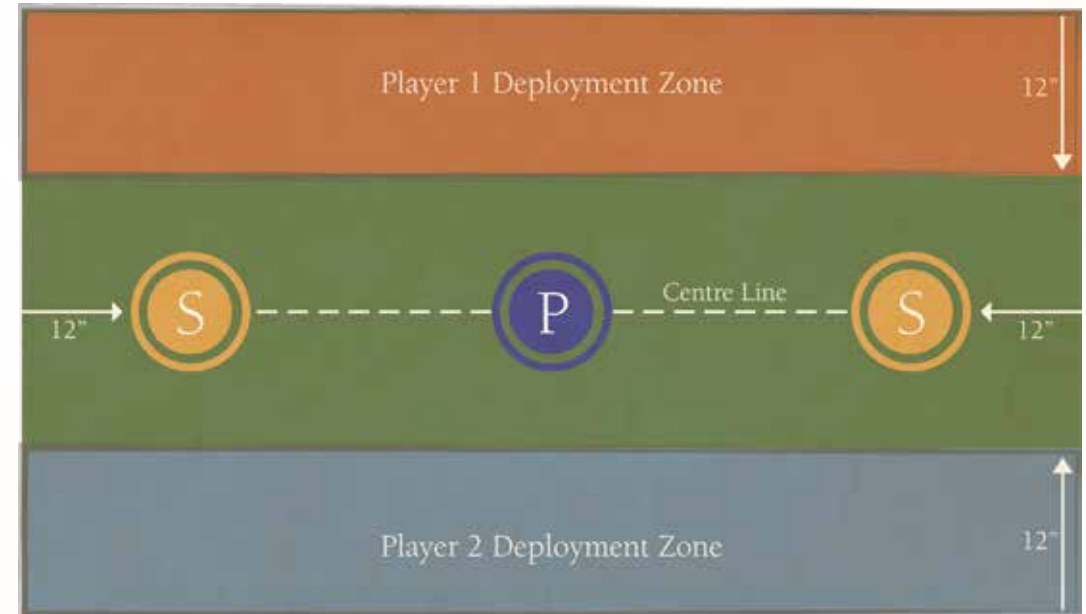
We would heartily encourage Tournament Organisers to come up with their own scenarios for their day, but to get you started here are some ideas.

OBJECTIVES

In two of the scenarios presented we mention the use of Objectives. These can be small naval installations, oil rigs, secret sky bases, fortified towns, or any other varies and wonderful construction that you might think of that is worth fighting over in the Dystopian Conflict. Warcradle Studios makes an array of exciting models you can buy to fulfil this role on the gaming table.

All objectives have a common profile which we have created for you, see below. They do not 'belong' to any Faction (unless otherwise stated). They may not be attacked or damaged unless a scenario states otherwise – this is to ensure that they remain on the table until the end of the game.

Objective					MEDIUM OBJECTIVE MODEL			
Crew Type: Non-Combatant					Minimum Move:	0"		
Points: N/A					Turning Template:	N/A		
					Turn Limit:	N/A		
					Squadron Size:	N/A		
RB	1	2	3	4	DR	GR	MV	HP
-	-	-	-	-	X	X	0"	X
-	-	-	-	-	AP	AA	CC	IR
MAR:					4	5	5	8
Objective, Rear Echelon								



TURN LIMIT

5 Game Turns.

TERRAIN

Terrain should be set up by the Tournament Organiser. If this cannot be done reference the Terrain Setup rules found on Pages 86-88. In addition, the Battlefield must contain ONE Primary Objective placed in the exact centre of the table and TWO Secondary Objectives placed 12" in from each neutral table side.

BOARD EDGE AND DEPLOYMENT

Roll for Advantage, pick edges and deployment using the rules in the book.

FIELD ORDERS

In this scenario, both players must use the *Free to Engage* Victory Condition.

VICTORY POINTS

Victory Points are awarded as normal. In addition, a player gains an additional +50VPs for each Secondary Objective they control during each End Phase and 100VPs if they control the Primary Objective in the End Phase.

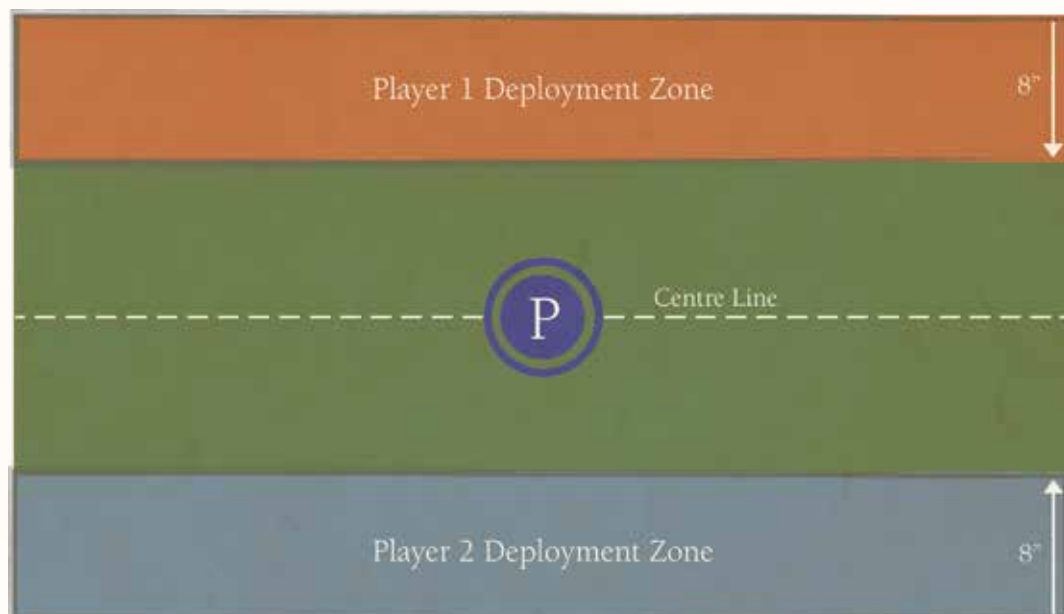
THE OBJECTIVE AND HOW TO HOLD IT – An Objective should be placed on a Hill (if playing an Armoured Core Game) or Island (if playing a Naval Core Game) that is no bigger 4" x 4" in tabletop footprint.

To hold an Objective a player must board it by using a Boarding Assault Action and Prize it using the boarding rules as normal.

VICTORY POINTS AND CONDITIONS

The winner is the player that have has the most VP at the end of the Final Game Turn or achieves their Field Order ahead of the opponent.

A player that has no Capital models on the table at any point automatically loses the game.



TURN LIMIT

5 Game Turns.

TERRAIN

Terrain should be set up by the Tournament Organiser. If this cannot be done reference the Terrain Setup rules found on Pages 86-88. In addition, the battlefield must contain ONE Primary Objective placed in the exact centre of the table.

BOARD EDGE AND DEPLOYMENT

Roll for Advantage as normal.

FIELD ORDERS

In this scenario, both players must use the *Free to Engage* Victory Condition.

VICTORY POINTS

Victory Points are awarded as normal. In addition, a player gains an additional +75VPs if they control the Primary Objective in the End Phase.

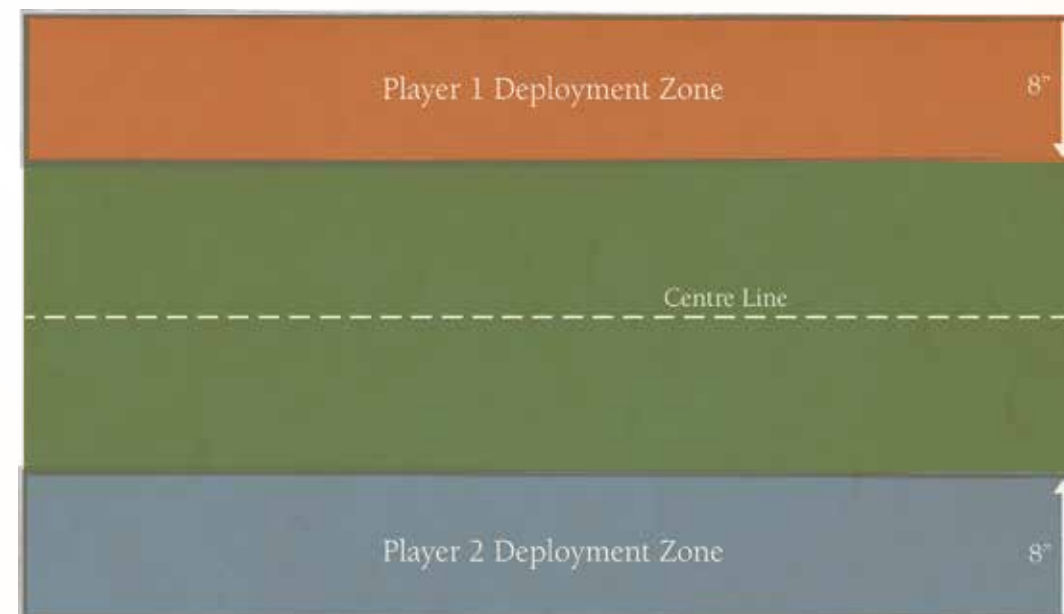
THE OBJECTIVE AND HOW TO HOLD IT – The Objective should be placed on a Hill (if playing an Armoured Core Game) or Island (if playing a Naval Core Game) that is no bigger 4" x 4" in tabletop footprint.

To hold an Objective a player must board it by using a Boarding Assault Action and Prize it using the boarding rules as normal.

VICTORY POINT CONDITIONS

The winner is the player that has the most VP at the end of the Final Game Turn or achieves their Field Order ahead of their opponent.

A player that has no Capital models on the table at any point automatically loses the game.



TURN LIMIT

5 Game Turns.

TERRAIN

Terrain should be set up by the Tournament Organiser. If this cannot be done reference the Terrain Setup rules found on Pages 86-88.

BOARD EDGE AND DEPLOYMENT

Roll for Advantage as normal.

FIELD ORDERS

In this scenario, both players must use the *Free to Engage* Victory Condition.

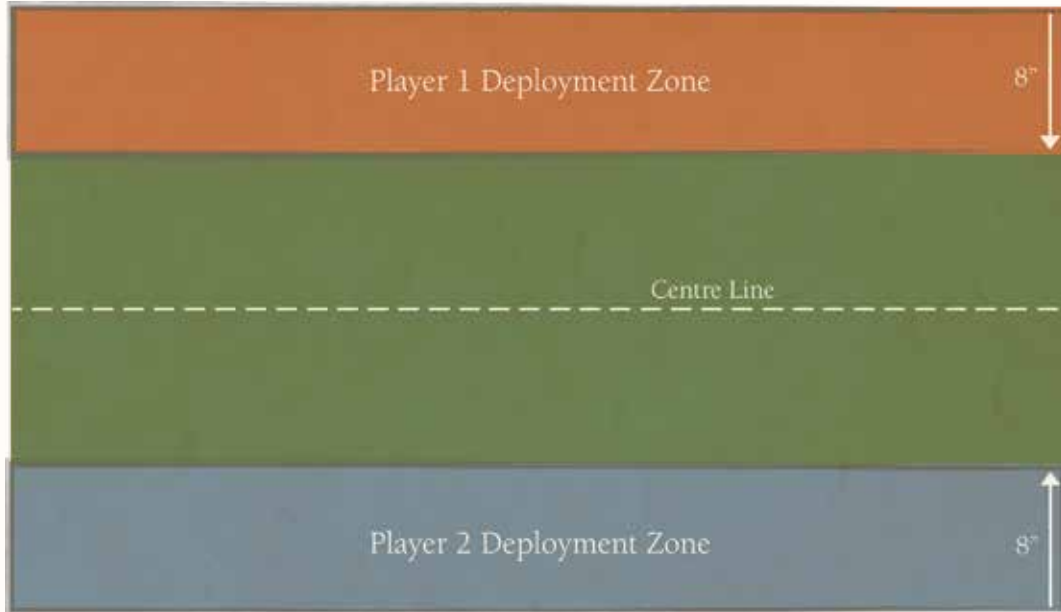
VICTORY POINTS

Victory Points are awarded as normal. In addition, all Large and Massive Models in each Force gain the Strategic Objective (50) MAR. If the model already has this MAR, increase it by +50.

VICTORY POINTS AND CONDITIONS

The winner is the player that have has the most VP at the end of the Final Game Turn or achieves their Field Order ahead of the opponent.

A player that has no Capital models on the table at any point automatically loses the game.



TURN LIMIT

5 Game Turns.

TERRAIN

Terrain should be set up by the Tournament Organiser. If this cannot be done reference the Terrain Setup rules found on Pages 86-88.

BOARD EDGE AND DEPLOYMENT

Roll for Advantage, pick edges and deployment using the rules in the book.

Only Fortifications and Non-Capital Models may deploy in the Deployment Phase (along with any model that would normally deploy with them. All other Models are held in reserve, coming in from their Friendly Board Edge. No Flanking Forces may be used in this Scenario.

FIELD ORDERS

In this scenario, both players must use the *Free to Engage* Victory Condition.

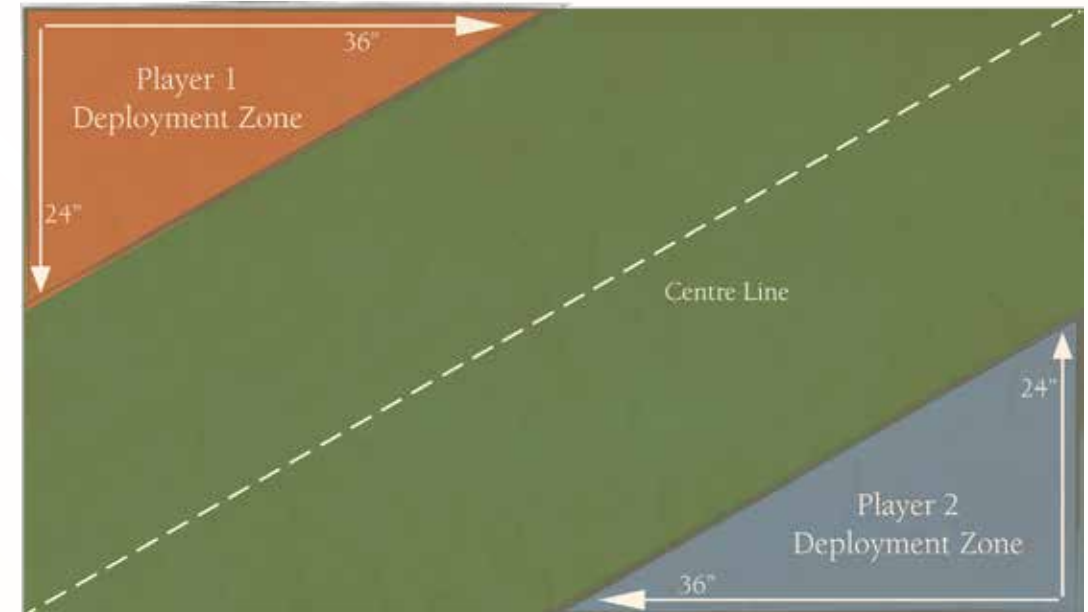
VICTORY POINTS

Victory Points are awarded as normal. In addition, all non-Capital Squadrons (not including SAS) in each Force are worth an additional +25VPs when completely wiped out.

VICTORY POINT CONDITIONS

The winner is the player that has the most VP at the end of the Final Game Turn or achieves their Field Order ahead of their opponent.

A player that has no Capital models on the table at any point automatically loses the game.



TURN LIMIT

6+ Game Turns.

TERRAIN

Terrain should be set up by the Tournament Organiser. If this cannot be done reference the Terrain Setup rules found on Pages 86-88.

BOARD EDGE AND DEPLOYMENT

Roll for Advantage as normal. Neither Force may make use of Flanking Forces in this scenario.

FIELD ORDERS

In this scenario, both players must use the *Free to Engage* Victory Condition.

VICTORY POINTS

Victory Points are awarded as normal.

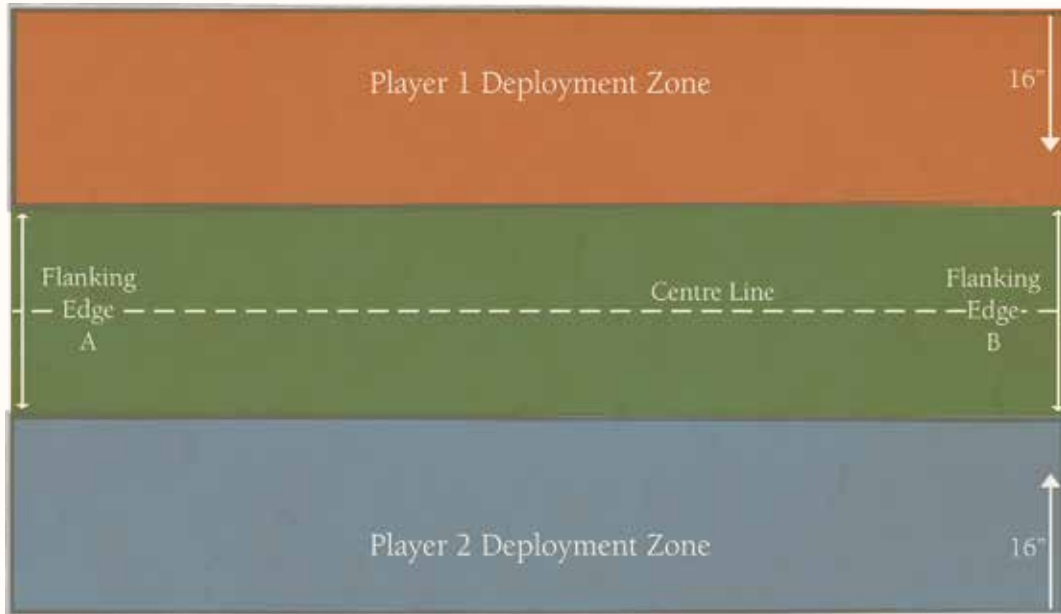
VICTORY POINTS AND CONDITIONS

The winner is the player that has the most VP at the end of the Final Game Turn or achieves their Field Order ahead of the opponent.

A player that has no Capital models on the table at any point automatically loses the game.

RANDOM GAME LENGTH - At the end of Game Turn 6, and if no player has achieved their Field Orders, each player rolls a single D6:

- If the player who has the most Victory Points at this time rolls higher, the game ends.
- If the Player with the least Victory Points rolls higher (or both players have the same number of Victory Points) the game continues.



TURN LIMIT

3+ Game Turns.

TERRAIN

Terrain should be set up by the Tournament Organiser. If this cannot be done reference the Terrain Setup rules found on Pages 86-88.

BOARD EDGE AND DEPLOYMENT

Roll for Advantage, pick edges and deployment using the rules in the book. Both Force **MUST** make use of Flanking Forces in this scenario.

ATTRITION - After all deployment has been completed, but before rolling for the first Turn, both player rolls a D6 for each Squadron in their Force (excluding SAS), referring to the table below:

D6	ATTRITION RESULT
1	The Squadron gains D3 Damage Points, distributed as the owning player chooses. In addition the Squadron gains a Disorder Marker.
2-3	The Squadron gains D3 Damage Points, distributed as the owning player chooses.
4-5	The Squadron gains a Disorder Marker
6	No Effect

FIELD ORDERS

In this scenario, both players must use the *Free to Engage* Victory Condition.

VICTORY POINTS

Victory Points are awarded as normal.

VICTORY POINT CONDITIONS

The winner is the player that have has the most VP at the end of the Final Game Turn or achieves their Field Order ahead of the opponent.

A player that has no Capital models on the table at any point automatically loses the game.

RANDOM GAME LENGTH - At the end of Game Turn 6, and if no player has achieved their Field Orders, each player rolls a single D6:

- If the player who has the most Victory Points at this time rolls higher, the game ends.
- If the Player with the least Victory Points rolls higher (or both players have the same number of Victory Points) the game continues.

All Damage and Disorder Markers are applied immediately.

COMMODORES

Whilst the stories of the Dystopian World involve massed armies, air armadas and vast shipping flotillas, it is the heroes and heroines behind such machines of war that fuel the hearts and minds of us all.

Commodores, and sub-Commanders are always present in the background stories of the world and it seems only reasonable that players should be permitted to create their own to match the story they themselves representing on the tabletop.

We are hoping that experienced players may choose to play with their Commodores/Commanders chosen by the 'hand of fate'. This is something we would highly recommend especially for one off 'bounce games' where no narrative is being used. After all, who is to say if your force is led by a genius of strategy and tactics or by a bumbling buffoon put in place because his father or mother was a high ranking faction member..... the aristocracy of talent vs the aristocracy of patronage is a real and present danger in the Dystopian World!

Finally, players might choose to simply play out their games using the Special Commodore characters present in their Nation Force Guide. This is perfectly acceptable, especially if they are playing through a campaign or narrative. However, please bear in mind that these are narrative only characters and might overbalance the game a little if your opponent is playing with a randomly generated Commodore. So be generous and agree prior to the game if you are intending to field these great men or women!

COMMODORE TABLES

A Commodore's overall abilities are divided into 3 types of Trait Table: **Command**, **Aggressive** and **Defensive**. The number of times a player may access a Trait Table is determined by the size of game being played. It is reasonable to assume that a huge battle would be commanded by a suitably able Commodore - or perhaps not!

GAME MFV	NUMBER OF ROLLS
0-750	3
751-1250	4
1251-1500	5
1500+	6



Left: Admiral Arthur Donald Duxford is commanding the Britannian forces which form the core of Operation: Bronze Typhoon, and as such he is perfectly placed to act as the Commodore for any Kingdom of Britannia tabletop force. Find out more about his traits in the Bronze Typhoon Campaign Guide, or try rolling your own abilities for him using our easy to use tables.

COMMAND TRAIT		
D6	Trait Name	Game Effect
1	<i>Reputation for Failure</i>	Persistent - This person does not inspire confidence in those around them. The Commodore reduces their Commodore Command Radius by half!
2	<i>Perfect Plotting</i>	Once per Game Turn - This Ability may be activated during the Command Segment of a non-Disordered Squadron's Activation provided a member of the Squadron is within Command Range of the Commodore's Model. The Squadron does not require a Spotter model to have Line of Sight to their intended target.
3	<i>Spy Master</i>	Persistent - This Ability may be activated before any cards can be played in the TACs Segment of the FIRST Game Turn. The Commodore may draw an additional TAC from their Deck at random and add it in their TAC Hand.
4	<i>Coordinated Attack</i>	Persistent - 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 Commodore's Model. The Squadron may ignore the restrictions for being Disordered when determining Firing Options with Targeted Gunnery or Boarding Actions.
5	<i>Not One Step Back</i>	One per Game Turn - The Commodore may extol a Squadron within their Command Radius to automatically pass any a Disorder Tests it is required to take for the remainder of the Game Turn. Activate this ability before rolling the Disorder Test.
6	<i>With Me!!</i>	Once per Game - Commodore may activate a 'ready' Squadron within their Command Radius directly after they have completed the Squadron activation of their Flagship.

Competitive Commodores

During competitive play it seems reasonable that all players should be judged by their own stewardship and tactical capability rather than relying of the luck of the gods in the qualities of a random Commodore.

When playing a competitive game your Commodore always has the following abilities irrespective of the MFV being used:

Command: *Perfect Plotting, Not One Step Back*
Aggressive: *Send In My Best, Deadeye Gunnery*
Defensive: *Pass the Tools, Jury Rigger*

AGGRESSIVE TRAIT		
D6	Trait Name	Game Effect
1	<i>We Shall Attack The Enemy With The Sun At Their Backs!</i>	Persistent - All Ranged Attacks performed by the Force during the FIRST and SECOND Game Turns at Range Band 4 suffer an additional -1 'To Hit' modifier!
2	<i>Close Range Precision</i>	Once per Game Turn - Re-roll one Critical Effect Result against an enemy Model targeted by the Commodore's Model within Range Band 1.
3	<i>Send In My Best</i>	Once per Game Turn - This Ability may be activated during the Command Segment of a Commodore's Activation. For the remainder of the Activation, the Commodore's Model gains the Terror Tactics (4) MAR.
4	<i>Strike Hard and Fast!</i>	Once per Game - This Ability may be activated during the Command and Control Step of the Commodore's Activation. All Models in the Force gain +2" Movement (Mv) for the duration of the Game Turn. This additional movement must be added to a model's Minimum Move where appropriate.
5	<i>Deadeye Gunnery</i>	Once per Game - This Ability may be activated during Declaring Attacks Step of the Firing Segment of a non-Disordered Squadron's Activation provided a member of the firing Squadron is within Command Radius of the Commodore's Model. ALL Attacks executed with Primary Gunnery from the Squadron that cause a Critical Hit cause the target to lose an additional D3-1 Hull Points [HP].
6	<i>Weapons Free!</i>	Once Per Game - This Ability may be activated during the Command Segment of a non-Disordered Squadron's Activation provided a member of the Squadron is within the Command Radius of the Commodore's Model. The Squadron may elect to re-roll ALL of the INITIAL Attack Dice from an Attack using Secondary Weaponry. Only INITIAL Dice are re-rolled and the second result MUST be accepted.

No Commodore may have more than two Traits on the same table, meaning that Commodores will always have a combination of Command, Strategic or Logistics Traits. Equally no Commodore may ever duplicate the same Trait.

Those players deciding to let fate decide their Commodore should roll a D6 and refer to the table (re-rolling any duplicates).

If you and your opponent have decided to choose your traits ignore the D6 column in the tables and simply decide which ones you want!

- Each Trait will have a 'trigger point' noted at the beginning of their rules text. This denote when the Trait can be activated.
- **Persistent Traits** are in play from the beginning of the Game. These tend to be less powerful than the rest but can give players a good basis for a Commodore.
- **Once per Game Turn** Traits are reasonably powerful and should be used as often as possible!
- **Once per Game** Traits are the most powerful and so are restricted to being only used once!

DEFENSIVE TRAIT		
D6	Trait Name	Game Effect
1	<i>Requisitioned For My Personal Transport</i>	Persistent - The Commodore has stripped the Force bare of essential equipment and supplies. All successful Repair Rolls in the Force suffer a -1 to their result.
2	<i>Perfect Reconnaissance</i>	Once per Game Turn - One Squadron within the Command Radius of the Commodore's Model may re-roll any INITIAL failed Treacherous Terrain Test.
3	<i>Pass the Tools</i>	Once per Game Turn - One Model within Command Radius of the Commodore's Model may re-roll a single failed Repair attempt.
4	<i>Local Air Superiority</i>	Persistent - The Commodore demands additional support from local airfields. Increase the number of Local Air Support Squadrons available to the force by +1.
5	<i>Jury Rigger</i>	Persistent - This Ability may be activated at the beginning of the Compulsory Actions Segment of the End Phase. The Commodore's Model can automatically remove a single Critical Effect Markers or Persistent Effect Markers affecting it. Roll a D6 for each Marker removed by the Ability. For each roll of a 6, the vessel loses one Hull Point (HP).
6	<i>Battle Drilled Ack Ack</i>	Once per Game Turn - This Ability may be activated during the Command Segment of a Squadron's Activation provided a member of the Squadron is within Command Radius of the Commodore's Model. Until the End Phase of the current Game Turn, the Squadron may elect to re-roll ALL the INITIAL Attack Dice in any SINGLE Attack, Counter Attack, or Anti-Boarding Fire roll using Ack Ack (AA). INITIAL Dice are re-rolled and the second result MUST be accepted.

USING SUB-COMMANDERS

These individuals can be viewed as experienced ship captains, aeronautical fleet leaders or generals of grand armoured battle groups. They exist below the rank of Commodore and can be a fun way of adding in a narrative to represent other individuals you may have in your force.

Sub-Commanders are governed by the following rules:

- They may only be allocated to Large or Massive Models and must be clearly noted on the Force List.
- They may not be added to Robots or to any Model that already has the Commodore aboard.
- Should the Commodore move to a Model that has a Sub-Commander on-board, the sub-Commander is lost... the Commodore takes over!

- Sub-Commanders have a single Trait. Just as with Commodores, players can elect to roll the single Trait, choose it or choose to use a Special Sub-Commander from their Force Lists.
- Sub-Commanders exert a Commodore Command Radius of 4".
- Models with a Sub Commander on-board gain the Strategic Value (25) Model Assigned Rule. Remember if the model already has the Strategic Value MAR, simply increase the Value by 25.

We would recommend players think about the narrative they are trying to create with their Sub-Commanders. In most cases its best to only have a few sub-Commanders so as not to detract from the Commodore, so perhaps setting a limit of 1 per full 1000 Points of MFV being played is best.... Of course, feel free to ignore this advice and make each Large and Massive in your force have a commander if you choose!

DYSTOPIAN WARS FLASHPOINT RULES

Campaigns are a very personal experience, some are played by massed groups in games clubs and can last for weeks, months and, in some cases, years at a time! Sometimes it is just two players deciding to delve into the narrative of their favourite game and world.

The challenge is therefore to design a campaign framework that appeals to each and every gamer no matter their sized of group or frequency of play.

Our plan was to understand the reasons why players would want a campaign system, but also why many don't actually play them!? Below we have headlined some our conclusions:

NARRATIVE

No campaign works without an exciting narrative. There needs to be a basic premise, location and ongoing motive for gameplay... otherwise you are simply playing a friendly or competitive game with a new skin on it.

Keeping the narrative going over a long period of time across the entirety of the Dystopian World would be an insurmountable challenge of course, so clearly it is easier to parcel it up into smaller stories, using what we refer to as the idea of 'Flashpoints' to build an ongoing narrative in specific parts of the world.

This is something we first delved into with such campaign books as Hurricane Season, Storm Of Steel and Operation Sirocco. This allowed us to accelerate the global conflict, but still control the storytelling. It

also had the benefit of allowing us to create detailed campaign maps that players could use to build up a 'picture' of the Dystopian World.

GAME BALANCE VS NARRATIVE

In the narrative space it is not that important to make a campaigning system that is exactly balanced, either statistically speaking or in generalised gameplay terms.

It is the STORY that matters, not if one player wins or loses. This is an important distinction between Campaign Games and Friendly/Competitive Games, something which might take some players a bit of getting used to.

What we would therefore ask is that players remember they are **part** of the story and not **the** story when playing campaign games... winning is almost secondary.

PLAYER AVAILABILITY

One of the major issues of running a campaign is the fact that not everybody is always available to play out their games - life has a frustrating way of getting in the way of our wargaming!

So it is clear that we need a means by which to resolve games without actual gameplay, but make that resolution much **harsher** to all involved - we want to encourage games, but accept that not everyone can be available all the time.

TIME BOUND PRESSURES

We all have anecdotal stories about our wargaming, and while creating this chapter we collated a few choice ones. One of most infamous stories that had us all laughing about was a WWII campaign that actually lasted longer than the conflict itself!

Clearly this is untenable for most people, so a campaign game that lasts a set number of weeks (both in gameplay and in real time) seems a good way to allow players to get their fill of campaigning without it dominating their entire hobby.

INEVITABILITY OF CAMPAIGNS VS. THE STURGINIUM AGE

And of course we need to include enough weirdness and chaos to reflect the true nature of our exciting and thought-provoking Dystopian World! Whilst conventional warfare is often a series of engagements leading towards an inevitable *logistical/will abundance* vs. *logistical/will shortfall* conclusion, the Dystopian World is far more complex and flexible.

BUILDING A CAMPAIGN

Our Dystopian Wars Flashpoint Campaign System is therefore designed to provide an exciting narrative mechanism to allow players to build a framework into their games of Dystopian Wars. It will involve the careful marshalling of resources, both materiel and labour to achieve this, not to mention a coldblooded devotion to the goals of their relative Factions.

The battles players fight against each other will be of their own choosing on the parts of the map they themselves have deployed forces into. A multitude of tactics are open to players, such as resource capture, enemy destruction, punitive raids on population centres and even a scorched earth policy for those with more homicidal tendencies!

In the following pages we will discuss some of the components you will need to successfully play a Dystopian Flashpoint Campaign:

1. Campaign Map
2. Tile Upgrades
3. Battle Groups
4. Campaign Sheet



1. CAMPAIGN MAP

On the previous page is an example of a starter campaign map which we have called *Flashpoint: Harmattan*, located just off the African Coast. As you can see, there are several important geographical points noted on the map such as cities and supply/trade routes, etc.

Flashpoint Campaigns will use a hex-based bespoke Campaign Map to focus the gameplay to just one area of the Dystopian World. Clearly there are many Flashpoints happening at the same time in this global war, but for the purposes of the narrative, we will recommend that players focus on just one map at a time. But this can be managed and influenced by your group itself.

Area Of Influence

This represents the amount of land and sea a player controls with their chosen Faction. This is, however, fluid as territory will change hands frequently in many of the Flashpoint areas as forces thrust and counter thrust across the map.

The Area of Influence of a Faction will be represented by the Tiles they control with the placement of a Fortification Dice marked in their colour or by an Undeveloped Tile Upgrade marker painted in the same colour.

2. TILE MARKERS

Clearly not every hex on a campaign map will be the same as each other. Some areas will be highly industrialised, some will have heavy population densities, some may be rural farmland, some may be barren and yet to feel the machinery of modern man.

To represent this we use Tile Markers. These should be painted so that they can appear generic, thus able to be used by all Factions. As time goes by you may want to add in more Upgrades, especially when the campaigns last for a long time and players fortify, develop and construct upon existing Tiles!

Tile Markers used in the game include: Military Installations, Population Centre, Industrial Heartland, Breadbasket Area and Undeveloped.



Example Tile Markers

Above are examples of the five Tile Markers that will be sold as part of our Campaign Packs.

From top to bottom we have: Military Installation, Breadbasket Area, Industrial Heartland, Undeveloped and Population Centre.

There is a slot for a micro dice which is used to denote the current level of fortification of the Tile. Each faction in any Dystopian Wars Flashpoint Campaign should be allocated a colour of micro dice, so identifying the player who controls the Tile, and hence the infrastructure is quickly identified as being owned by a player.

Military Installation Markers are categorised as airfields, bunker complexes, troop muster points, secret hidden bases, or any other esoteric defensive locations that might shelter troops in times of war.

The also act as bastions, defending the soft underbelly of many empires with a shield of stone, iron and flesh. Campaign rules for Military Installations see them generate **1 Resource Point per Game Turn** and have a starting **Fortification Level of 4**.

Population Centre Markers are large towns or cities which may hold millions of souls, keen to live out their lives consuming all the pleasures and comforts afforded by the Dystopian Age.

Such locations are prime targets for occupation however and only the foolhardy leave such *Jewels Of Empire* undefended. Population Centres generate **2 Resource Points per Game Turn** and have a starting **Fortification Level of 2**.

Industrial Heartland Markers have huge levels of production and industry. They are often heavily polluted with the lives of their workers ground down in unremitting toil – such is the price of progress. Industrial Heartlands generate **1 Resource Point per Game Turn**, can additionally generate **Sturgenium Points** and have a starting **Fortification Level of 1**.

Breadbasket Area Markers are classically rural in their focus, with huge tracts of land being put over to production of any number of foodstuffs. Breadbasket Marker generate **2 Resource Points per Game Turn** and have a starting **Fortification Level of 1**.

Undeveloped Markers are self-explanatory. Not every area on the campaign map has a specific focus, being occupied by numerous smaller settlements that have no dominant type of production. Undeveloped Markers generate **0 Resource Points per Game Turn** and have **No Fortification Level**.

3. BATTLE GROUP COUNTERS

Below are examples of Battle Group Markers which you will use on a campaign map to identify your military forces. These are armies or fleets of your

best fighting personnel tasked with defending your holdings in a Flashpoint Area, or you can use them to take the fight to your enemies!

Each of our resin or acrylic Battle Group Markers has a number on it so that you can identify it on your Campaign Sheet. We would recommend that players paint these, and it's a good idea to make sure that your Battle Groups Markers are clearly identifiable to your opponents.



4. 6-SIDED DICE

The Flashpoint Campaign System uses six-sided dice which are rolled using either the **Exploding (RED D6)** or **Basic (BLACK D6)** dice mechanic. You will need around 15 Dice.

5. CAMPAIGN SHEET

The Campaign Sheet is a living document that will change during the course of the campaign to act as a record of your achievements and to record any losses suffered by your forces.

On the sheet you will create your Battle Groups and allocate **Logistics Points** to them. You will also allocate excess resources to a Faction's **Stockpile** – think of this like a bank of unspent resource that you can draw upon later when times are tough!

The Campaign Sheet will be constantly updated in the game so if players are using a paper version they might want to also use a pencil and eraser to keep everything together.

Below is an example of a typical Campaign Sheet for a campaign. You can see that Marc is doing pretty well with his Prussian Forces in this ongoing campaign. Battle Groups 1, 2 and 5 are likely tasked with defending their base of operations, whereas the other Armoured and Aerial Battle Groups have a freer ranging role. The Naval Battle Groups 7 to 9 might be tasked at this point to attack enemy shipping lanes. Finally, it's important to mention that Battle Group 10 has been allocated as an Amphibious Battle Group, meaning that the group is in fact an armoured one that can move on the sea!

Marc has also elected to purchase **Logistics Points** which will help the Forces under his command survive the rigours of the upcoming campaign. See **Logistics Points** on Page 218.

PLAY SHEET

PLAYER	DAVE	FACTION:	PRUSSIANS
		STOCKPILED RESOURCES:	3
BATTLE GROUP #1	CORE FORCE	MFV	LOGISTICS POINTS
BG1	ARMOURED	1600	4
BG2	ARMOURED	1000	2
BG3	ARMOURED	1000	2
BG4	ARMOURED	850	1
BG5	AIR	1600	3
BG6	AIR	800	1
BG7	NAVAL	800	1
BG8	NAVAL	750	1
BG9	NAVAL	750	1
BG10	NAVAL	1600 (Amphibious)	3

GETTING STARTED

No battle in Dystopian Wars can be executed without the will of higher powers directing forces into warzones, often for reasons that are inscrutable to those tasked with the execution of their missions.

In the Flashpoint setting YOU are that higher power, directing your forces according to YOUR will... but even you have someone to report to! Perhaps it is the Empress herself if you are a Blazing Sun player, or the Britannian Parliament, or the Tsar and his court...

All Flashpoint Campaigns have a Briefing Document for each of the Factions involved and will also have a detailed version of the Campaign Map to show where their starting deployments should be.

We would strongly urge that players DO NOT read a Briefing Document that is not intended for them as each Briefing will have a set of Secret Objectives the player of that faction will often be required to execute.

Each Briefing Document will be arranged to summarise the starting position of the Faction involved along with a starting point for the enemy's infrastructure in the form of Upgrade Tiles. Some Battle Groups belonging to the enemy may also be represented, but not all of them!

KEY OBJECTIVES AND CAMPAIGN POINTS

Each player will receive a briefing from their High Command Staff where the Key Objectives of the upcoming campaign will be outlined – these could include the elimination of an area's military assets, the destruction of Industrial Heartlands or, in extreme cases, the destruction of specific cities!

Achieving Key Objectives during a campaign's Game Turn will generate a player Campaign Points. All Factions involved in the campaign will have a set number of Campaign Points they must score to consider themselves victorious – remember, no campaign is intended to be balanced, it is there to facilitate the story of what has already happened... but, that is not to say that a player with the odds stacked against them cannot re-write history!

Campaign Points

Every Objective achieved by the end of a game will be worth an amount of Campaign Points. These are not scored until the end of a game, but should a player achieve a condition that does not require them to hold a Tile at the end of the game (perhaps they were to destroy a famous Dreadnought, or execute a scorched earth policy on a number of settlements, etc.) the player should note on their Campaign Sheet that they achieved the Objective.

Campaign Requisites

Players will also be limited to a starting number of resources that can be drawn upon to bring them closer to their eventual victory. See below.

Starting Sturginium Points (SP)

Each Faction engaging in the campaign will be allocated a number of Sturginium Points (SP) from the beginning. These points represent the high level of industrial capability each Faction has, or is willing to allocate within the campaign. Sturginium Points are used at the end of the Game Turn to build larger fortifications and some of the more monolithic warmachines fielded by the factions such as Dreadnoughts. These are precious resources however and so should be marshalled carefully. Obtaining more Sturginium is very difficult in the game... that's why there is a war on!

Starting Resource Points (RP)

All Factions will start with a set number of Resource Points which can be allocated in a number of ways:

- **Battle Group Allocation** – Each player will be required to build a number of Battle Groups to defend their empires or bring down enemy cities. To build a Battle Group a player allocates a number of Resource Points to it and multiplies that number by 100 to create the Battle Group's starting MFV. At the beginning of a Game Turn a Battle Group MUST contain at least 400 points of Dystopian Wars assets and may not contain more than 1600 points of Dystopian Wars assets. The Battle Group must also be clearly marked on a player's Campaign Sheet as being either an Armoured, Naval or Aerial core force. This is

important because as the game develops players will need to ensure that forces can in fact engage each other!

- **Logistical Allocation** – Logistics Points are vital for the continued operations of the Battle Groups created by a faction. Armies or Fleets that are intending to operate a long way from supply lanes or population centres would ensure they allocate points in the correct way. A Logistics Point costs ONE Resource Point and a Battle Group may never have more than 6 Logistics Points at any given time.
- **Stockpile Allocation** – Any number of Resource Points may be allocated to remain in the coffers of a faction to be used later in the game. This can sometimes be a very good idea since few can predict the arrows of outrageous fortune that often beset forces in the Dystopian World!

SUPPLY ROUTES

These will be clearly shown on a Briefing Map, along with the requirements for them to deliver their Resource. In most cases this will require a simply supply line of owned Tiles to a friendly Population Centre or Base of Operations be available, but in other, more unusual cases, special stipulations may be applied. This will depend on the narrative being told in the Flashpoint Campaign.

MAXIMUM BATTLE GROUP NUMBERS

In all Flashpoint Campaigns, each player will have a maximum cap on the number of individual Battle Groups that can be fielded. In most cases this will be fixed throughout the Campaign, but in some instances factions may gain access to more as a campaign develops.

STARTING TILE PLACEMENT AND DEPLOYMENT CONDITIONS

All parts of a Campaign Map will have specific locations identified with Tile Upgrades, along with who controls them. This shows the starting Upgrade Tile placement during the first week of the Flashpoint. Remember that Tiles can change hands multiple times during a campaign and may even be wiped out, leaving an undeveloped Tile!

This part of the briefing will also highlight if there are any specific deployment conditions where a Faction will be called upon to place at least one Battle Group in a specific Tile. This might represent a garrison, a marauding Battle Group attacking coastal settlements or even a besieged defender desperately trying to hold out against the odds.

DREADNOUGHT LIMITATIONS

In many Flashpoint Campaigns access to Dreadnought size models will be restricted. This is designed to represent the huge investment of time and resource that goes into these huge warships, airships and armoured beasts.

In some cases, it will be necessary for players to note on their Campaign Sheet if a Battle Groups has a Dreadnought present. If the available MFV of the Battle Group drops below the required amount of points needed to field the actual model in a game of Dystopian Wars, the Dreadnought is lost, although the remaining points remain. Note this is highly likely to result in the Battle Group being Scattered as there are very few Dreadnoughts that cost over 400 Points.

FLASHPOINT DURATION

This will give the players an idea of how many Game Turns the Flashpoint narrative will run. Players should feel free to increase or decrease this number if they wish to play a longer or shorter campaign.

We have put this into the rules to give the campaign's narrative a definite beginning, middle and end to facilitate the story we are looking to tell... but the timeframe is not set in stone... it is your campaign so if you want to change it, go for it!

INITIAL BATTLE GROUP DEPLOYMENT

Prior to the first Game Turn, players must place the Battle Groups they intend to use in the game. Starting with the player who has the initiative players should place all their Battle Groups on the Map.

In some cases, a Briefing Document may dictate the places where a Battle Group must deploy, along with its Type, but in most cases a player is free to place a Battle Group anywhere within their own Area of Influence.

THE GAME TURN

The dangerous Dystopian World is not to be trifled with, and only the foolish or foolhardy expect to survive it unscathed.

During a Game Turn, Battle Groups will contest with each other over vital resources, shipping lanes, population centres, military fortifications or other strategic locations.

Each Game Turn ends with a 'book-keeping' phase called the End Phase which is designed to represent the various actions that might occur during the Game Turn itself but are best resolved at the end.

A Game Turn is divided into what we refer to as 'Weeks' to represent actions that happen in a space of time. Clearly some of these actions will not take that long, and some might take longer... the term Week simply gives us a reference point.

During the Game Turn each player takes an individual go one after the other. To determine who goes first in a Game Turn refer to the Briefing for the narrative campaign you are playing. If no turn order is stated, roll 2D6 for each player picking the highest result to determine the order of play - in the event of a tie keep rolling until there is a winner.

During their individual go a player works through the sequence listed to the right for each Battle Group under their control. Once every player has completed an activation with each Battle Group they have the Game Turn moves to the End Phase.

Each Battle Group will activate in the following sequence, completing each of the FIVE segments in its entirety before moving on to the next:

1. Operations Segment – This is where the ability of the Battle Group to draw its line of supply back to its Base of Operations or other supply point is checked.

2. Scouting and Movement Segment – The Battle Group tests to see if it can move from one Tile to another... or if their scouting forces have suffered some sort of mishap. Once this is done the Battle Group makes a move to an adjacent Tile.

3. Battle Segment – The Battle Group engages enemy forces on the Tile they occupy. Battles can take the form of Bombardments, Storming Actions or simple toe-to-toe Conflicts.

4. Scorched Earth Segment – The Battle Group may elect to raid an uncontested Tile, causing untold damage to its infrastructure and populace.

5. Reorganisation Segment – If several friendly Battle Groups are on the same Tile, they may combine to create a new Battle Group. This is particularly important for Battle Groups that have suffered losses, but remember that no Battle Group may ever exist with less than 400 points or above 1600 points.



The power of a campaign system is that there is far more to it than just killing your enemies! Sturgenium (Element 270) is a critical resource for every nation of the world... the glowing green wonder element used to power everything from simple lights to Teleporation Generators!

1. THE OPERATIONS SEGMENT

Battle Groups require constant support from any number of resources to remain operational. Be it ammunition, replacement parts, troop reinforcement or beer, all armies require the hard work and diligence of their quartermasters and supply officers to keep them fighting on in the theatre of war! In the Flashpoint Campaign Game this is covered by the Operations Segment.

A Battle Group can exist as either Operational OR suffering a Supply Shortfall.

Supply Shortfalls can be avoided under the following conditions:

- **Supply Lines** – A Battle Group is considered to be Operational if it can draw a clear line though hexes it controls to a Population Centre (assuming it is not suffering under a Bombardment) or to their Base of Operations.
- **Supply Entry Points** – In some campaign games there might be a Supply Entry Point shown on the map. This is simply a part of the map where a player can otherwise draw a supply line from. It functions the same as a Population Centre but cannot be placed under a Bombardment...but it can be captured, essentially cutting the throat of the enemy player! A Battle Group is considered to be Operational if it can draw a clear line though hexes it controls to a Supply Entry Point that is under their control.
- **Logistics Points** – A Battle Group can also choose to spend a Logistics Point that is held by the Battle Group to ensure it remains Operational.

Supply Shortfall

Should a Battle Group fail to fulfil one of the conditions above it will suffer a Supply Shortfall. If this happens roll a D6 for the Battle Group and refer to the table at the bottom of this page.

The owning player must remove the number of points lost from the affected Battle Group immediately. Think of these losses as being the inevitable attrition of operating in the field, perhaps brought on by storms, guerrilla actions, or any number of unfortunate circumstances.

Should the Battle Group drop below the minimum size required for a group to be considered to be functional (400pts), then it is considered to be Scattered.

Scattered Battle Groups

A Scattered Battle Group must return to its Base of Operations or a friendly Population Centre (assuming it is not suffering under a Bombardment) during its Movement Segment by the most preferred route possible (chosen by the controlling player). If the Battle Group ends its movement on a Tile with a friendly Battle group it may still attempt to perform a Reorganising Action, but otherwise it may not engage in any Battles unless attacked itself, nor may the Battle Group be used to capture Tiles.

SUPPLY SHORTEALL TABLE

D6	Effect	Result
1	Withering Losses	Lose D6 x 100 Points of MFV from the Battle Group.
2	Botched Repairs	Lose D6 x 75 Points of MFV from the Battle Group.
3	Hard Choices	Lose D6 x 50 Points of MFV from the Battle Group.
4	Minimal Losses	Lose D6 x 25 Points of MFV from the Battle Group.
5-6	Patched Job	The Battle Group may continue as normal... just!

2. SCOUTING AND MOVEMENT SEGMENT

Large Battle Groups require careful manoeuvring, with outriders being used to scout ahead of the main force to ensure the way is clear of obstructions. Once the Battle Group has completed its reconnaissance it will move en-masse bringing all the power of its fighting might with it!

The actions required in this segment of a Battle Group's activation are resolved in the following manner:

- A. Scouting Declarations
- B. Scouting Resolution
- C. Battle Group Movement
- D. Additional Movement

A. SCOUTING DECLARATION

When Scouting a Tile that does not belong to the same faction, players must make a Scouting Declaration with the Battle Group intending to move into the Tile.

Impossible Scouting Actions - Obviously it would be unreasonable for a Naval Core Force to scout a purely Land Tile because it cannot move into that Tile and vice versa. The exception to this are Air Battle Groups, who can move anywhere!

B. SCOUTING RESOLUTION

When scouting a Tile that does not belong to the owning player, a Battle Group must roll 3D6 [BLACK] and get at least ONE success on a 4, 5 or 6. In certain scenario conditions, more successes might be required, but the default roll only requires one success.

If a Battle Group fails to roll the required number of successes to successfully Scout the Tile, it has suffered a Recon Mishap and must roll 2D6 and refer to the table below:

RECON MISHAP TABLE

2D6	Result	Effect
2	Mutiny!	A mass desertion amongst the force captains leads to the Battle Group suffering D6x 100 MFV losses and apply the Fractured Orders result.!
3-4	Supplies Lost	Reduce the amount of Logistics Points held by the Battle Group by D3. If the Battle Group has no Logistics Points, check to see if it is still Operational and apply the Fractured Orders result.
5-6	Fractured Orders	The Battle Group may not move this Turn.
7	Communications Breakdown	The scouting forces bungle their attempt and accidentally scout the wrong Tile. Roll a D6 marking the preferred Tile as 1, ticking round the Tile in a clockwise direction. The number indicated is the actual Tile scouted.
8-9	Fractured Orders	The Battle Group may not move this Turn.
10-11	Opportunity Knocks	The recon forces encounter an enemy supply convoy and 'liberate' the vital supplies they carried. Increase the Logistics Points of the Battle Group by D3 and apply the Fractured Orders result.
12	Mercs for Hire!	The scouts encounter a rogue faction (pirates or brigands or simply dilettantes with machinery!) Increase the size of the MFV by D6 x 100 and apply the Fractured Orders result.

C. BATTLE GROUP MOVEMENT

Assuming no impossible moves are attempted (see above) a Battle Group may move to any adjacent Tile that is part of their Faction. If a Battle Group wishes to move to a Tile that is NOT belonging to their Faction (either because it is unknown or belongs to the enemy) they must have successfully performed a Recon Action in their last Recon Segment.

Once a Battle Group has completed its movement, should the enemy be present on the Tile they will both progress to the Battle Segment where the carnage will ensue!

Impossible Moves - Obviously, Land Forces can't be expected to move on the North Atlantic Ocean, likewise Naval Forces will have a hard time fighting a battle on the Avenue des Champs-Élysées. No Naval Battle Group may move onto a Tile that is entirely covered by Land unless it was previously part of an Amphibious Naval Battle Group (see Page 225). No Armoured Battle Group may move onto an exclusively Water Tile unless it has merged with an Amphibious Naval Battle Group on the same Tile.

Capturing A Tile - Should a Battle Group succeed in scouting an unoccupied Tile and elects to move onto it, the Tile becomes part of their Faction's Area Of Influence – the player then places the coloured dice of their Faction showing the Fortification Value of the upgrade captured. In the case of Undeveloped Tiles, simply place the Undeveloped Upgrade on the Tile to represent your capturing it. If however, an enemy Battle Group is present, the player cannot capture the Tile until a Battle is fought!

Maximum Tile Occupancy - When gathered together in large numbers in a restricted space, any fighting force will lose its cohesion and would be vulnerable to guerrilla attacks from faster, more mobile forces. To prevent the situation arising, no Tile may ever have more than 3000 Points from a single Faction on it at any one time. Of course, this does not apply when two rival Factions clash on a tile in combat!

Advanced Rule - Voluntary Withdrawal

In some cases, a Battle Group attacked by the enemy may wish to voluntarily withdraw. This is an out of sequence Movement Action which is permitted provided all players in the campaign have agreed to use this Advanced Rule.

A Battle Group that does not wish to fight a battle against an enemy Battle Group can elect to move to another adjacent Tile provided it is unoccupied and still exists within their Area Of Influence.

A Battle Group that moves in this fashion has quite literally abandoned the populace to their fate, leaving at a moment's notice and so must abandon all Logistics Points it has accumulated over the campaign, leaving them for the invading Battle Group to capture.

D. ADDITIONAL MOVEMENT

Aerial Battle Groups

These Battle Groups are considerably faster than their surface based counterparts and can be expected to move across all forms of terrain be it sea or land. When moving an Aerial Core Battle Group players may elect move up to TWO Tiles in one Movement Segment.

Aerial Battle Groups are not required to scout the Tiles they move onto...they are simply too high up to worry about such things. However Aerial Battle Groups may never capture the Tiles they travel over and may not claim any Fortification Bonus from a Tile they are on, even if it already exists within their Area Of Influence.

3. BATTLE SEGMENT

The Dystopian Wars have devolved into a series of brutal and unremitting conflicts between the global powers. Equally there are numerous minor factions and mercenary groups that bring further chaos to the world with their shifting allegiances and individual agendas. War is a global threat, and no populace is free of its touch.

Dystopian Battles

Clearly the aim of this campaign system is to encourage the playing of Dystopian Wars in all its theatres and contexts. We expect players so struggle over land, air and sea to show who has dominance over the area covered under the Flashpoint.

When it comes to a battle played out on the games table, remember you are playing in a narrative campaign, so it is always a good idea to set up the terrain to reflect the conditions – if you are fighting over a stretch of coastline, then having a side of the table that is one continuous land mass makes sense!

Also, players might wish to disregard the Hidden Orders rules focusing instead on the 70% Order. Or you might decide to change the Deployment rules, or choose not to use Tactical Action Cards, it really up to you. It is your campaign after all!

Just remember the focus is on telling the story rather than just winning the game. If you stick to that you shouldn't have any problems converting the game to any situation or environment you choose.

Once a winner in the battle has been determined, players should refer to the table below:

DYSTOPIAN WARS BATTLE RESOLUTION TABLE	
Game Result	Points Lost
Major Victory	Winner loses D6 x 50 Points of MFV. Loser loses D6 x 100 Points of MFV and must Retreat.
Minor Victory	Winner loses D6 x 50 Points of MFV. Loser loses D6 x 50 Points of MFV and must Retreat.
Draw	Both Sides lose D6 x 50 Points of MFV and Attacker Falls Back.

Auto-Resolve Battles

Players might not always be willing or able to resolve all their battles on the tabletop every time. Given this is one of the biggest reasons why campaigns fail in the long run, we have included rules to allow players to resolve their battles automatically.

There are 2 types of Auto-Resolve Battles possible in this segment: **Bombardments** and **Conflicts Actions**.

1. Bombardments happen when two opposing Battle Groups are present and Defender decides to retire behind the fortifications that are built on the Tile they control. No direct battle is fought, and the defender must test to see if their fortifications will hold out long enough for them to call in relief forces.

2. Conflicts take place when two opposing Battle Groups meet and neither wishes to (or is able to!) retire to defences. Given this type of Battle is likely to be the most frequent, we will look at these rules first!

To resolve a Conflict each player must announce the total number of MFV all Battle Groups involved. The players then refer to the Battle Dice Table where their MFV is rounded down to the nearest 200 Points.

BATTLE DICE TABLE	
MFV	Attack Dice Rolled
400-599	3
600-799	4
800-999	5
1000-1199	6
1200-1399	7
1400-1599	8
1600-1799	9
1800-1999	10
2000-2199	11
2200+	12

Strategic Dominance

Armoured Forces have a clear strategic advantage in the Dystopian World over enemy Aerial Battle Groups, especially when they are dug in! Naval Forces can severely maul enemy Land Forces who must suffer the massed firepower of the ship-mounted guns that pound them apart with relative impunity, Aerial Battle Groups excel in hunting down enemy Naval Battle Groups using their manoeuvrability and the element of surprise to strike without warning.

When two different types of Core Battle Group engage each other on the Campaign Map refer to the table to ascertain any Strategic Dominance bonus/penalty which is applied to the Attacking Battle Group's Battle Dice.

STRATEGIC DOMINANCE			
	DEFENDER		
ATTACKER	NAVAL	AERIAL	ARMOURED
ARMOURED	-2	+2	0
AERIAL	+2	0	-2
NAVAL	0	-2	+2

BATTLE RESOLUTION TABLE		
D6	Effect	Result
Attacker wins by 4+	Defenders Rout	Attacker loses D6 x50 Points of MFV. Defender loses D6+2 x100 Points of MFV and is <i>Dispersed</i> .
Attacker wins by 3	Thumping Triumph	Attacker loses D6 x50 Points of MFV. Defender loses D6+1 x100 Points of MFV and is <i>Dispersed</i> .
Attacker wins by 2	Decisive Victory	Attacker loses D6 x50 Points of MFV. Defender loses D6 x100 Points of MFV and must <i>Retreat</i> .
Attacker wins by 1	Narrow Win	Attacker loses D6 x50 Points of MFV. Defender loses D6 x50 Points of MFV and must <i>Retreat</i> .
Draw	Stalemate	Attacker loses D6 x50 Points of MFV and must <i>Fall Back</i> . Defender loses D6 x50 Points of MFV.
Defender wins by 1	Narrow Loss	Defender loses D6 x50 Points of MFV. Attacker loses D6 x50 Points of MFV and must <i>Retreat</i> .
Defender wins by 2	Decisive Defeat	Defender loses D6 x50 Points of MFV. Attacker loses D6 x100 Points of MFV and must <i>Retreat</i> .
Defender wins by 3	Ignominious Downfall	Defender loses D6 x50 Points of MFV. Attacker loses D6+1 x100 Points of MFV and is <i>Dispersed</i> .
Defender wins by 4+	Humiliation!	Defender loses D6 x50 Points of MFV. Attacker loses D6+2 x100 Points of MFV and is <i>Dispersed</i> .

Resolving an Off-Table Battle

To resolve a battle each player now rolls their respective Battle Dice requiring a 4, 5 or (RED) 6 to generate a success.

The Defender can gain additional successes from a Defence Bonus if it is occupying a Fortified Tile. See the table below:

DEFENCE BONUS TABLE	
Tile Type	Defence Bonus
Base of Operations	+4
Military Installation	+3
Population Centre	+2
Industrial Heartland	+1
Breadbasket	+1
Undeveloped	0

Remember Aerial Battle Groups do NOT gain any Fortification bonuses from the Tile they are on. They rise above those defences.

Once both players have totalled their successes (including Defensive Bonuses) compare the number of successes to the Battle Resolution Table below:

Dispersed – The Battle Group affected moves to an adjacent unoccupied Tile and must test to see if it is still Operational. If it is unable to move, OR suffers any form of Supply Shortfall (even if it is able to carry on) it is destroyed.

Retreat – The Battle Group affected moves to an adjacent unoccupied Tile and must test to see if it is still Operational. If it cannot move it is destroyed.

Fall Back – The Battle Group moves to an adjacent unoccupied Tile. If unable to do so it is destroyed.

Amphibious Battle Groups

Amphibious Battle Groups are considered to be have a Naval Core Type until they move into a Tile which has Land on it. At which point the player may elect to change the Core Type of the Battle Group to being Armoured instead of Naval. Note this is only possible when a Battle Group moves and not when an enemy engages them by moving onto a Tile the Amphibious Battle Group currently occupies.

Amphibious Battle Groups are not as combat effective as their Naval counterparts, giving up firepower and durability for the flexibility to deploy armoured forces. These unusual Battle Groups count their MFV as being HALF the number of points listed on their Campaign Sheet until it commits to becoming an Armoured Battle Group, at which time it reverts to its full MFV.

For Example, A Britannian Naval Battle Group (Blue 1) enters a hex that is occupied by a Prussian Armoured Battle Group (Red 6), forcing a Battle to take place.

The Prussian Armoured Battle Group has chosen to shelter behind the defences of an Industrial Port (Red dice 4). The Britannian Battle Group elects to Bombard the tile rather than storm the heavily fortified defenders.

The Britannian Force spends its Logistics Point to deliver its Bombardment, then the Prussian Force MUST spend a Logistics Point, but unfortunately has none to spend and so suffers a Supply Shortfall... losing 300 Points off their MFV!

The Prussian port has a Fortification Bonus of +4 at this point in the campaign, so the Britannian player rolls 4 x D6, needing (Black) 5 or 6 to reduce the target's Fortification Bonus...scoring 1 hit, and so the Fortification micro-die is reduced from 4 to 3.

Bombardments

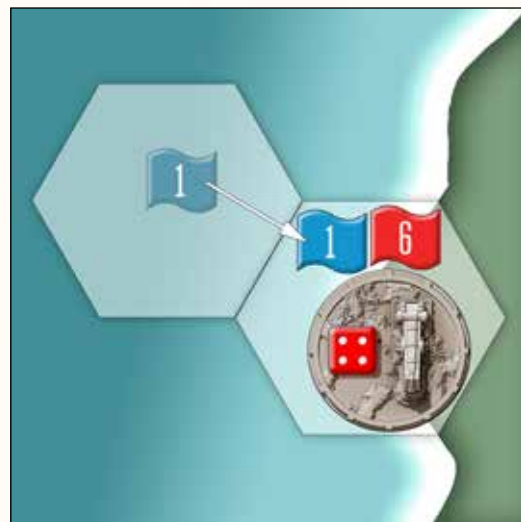
Not every battle will be resolved immediately. Some attacking Battle Groups may elect to soften up their targets first with a series of devastating barrages from their artillery, protracted bombing raids or even bringing their huge ship guns to bear!

If a defending enemy player elects to make use of the Defensive Bonus listed on the micro-d6 on their Upgrade Marker on the Tile in a battle, the attacker can elect to break off their attack and revert to a Bombardment instead. The normal process of conflicts is halted at this point and the following rules are used instead.

Bombardments require considerable resources both to deliver and to withstand. To execute a Bombardment the attacker MUST first spend a Logistics Point. If it cannot spend a point, it cannot execute Bombardment.

If they do so the Bombardment will rain down on the target causing considerable damage and hardship to those under its wrath. The Defender must first spend a Logistics Points, or suffer a Supply Shortfall (rolling on the Shortfall Table as normal), after this the attacker rolls a D6 for each point of Fortification Bonus the Tile has.

Each roll of a (BLACK) 4, 5 or 6, the Tile loses a point on its Fortification Bonus permanently. See the example below:



Scorched Earth Actions

Not every Battle Group is led by a hero of the realm, noble and fair. Some are led by persons of 'dubious' character who view warfare as a pragmatic execution of tasks and care little or nothing for their reputation.

These individuals can be portrayed as mavericks, a necessary evil or even as war criminals. Often the greatest focus on the character of a commander can be their willingness to engage in activities known as Scorched Earth incidents. The world press view such incidents with universal condemnation.

The Battle Group may elect to raid an uncontested Tile, causing untold damage to its infrastructure and populace.

Battle Groups that choose to execute a Scorched Earth Action roll a D6 and refer to the table at the bottom of this page:

Reorganisation Segment

This segment of a Battle Group's activation is often overlooked by inexperienced players, but is vital to the continued success of an overall campaign. All manner of catastrophic occurrences can occur to individual Battle Groups, and it is important to ensure that you are able to support front line forces who are likely to suffer the heaviest casualties in upcoming engagements.

If two or more Battle Groups from the same Faction and Type find themselves on the same tile (either by accident or design) they may attempt to reorganise.

The Battle Groups can execute any number of the following:

Logistics Transfer – The Battle Groups can combine their Logistics Points then reallocate them as they see fit.

For Example - Two Armoured Battle Groups find themselves on the same Tile and choose to execute a Logistics Transfer. One Battle Group has 4 Logistics Points, the other has none.

The player then chooses to allow both to have 2 Logistics Points.

Materiel Transfer - The Battle Groups can combine their MFVs then reallocate them as they see fit.

For Example - Two Naval Battle Groups find themselves on the same Tile and choose to execute a Materiel Transfer. One Battle Group has 1500 Points worth of MFV, the other has only 250 Points of MFV (meaning it is below the minimum Battle Group size threshold).

The player then chooses to send 500 Point to reinforce the beleaguered Battle Group, meaning that one Battle group has 1000 Points and the other has 750 points (and so is above the minimum threshold!).

Battle Group Merging – The Battle Groups can fully combine their MFVs. This action is unusual in that it allows Battle Groups that are not of the same type (Armoured/Naval/Aerial) to interact with each other. To be able to execute a Merging, all Battle Groups combine into a single Battle Group, becoming a Battle Group Type that is consistent to the largest in MFV of the Battle Groups before they merged. All Logistics Points are also combined.

SCORCHED EARTH TABLE		
D6	Result	Effect
1-2	No Effect	Despite their best efforts, the Battle Group fails to cause sufficient damage, nor do they manage to liberate any supplied.
3-5	Extorted Supplied	The Battle Group gains a Logistics Point.
6	Total Warfare	The Battle Group gains 1 Logistics Point and reduces the Fortification Bonus by D3. If this causes the Tile Marker Fortification Bonus to zero, remove the Marker!

This action is still governed by the minimum and maximum allowances for Battle Groups with any excess in either MFV or Logistics Points lost. Further to this, no Battle Group that merges with another may activate in the next Week of the Campaign (although they may defend themselves as normal!), as it takes all their time to organise the transfer of material and logistics to a new command structure.

For Example: Three Battle Groups meet on a tile, One Armoured totalling 450 Points and 2 Logistics Points, one Aerial totalling 800 Points and 4 Logistics Points, and one Naval totalling 600 Points and 3 Logistics Points. All three wish to merge with each other.

The Merging of these Battle Groups would mean the new Battle Group would be 1600 Points and could carry 6 Logistics Points (with the excess of 250 Points and 3 Logistics Points being lost!).

END PHASE

1. Line of Supply
2. Random Events
3. Gathering of Resources
4. Diplomatic Channels
5. Resource Allocation
6. Espionage
7. End of Game

The End Phase is intended to give the campaign a chance to draw breath! Up to this point forces have been clashing with each other over land sea and air, mighty war machines have been destroyed and entire populations have been blighted by the spectre of war.

The End Phase gives the players a chance to check for supplies, open diplomatic channels, and even engage in a bit of skulduggery using insurgents and secret police! Once this is completed, and assuming the Flashpoint is not set to finish, the players move forwards to the next Game Turn.

This section should be resolved in the following order:

The Chinese explorer Zheng He was famed for his voyages of exploration and a favourite of his Emperor...

1. The Line of Supply

In this segment, the Battle Groups on the Campaign Map must test again to see if they are Operational. This is designed to represent the overall rigours of operations in the field and can often be punishing for those Battle Groups that have seen active duty.

Use the Initiative Order to see which player should go first. Each player then checks each of their Battle Groups to see if they are still Operational at this point. Those who suffer a Supply Shortfall must roll on the Supply Shortfall Table (see Page 220) and apply the result.

2. Random Events

In this segment, players will roll randomly to determine how their efforts are being received by the wider populace! In some cases, the Flashpoint will be given positive coverage in the press and the public have lauded your efforts, donating materiel and manpower to the cause!

Remember the mob is fickle however, and politicians are well used to pandering to their whims, so should fate intervene you could find yourself on the cusp of disaster as your perceived failures are cited for censure!

Important Note: Players will notice this table is NOT balanced! This is intentional, news from home is rarely good when you are trying to win a war....



RANDOM EVENTS TABLE

2D6	Effect	Result
1 or less	Treachery!	The enemy faction may choose a single Battle Group that is currently outside with the Base of Operations. This Battle Group is removed from the Campaigns Sheet, along with any remaining Logistics Points it might have... never to be seen again. Perhaps they became bandits or pirates or mercenaries, perhaps they settled down and became farmers... You will never know!
2	Sturginium Flare!	The demands of industry are fraught with peril and only a fool mistreats Sturginium... Randomly determine an Industrial Heartland in your area of influence. Remove the Industrial Heartland Upgrade replacing it with an Undeveloped Upgrade, any garrisoned forces are also lost in the conflagration!
3	Disease Outbreak	Randomly determine a Population Centre in your area of influence that is situated on a costal Tile (ie a Tile that has both Land and Water on it!) All Battle Groups on that Tile and any Tile that is adjacent to it must make a roll on the Supply Shortfall table. Logistics Points may not be used to ignore this.
4	No More Money For A Bungler!	The populace back home resent having to dip into their pockets to fund your incompetence! Reduce the amount for Resource allotted to you by Supply Routes by [BLACK] 2D6.
5	Unfair Taxes!	The local populace resent having to dip into their pockets to fund your incompetence! Reduce the amount for Resource allotted to you by Tiles by D6.
6	Union Revolt	The enemy faction may choose an unoccupied Industrial Heartland that borders their area of influence. The Tile is riven by industrial action, fuelled by agitators intent on disrupting the flow of vital assets to their employers until their demands are met. The Tile does not generate Resource and may to roll to generate Sturginium this turn.
7	Raiders	Roll a [BLACK] D6 for each Breadbasket Tile that is adjacent to an enemy Tile. On the roll of a 1, reduce your Resource gained from the Tile to 0.
8	No Better Or Worse...	The news is neither god nor bad. People are ambivalent to your stewardship. No negative or positive effects occur.
9	Solid Economic Results	Business is good and consumers are keen to unburden themselves of their hard earned monies. Increase the Resource gathered by your Populations Centres by +1 each.
10	Better To Be Lucky Than Good	One of your Commanders is blessed with a run of good luck that few can match. Secretly nominate one of your Battle Groups on your Campaign Sheet. Any auto-resolve Battles this Battle Group fights during the next Game Turn may re-roll up to 3 Initial Battle Dice.
11	Recruitment Numbers Swell	Inspired by your successes on the field of battle, the ranks of the military gain a huge boost to their numbers of new recruits eager to serve. Increase the size of a single Battle Group by 2D6 x 100.
12	New Sturginium Deposit Found	If you dig deep... you will be rewarded. Nominate an Industrial Heartland in your area of influence. The Tile will automatically generate D3 Sturginium Points this turn without needing to roll.
13+	Hero of the Realm	The people love you, and are planning statues and fetes in your honour! Increase the amount of Resource Points you receive this Game Turn by 2D6 and gain D3 Sturginium Points!

- Players who have fought and won 4 or more Battles during the Game Turn increase their roll by +1.
- Players who destroy an enemy Battle Group in battle increase their roll by +1 for each Battle Group wiped out.
- Players who performed a Scorched Earth Action on an Upgraded Tile within their enemy's Area of Influence this Game Turn reduce their roll by -1.
- Players who have lost a Battle Group in battle reduce their roll by -1 for each Battle Group wiped out.
- Players who have fought and lost 4 or more Battles during the Game Turn reduce their roll by -1.
- Players who performed a Scorched Earth Action on an Upgraded Tile within their Area of Influence this Game Turn reduce their roll by -2.

3. Gathering of Resources

This segment allows players to reap the rewards of their expansionist thinking, gathering resources from their area of influence and pooling them to rebuild, rearm and reinforce their holdings.

Most Tiles will create Resource Points (RP), as will certain supply routes from off the map.

RESOURCES TABLE	
Tile Type	Resource Gained
Breadbasket Tiles	2
Industrial Heartland	1
Military Installations	1
Population Centres	2
Base of Operations	3
Supply Routes	*Variable

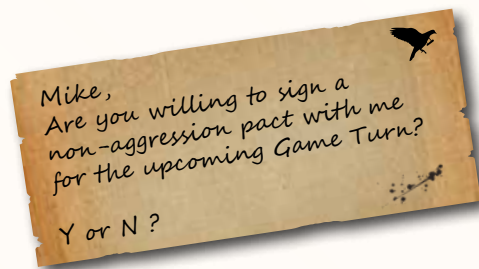
**See the Briefing for Resources gained from Supply Routes*

Other Forms Of Resource Gathering - There may be other forms of resources allocated to a faction as a result of the Random Event they have rolled. Equally players may be penalised by fate on that table! Remember to apply any of those benefits/penalties!

Industrial Heartlands and Sturginium

As mentioned before, all Industrial Heartlands tend to be based in areas where there are Sturginium deposits – the vital component needed to fuel the engines of industry in the Dystopian World! Extraction of the element is by no means a guarantee however as often the ore when refined is found to be of poor quality.

Roll a D6 for each Industrial Heartland in a Faction's area of influence. On the roll of [BLACK] 4, 5 or 6, the Tile produces a Sturginium Point. Sturginium Points are vital for building defences and larger military assets (see Page 231).



4. Diplomatic Channels

Designers Note: We are conscious that every campaigning group is different so we have kept this section of the rules as 'woolly' as possible, with very few constraints to encourage players to be as creative as possible!

Most Campaign Systems have a method for players to 'talk' to each other in game-terms, and a Flashpoint Campaign is no different! Communication between players in game-terms is achieved through sending a Diplomatic Mission.

Sending a Diplomatic Mission

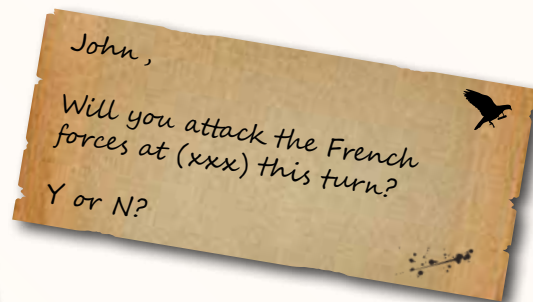
A Diplomatic Mission is simply a note on a piece of paper that is given to another player in the campaign.

To send a Diplomatic Mission costs a player a single Resource Point.

Each Mission sent should have a Request that is no more than ONE sentence long. In addition, the Mission note should have a Yes or No reply.

If you resend notes, send new ones, etc, remember EACH note you send costs 1 Resource Point!

IMPORTANT NOTE: Remember the shadowy world of diplomacy in the Dystopian World is full of promises and few truths. Don't expect players to keep their word, even if you have a Diplomatic Mission response to wave in front of them! If the player you sent that Mission to is eminently untrustworthy, don't be surprised when they stab you in the back!



5. Resource Allocation

Once all Diplomatic Actions have been resolved it is time to resupply, rearm and recruit, ready for the upcoming Game Turn.

At this point all players should secretly determine how they intend to spread their gathered resources across the elements within their Area of Influence.

SPENDING RESOURCE POINTS

Resource Points can be spent to purchase the following:

Battle Group Replenishment – Existing Battle Groups in the field may be replenished up to the maximum Battle Group MFV allowance provided they have a clear line of supply to either their Base of Operations or a Population Centre suffering under a Bombardment. Players can add 100 Points worth of MFV to a Battle Group for each Resource Point they spend.

Battle Group Creation – The Player may elect to create a new Battle Group. This Battle Group is still governed by the normal Battle Group regarding its minimum and maximum MFV. The player should secretly note its location within their area of influence ensuring it is not placed on a Tile that has an enemy held Tile adjacent to it (they would see it sneaking up on them!).

The Battle Group may also not be placed on a Tile that does not have a clear line of supply to their Base of Operations. Players build a Battle Group that is at least 400 Points in size, but not larger than 1600 Points, with each 100 Points spent costing 1 Resource Point.

Logistics Points – Logistics Points can be purchased for any Battle Group that exists provided they have a clear line of supply to either their Base of Operations or a Population Centre suffering under a Bombardment. Each Logistics Point purchased costs a single Resource Point.

Agent Training – Players can also buy a mix of agents to perform any number of clandestine activities in their own areas of influence and even in their enemy's! Secret Police cost 1 Resource Point and Insurgents cost 2 Resource Points to hire.

Stockpile - Players can choose to add any unspent Resource Points to their Faction's Stockpile. There is no limit to the number of Resource Points that can be held in this way, but remember money in the bank does nothing for you in the short term....spending it however will keep you alive!

RESOURCE COSTS TABLE	
Action	Cost
Battle Group Replenishment	1 x RP per 100 Points of MFV added.
Battle Group Creation	1 x RP per 100 Points spent to create the Battle Group.
Logistics Points	1 x RP per Logistics Point.
Agent Training	1 x RP per Secret Police Cell. 2 x RP per Insurgent Cell.
Stockpile	Players can choose to add any unspent Resource Points to their Faction's Stockpile.

SPENDING STURGINIUM POINTS

Element 270 termed Sturginium after Barnabas Sturgeon himself, is the single most precious resource available to Mankind. It infuses almost every form of industry and has become crucial to the continued development of the human race. Factions with access to Sturginium cement their power on the world stage, ensuring their industrial dominance as well as their military might!

Sturginium can be spent in the following ways:

Dreadnought Construction – A player can elect to add a Model with the word Dreadnought in its title to a specific Battle Group. This addition should be noted secretly on their Campaign Sheet and comes out the Battle Group's MFV as normal. Dreadnought Construction costs 2 Sturginium Points.

Fortification Improvement – A player might decide to increase the Fortification of a Tile to protect it from the depredations of the enemy, providing a strong bulwark from which they can base a defensive line. Increasing the Fortification of a Developed Tile by +1 costs a single Sturginium Point.

Scorched Earth Recovery – The horror of scorched earth is not easily forgotten and will require a huge application of manpower and industrial machinery to put right. To return a Tile that was previously the target of a Scorched Earth Action to its former state costs 2 Sturginium Points.

STURGINIUM COSTS	
Action	Cost
Dreadnought Construction	2xSP to create a Dreadnought.
Fortification Improvement	1 x SP to increase an Upgraded Tile by +1.
Scorched Earth Recovery	2 x SP to remove a Scorched Earth Effect from a Tile.
Stockpile	Players may not Stockpile Sturginium...it is always needed elsewhere!

6. Espionage

The Dystopian World is rife with treachery and dissent. Organised gangs, crime lords, terrorists and freedom fighters are the bane of governments, each operating to their own agendas. The only line of defence against these malcontents are the various agencies commanded by the government whose task is simple – find and neutralise these groups!

INSURGENT ACTIVITY TABLE		
1-2	<i>Bunglers!</i>	The Insurgents fail to achieve anything, being too busy living the high life on the monies they were given. The Cell is removed with no effect.
3	<i>Burned the Stores</i>	Remove D3 Logistics Points from any single Battle Group on the Tile. The Cell is removed after completing their mission.
4-5	<i>Sabotage!</i>	Reduce the MFV of a single Battle Group on the Tile by D6x 100 Points. The Cell is removed after completing their mission.
6	<i>Assassination</i>	Apply the Sabotage Result above. In addition, the Battle Group may not make any actions in the first Week of the next Game Turn as they grieve the loss of their glorious leader. The Cell is removed after completing their mission.

The Espionage Segment of a Flashpoint Campaign gives players a chance to play out a John le Carre novel in a few dice rolls! Players should purchase the agents they intend to use in the phase during the Resource Allocation Segment of the Game Turn and make a note of how many they have available on their Campaign Sheet. These are only available in the same turn as they are purchased and so may not be stockpiled!

There are two types of agent available to a player:

Insurgents are tasked by their faction's high command to infiltrate the enemy area of influence and organise resistance activities including assassinations, sabotage of vital transportation links and any number of other covert operations.

Secret Police are used to ferret out insurgency cells and eliminate them. Of course, their methods often involve repression of the populous, gagging of the press and murder...

All players must secretly note down if they have secret police or insurgents on a Land Tile on their Campaign Sheet. No Tile may have more than one Insurgent or Secret Police cell allocated to it. The exception to this is the faction's Base of Operations – this always has a Secret Police cell active on it, and never loses it.

Starting with the player with the initiative, each player nominates a Tile and announces they have an Insurgent cell operating there. If the enemy Faction has no Secret Police on the Tile resolve the Insurgent activity on the table below:

If, however, the enemy has a Secret Police Cell operating in that cell, roll on the Counter-Terrorism Table below first, before rolling on the Insurgent Table if applicable.

COUNTER-TERRORISM TABLE		
1-2	<i>Slipshod Investigations</i>	The Secret Police fail to uncover anything. The Secret Police Cell is removed with no effect and the Insurgents are free to act.
3	<i>Hot on their Trail</i>	The authorities are close to uncovering the Insurgent cell, forcing them to act rashly. The Secret Police Cell is removed and the Insurgents are able to act but must roll twice on the Insurgency Table with the Secret Police choosing the preferred result.
4-5	<i>Gotcha!</i>	The Secret Police manage to capture the Insurgents before they can launch their campaign of terror. Both cells are removed without further effect.
6	<i>Double Agents</i>	The spymasters within the Secret Police manage to corrupt the enemy insurgents, convincing them the error of their ways, and turning them to their side! Apply the Gotcha! Result above. In addition, the Insurgent Cell is immediately directed to attack a Tile in the enemy's area of influence! Apply the result immediately before moving on to the next player!

Advanced Rule - Maximum Agent Allowance

During our testing games we found it was best to limit the amount of agents a player can field, mostly to stop a player who was ahead in a campaign from crushing folks with wave after wave of Insurgents.... We would suggest you set a limit of no more than 6 Agents that can be purchased in this Phase!

However, using Agents is cool and folks will like using them....a lot!, so we don't want to make it a hard and fast rule in the Campaign System. To that end we have made it an Advanced Rule to be used so long as all players agree.

7. END OF GAME

As mentioned before, all Flashpoint Campaigns will have a definite end point. This is needed to ensure the campaign does not roll on too long and draws a line under the narrative being told.

Each Briefing Document for the factions involved will always state the number of Game turns that we expect the Campaign to last. Once this is reached it is important to find out how well the various Factions have got on!

Remember that players who have decided to keep their objectives secret (by not reading the other Faction's Briefing Document!) are probably the ones who will get the most out of a Flashpoint Campaign because at this point nobody is really sure what the other side was really trying to achieve....

Once the End of the Game has been reached, the player with the Initiative in the final Game Turn should reveal their Objectives and total their Campaign Points. Then the remaining players should announce their Objectives and Campaign Points scored in order. Any factions that reach their required number of Campaign Points have won.

Of course it is possible for more than one Faction to reach their Campaign Points target by the end of the game, meaning that neither side has won. Although you might wish to say that both sides have won if it makes you feel any better....

PLAY SHEET

PLAYER	CORE FORCE	FACTION:	LOGISTICS POINTS
		STOCKPILED RESOURCES:	
BATTLE GROUP #1		MFV	
BG1			
BG2			
BG3			
BG4			
BG5			
BG6			
BG7			
BG8			
BG9			
BG10			

FLEET ACTION FAST PLAY RULES

Dystopian Wars: Fleet Action has been designed to be a fast and furious combined arms game set in the technologically advanced 1870s: where giant machines of war fuelled by the technology of the *Sturgenium Age* battle across a war-torn world.

These fast play rules were created at the request of Dystopian gamers who wanted a less granular game than the parent Dystopian Wars to be made available. The idea being that such a game could be used as an entry level portal for new players, or by experienced gamers who simply wanted to play a rapid *throw-down* game.

Both versions of their rules are complimentary to each other, sharing a common syntax and using the same models and basing conventions.

WHAT YOU NEED TO PLAY

When playing DW: Fleet Action you will require:

- Warcradle Studios 1/120th scale models.
- A tape measure, preferably marked in inches (").
- A Battlefield or other suitable gaming area. The size of it will be dependent on how many points of models you are playing with.
- Game Markers to identify the various effects and conditions that can apply in the game.
- A number of 6-sided Dice.
- A Force List that shows the Squadrons and Battle Groups you are taking into battle. This will have been chosen to a Maximum Fleet Value (referred to as the MFV), which will be decided upon beforehand by the players.
- A copy of your nation's Order of Battle with the rules for your models.

MODELS AND BASING

The game uses highly detailed models produced by Warcradle Studios. Any model supplied with a base (such as Armoured or Aerial models) must use the base supplied with the model. All ranges in DW: Fleet Action are, however, measured from centre of a model to centre of a model, and not from bases.

MEASURING AND PRE-MEASURING

All measurement in DW: Fleet Action is done in inches, often shortened to ".

A tape measure is the easiest way to measure distances. If you don't have access to a tape measure marked in inches, use the conversion:

$$1 \text{ Inch} = 2.5 \text{ centimetres} \quad 1'' = 2.5 \text{ cm}$$

Pre-measuring is allowed at any time, for any reason you like – this is a game of tactical skill, not who is best at guessing ranges!

THE BATTLEFIELD

DW: Fleet Action is played on a Battlefield. The easiest way to make a Battlefield is to place a blue or green cloth (depending on whether you are playing a Naval, Aerial or Armoured game) on a tabletop. You may also want to use some terrain that you have in your collection, such as islands, hills, woods, etc.

Many shops, clubs and gaming venues will often have boards and terrain already prepared. Most importantly any terrain already available for games of Dystopian Wars 2.0 will be fully compatible with these fast play rules.

See Page 246 for descriptions of the various Terrain Types you can use.

THE GRAVEYARD

The Graveyard is a place off-table where you can put your destroyed models and 'spent' Support Aircraft Wings (SAW) Tokens.

We recommend players use this off-table Graveyard as it helps keep clutter off the Battlefield and makes a game look more cinematic. It also makes it easier to assess how a game is progressing.

GAME MARKERS

To keep track of Damage, Disorder and other in-game effects DW: Fleet Action makes use of a limited number of on-table Game Markers, which are summarised below:

ACTIVATION MARKERS

This Marker denotes a Squadron that has been Activated. Only one Activation Marker can be applied to a Squadron. A Squadron with an Activated Marker may not take any further part in a Game Turn (other than to defend itself).



DAMAGE MARKERS

This Marker is used to denote the level of Damage that has been applied to a model within a Squadron. Once a model has the same number of Damage Markers applied to it as it has Hull Rating points it is removed from play.



IMPORTANT NOTE: Models with Damage Markers reduce their total of Attack Successes by the number of Damage Markers present.

This applies to Successes generated when attacking using Weapon Attacks, SAW Bombing Runs, Fighter Attack Runs and when participating in Boarding Assaults.

DISORDER MARKERS

This Game Marker is used to denote a Squadron suffering a negative morale effect known as Disorder.



IMPORTANT NOTE FOR LATER: Models with Disorder Markers reduce their Defensive Successes by the number of Disorder Markers present. This applies to Successes generated when defending against Weapon Attacks, Fighter Interceptions and when defending against Boarding Assaults.

OBSCURED MARKERS

This Marker is used to indicate a model that is governed by an Obscured effect. This Marker can be used for both Aerial models that have flown 'into the clouds' or Surface models that have elected to dive 'below the waves' or 'burrowed under the ground'.



USING ACTIVATION MARKERS

In every Game Turn, you get to Activate each of your Squadrons in an alternating fashion, and as such it can sometimes be difficult to keep track of what Squadrons have been Activated, and which Squadrons have yet to Activate.

To help keep track of which Squadrons have been activated in a Game Turn, at the end of a Squadron's Activation, place an Activation Marker by the Squadron to show it CANNOT Activate again that Game Turn.

A Squadron that has not yet Activated in a Game Turn and has no Activation Marker is considered 'Ready to Activate'. There are also some circumstances in which a Squadron may acquire an Activation Marker without having been Activated, in which case it will not get to Activate at all that Game Turn, but it may defend itself.

SAW BOMBERS & FIGHTERS

Support Aircraft Wings (SAWs), such as Fighters and Bombers, are represented by small resin tokens that carry a relief of three aircraft from a specific nation. In the full Dystopian Wars 2.5 ruleset these tokens are placed on a Flight Tray along with a small micro-dice.

This method is not used in DW: Fleet Action. In our fast play rules single resin tokens are used and in most cases we recommend a player places them on the top deck of the Carrier model that generated them in game.

More information about the use of these SAW Tokens in DW: Fleet Action can be found on Page 258.



GENERAL DICE PRINCIPLES

Initial Dice

There are many effects in the game that determine the number of Dice that are to be rolled. Whenever the rules mention Initial Dice, we are referring to your total number of Dice rolled BEFORE adding any extra Dice from other sources or effects, such as the Exploding Dice Mechanic.

Rolling to Hit

All rolls to hit in a game of DW: Fleet Action require a 4, 5 or 6 to generate a Success - or Successes depending on the Type of Dice Roll.

TYPES OF DICE ROLL

Exploding Dice Mechanic

Most Dice Rolls in DW: Fleet Action will use the Exploding Dice Mechanic as a means of generating hits. Unless otherwise stated, the Exploding Dice Mechanic is always in use.

The Exploding Dice Mechanic works as follows:

- Roll your Initial Dice.
- Set aside all Dice that resulted in a hit and count the total number of 6s that were rolled.
- The Exploding Step: Roll an additional Die for each 6 in exactly the same way as before.
- Repeat the process in Steps 2 and 3 until there are no more additional rolls to be made.
- Count up the total number of Successes from all Dice rolled. Each 6 counts as TWO Successes instead of one.

Heavy Dice

There will be occasions in-game where the rules will note that a dice roll must use the Heavy Dice Mechanic due to a single Dice Shift to the Right. The Heavy Dice Mechanic is less powerful than the Exploding Dice Mechanic as it will generate less hits on average.

If the dice roll is listed as a Heavy, a roll of 6 results in TWO Successes and no re-roll is permitted for that 6.

BASIC DICE

There will be occasions in-game where the rules will note that a dice roll must use the Basic Dice Mechanic as a result of a double Dice Shift to the Right. The use of this mechanic is kept for simple dice rolls and ones where a target is extremely difficult to hit. If the dice roll is listed as a Basic Roll, neither the Heavy Dice Mechanic nor the Exploding Dice Mechanic is to be used, and a roll of a 6 only ever results in ONE Success.

Dice Shifts

Dice Shifts are commonly a degradation in the effectiveness of an Attack, moving the dice roll from Explosive to Heavy and finally to Basic. No dice roll can ever be better than Explosive due to Dice Shifts or worse than Basic.

Rolling a D3

In some cases (such as when performing a Boarding Assault), players will be called upon to perform a Basic Dice roll using a D3. Rolling a D3 can be achieved by rolling a D6 and using the following values: 1 or 2 = 1, 3 or 4 = 2 and 5 or 6 = 3.

XD6 Rolls

With some rules you may be asked to roll a number of dice in one go to generate a combined result. Unless otherwise stated, the term XD6 means rolling the number of dice listed in the X using Basic Dice Mechanic, and adding the scores (or in some cases the number of hits) of these dice together, to give a result. This is most commonly done during an Opposed Tactics Test.

RE-ROLLS AND 'INITIAL DICE'

In some situations, a player may be permitted (or even forced) to re-roll a certain number of dice from their Initial Dice roll. This simply means you pick them up and roll them again, discounting what had previously been rolled.

ROUNDING UP

If, for any reason, the rules state that a value is to be reduced by HALF, the original number is always Rounded Up to the nearest whole number.

For example, a Dice Pool numbering 13 Attack Dice (AD) is halved, taking the number to 6.5. This is Rounded Up to 7 AD.



HEIGHT LEVELS IN THE GAME

To keep a game tactically rich, models can exist in one of THREE Height Levels in the Game: Sub-Surface, Combat and Flying High. These Height Levels are additionally divided into sub-categories depending on the models involved.

See the simple diagram below which shows the levels available to models:

SUB-SURFACE (WATER/GROUND)

A model occupying the Sub-Surface Height Level can be either Diving (Under the Water) or Burrowing (Under the Ground). Models capable of operating Sub-Surface are still rare even in the Dystopian World and will have the Height Levels they can occupy listed in the Model Designation line of their statistic card. Sub-Surface models are not affected by intervening models of any type when determining Line of Sight, but can be affected by intervening Terrain.

COMBAT (SURFACE/AERIAL)

This is the Height Level most commonly used by models in the game. The Combat Height Level is sub-divided into two categories: Combat (Surface) and Combat (Aerial).

Surface models are affected by Terrain and other similar or larger Surface models when determining Line of Sight. Aerial models at this Height Level are not affected by Terrain or models of any type when determining Line of Sight.

FLYING HIGH

This is the Height Level set aside for Aerial models to hide in the clouds! Models Flying High are difficult to hit from the Combat (Surface/Aerial) Height Level and VERY difficult to hit by Sub-Surface models! Models Flying High are not affected by Terrain or models of any type when determining Line of Sight.

DICE SHIFTS DUE TO HEIGHT LEVELS

A target that occupies the same Height Level as the attacker is not affected by Dice Shifts due to Height Levels. However, there are a few instances whereby an attacker will be forced to downgrade their Dice type from Exploding to Heavy, or even from Exploding to Basic!

Should an attacker be one Height Level away from the target the Attack Dice Type rolled shifts Right ONCE.

Should an attacker be two Height Levels away from the target the Attack Dice Type rolled shifts Right TWICE.

Example 1: A Combat (Aerial) model firing at a Sub-Surface Burrowing model would use Heavy Dice..... think of the firer being affected by the masses of rock and dirt between them!

Example 2: A Sub-Surface Diving model firing at a Flying High model with rockets would use Basic Dice... think of the model as surfacing for the briefest of moments to fire a snap shot at the Flyer before crash-diving beneath the waves once more.



Remember to look for Obscured Markers on target models as Diving and Burrowing models can move between Height Levels.

MEASURING TO AND FROM MODELS

You will often have to measure to models, such as when moving or when determining what range a weapon is firing at. In DW: Fleet Action, all measurement for range is made from the CENTRE of a model to the CENTRE of a target model.

RANGES

Range is the distance (in inches) between the centre of the Attacking model and the centre of its target, along which Line of Sight is also determined. If a Model is on a transparent flight stand then measure to the centre of the stand.

ARCS OF FIRE

During a game, players will often have to determine whether their models can draw Line of Sight to enemy targets. In the vast majority of instances a model MUST be able to draw Line of Sight to a target model to engage it in combat with its weapon systems.

Think of Arcs of Fire as imaginary lines radiating from the centre point of a model. There are four standard 90-degree Arcs of Fire: Fore, Aft, Port and Starboard. A model's weapon will list which of these arcs it can fire into clearly.

Some models will have weapons with the ability to fire in ANY direction, these are noted as 360° in a weapon's profile. This means that they are not restricted by Arcs of Fire at all.

Additionally, some weapons have specifically listed mountings, allowing them to ONLY fire in a single Arc of Fire.

Arcs of Fire become important when Attacks are being planned and then executed, see Page 252 for more details and diagrams showing the various Arcs of Fire in the game.

LINE OF SIGHT

Models and Terrain can block Line of Sight to other models behind them. If a model occupies the Combat (Surface) Height Level, Line of Sight may be blocked by models between the attacker and the target.

If either the Attacker or the Target is larger than any model across which Line of Sight is drawn, then Line of Sight is NOT blocked.

If a model between the Attacker and the Target is the same size or larger than both the attacker and the target, then Line of Sight is considered to be blocked, and the attack may not be made.

Models that are Aerial or currently Sub-Surface never have their Line of Sight blocked by intervening models, but some Terrain may block their Line of Sight. Check out Terrain on Page 246 for details.

ALTERNATING ACTIVATIONS

DW: Fleet Action uses an Alternating Activation system. This means a player will activate a single Squadron, resolve the various in-game actions (move, attack, board etc.) that result from the Activation, before play then passes to the other player.

Should a player have activations remaining after the opponent has completed activating all their Squadrons, the player may activate these as normal, one following the other until they too have activated all the Squadrons in their force. Often this will lead to the demise of an outnumbered enemy – having more activations than the other player is often highly beneficial.

OPPOSED TACTICS TEST

These are most often used when determining important matters, such as the Game Turn Initiative. The number of Dice required to be rolled in an Opposed Tactics Test is normally two per player, but this can vary depending on circumstance. Both players roll using the XD6 method and the Basic Dice Mechanic and then compare the results.

If two players roll the same result, they re-roll all their dice. Note that a tie is not a possible outcome for such rolls - someone must win!

DEFINING A MODEL

Models will be defined by three labels which a player should understand when building their Battle Groups. These are Size, Theatre and, if required, Function.

SIZE (SMALL, MEDIUM, LARGE)

The Size is important for Line of Sight, interaction with Terrain, Force Composition and Victory Points.

THEATRE

This denotes the likely battlefields this model will operate within and are defined as follows:

AERIAL

These are flying models that move through the air, and can range from sleek Interceptors to huge hulking Sky Fortresses.

All Aerial models deploy at the Combat (Aerial) Height Level. At the beginning of its activation an Aerial Model must decide if it is occupying the Combat (Aerial) OR Flying High Height Level. Examples of this include the Prussian Imperium Sky Fortress or Britannian Hawk War Rotor.

ARMoured

These are Tanks, Land Ships, Walkers and various other Land-based models. They move over the Combat (Surface) Height Level and are restricted to fighting on land. Examples of this include the Blazing Sun Bansan Walker or Covenant Socrates Bombard.

NAVAL

These are generally Frigates, Cruisers, Battleships, Carriers, and other ships. They move on the Combat (Surface) Height Level and are restricted to fighting on water. Examples of this include the Britannian Majesty Dreadnought and Federated States Annapolis Battlecruiser.

MULTI-THEATRE

These models are special and rare and are able to travel on both Naval and Armoured Battlefields, operating on the Combat (Surface) Height Level. These models may move over Islands/Icebergs, Reefs/Sandbars and Forest/Jungle terrain with no penalty. Examples of this include the Prussian Metzger Robot and Covenant Arronax Battle Robot.

MODEL FUNCTIONS

This is an additional label that denotes any special ability a model may have, and will often deliver great tactical options on the Battlefield:

BURROWING

A Burrowing Model will often be a large monstrosity, capable of churning through the Earth's crust and moving towards the enemy in relative safety. Whilst underground, a Burrowing model is far harder to hit, but also finds it harder to hit enemy models.

All Burrowing models deploy at the Combat (Surface) Height Level. At the beginning of its activation a Burrowing model must decide if it is occupying the Sub-Surface Height Level OR the Combat (Surface) Height Level.

DIVING

Models that can dive underwater are rare in the Dystopian World, but they are often of great tactical flexibility to a nation that uses them. Whilst underwater, a Diving model is far harder to hit, but also finds it harder to hit enemy models.

All Diving models deploy at the Combat (Surface) Height Level. At the beginning of its activation a Diving model must decide if it is occupying the Sub-Surface Height Level OR the Combat (Surface) Height Level.

ANATOMY OF A STATISTIC CARD

Statistics are an important part of a game of DW: Fleet Action. They help differentiate the models in a Fleet. The following text explains the statistic card you can see on the opposite page:

A) Faction Flag and Name – The flag and name of the Faction it belongs to.

B) Model Designation – A model's designation will indicate which Height Level and Theatre of War it may operate within. The model's size will also be listed here and has an impact how it may or may not block Line of Sight.

C) Ship Name and Picture – The model's name and a render of the model.

D) Squadron Size – All models in the game are organised into Squadrons. In some cases, this will be 1, 2, 3 or more models of the same type, in others mixed Squadrons can be created using the Attachment rules.

E) Points Cost – All models will have a points cost attached to them. This is deducted from the MFV when the model is chosen in a fleet.

F) Model Assigned Rules – Listed in this box are any MARS and Generators that apply to the model.

G) Movement (M") – The maximum distance the model can move in a single activation.

H) Damage Rating (DR) – The number of hits the opponent must score when attacking in order to roll on the Damage Table.

I) Hull Points (HP) – If a model ever accrues a number of *Damage Markers* equal to its Hull Points, the model is removed from play and placed in the *Graveyard*.

J) Crew Points (CP) – Shows the strength with which a model can initiate Boarding Assaults and defend itself from invaders!

K) Active Defence – The Active Defence (**Act.D**) value (shown in **BLUE**) of a model denotes its ability to defend against incoming attacks from **BLUE** Weapons (namely Torpedoes, Rockets, Boarding Assaults and Bombing/Attack Runs etc.).

L) Passive Defence – The Passive Defence (**Pas.D**) (shown in **RED**) of a model denotes its ability to defend against incoming attacks from **RED** Weapons (namely Gunnery, Bombards and so on).

M) Victory Points (VP) – This shows how many Victory Points an opponent scores when this model is *Destroyed*.

N) Weapon – All Weapons will have a Name and Prefix. It is these two elements that allow them to potentially interact with each other. It will also dictate whether any MARS are linked to them. Weapons are also coloured as **RED** (shown in **RED** Text) or **BLUE** (shown in **BLUE** text).

You will also see the Arcs of Fire that the weapon can fire into (F = Fore Arc only, F/P/S= Fore OR Port OR Starboard Arcs, P+S = Port AND Starboard Arcs, P/S = Port OR Starboard Arcs, S+A = Starboard AND Aft, 360° = Any Arc of Fire).

O) Ranges – These are divided into three: Point Blank, Effective Range and Long Range.

- Point Blank (PB)** – This shows the effectiveness of a weapon at short range (**0"** up to **8"**).

- Effective Range (EF)** – This box shows the effectiveness of a weapon at its optimum effective range (greater than **8"** and up to **24"**).

- Long Range (LR)** – This box shows the effectiveness of a weapon at extreme long range (any range **24+"** and up to **32"**).

P) Special Rules – In some cases a model may also have a descriptive Special Rules box where unusual rules. that are bespoke to that model, will be listed.

WEAPON	ARC	MAR	PB	EF	LR
Standard Broadside	P+S	Massed Fire	7	7	-
Bombers	360°	Hunter (All)	7	7	-
Fighters	360°	Hunter (All)	6	6	-

Special Rules: If this Squadron is taken as a single model it may have 0-3 Naval Wächter Escorts, increasing the Points Cost of the Squadron by the appropriate amount.

HOW TO BUILD YOUR FORCE

All forces in DW: Fleet Action are made up of one or more **Battle Groups**, which are in turn made up of one or more Squadrons, each containing one or more models.

A Force can be as small as only one Battle Group if a player prefers, or it can be as large as numerous Battle Groups brought together as a fighting force and limited only by the **Maximum Fleet Value (MFV)** that has been chosen by players.

We recommend that when you first start playing you keep the number of Battle Groups to 1 or 2 until you have a full grasp of the game rules, after which... feel free to go crazy with your gaming!

MAXIMUM FLEET VALUE

This is the maximum amount of points a player can spend on the models in their Fleet. Often, players will find they are unable to spend all their points, but so long as they do not spend more than their MFV it is fine to be a few points short!

The MFV is generally influenced by the size of gaming area available, the time players have to engage in a game and the models available.

THE TWO BUILDING BLOCKS

Battle Groups come in two flavours: CORE and NARRATIVE. A force MUST begin with a Core Battle Group and to this additional Battle Groups may be added, up to the level of the chosen MFV.

Core Battle Groups are the mainstay building blocks of forces in DW: Fleet Action, and we recommend these be primarily used by those players who are looking to build balanced fleets with a variety of structured options available to them.

A Core Battle Group is closest to the Battle Group Structure you will find in the Dystopian Wars 2.5 ORBATs.

It is also worth noting that a Core Battle Group can sometimes vary in its organisation from theatre to theatre in DW: Fleet Action, so check your nation's ORBAT for more details.

BATTLE GROUP REQUISITES

All Battle Groups will have what are known as Requisite Squadrons available to them. A Requisite Squadron MUST be taken for the Battle Group to be deemed valid on a Battlefield.

Check your nation's ORBAT for details on Requisite Squadrons and the models that they are composed of.

BATTLE GROUP OPTIONAL ASSETS

Battle Groups will also have access to additional forces beyond their Requisites – named Optional Assets. Think of these as your personal choices for a Battle Group and it is here that players can truly look to customise their forces. Check your nation's ORBAT for details on Optional Assets and the models that they are composed of.

BATTLE GROUP SPECIAL RULES

Some Battle Groups will have interesting Special Rules that apply to them. To make best use of these rules, we recommend that players identify the models belonging to each Battle Group in some way.

FORCE QUALITY RATING

All nations in DW: Fleet Action have what is known as a Force Quality Rating and this is an important number that reflects their training and resilience in battle. This rating is primarily used when dealing with Disorder Markers, and is generally set in the ORBATs for a nation.

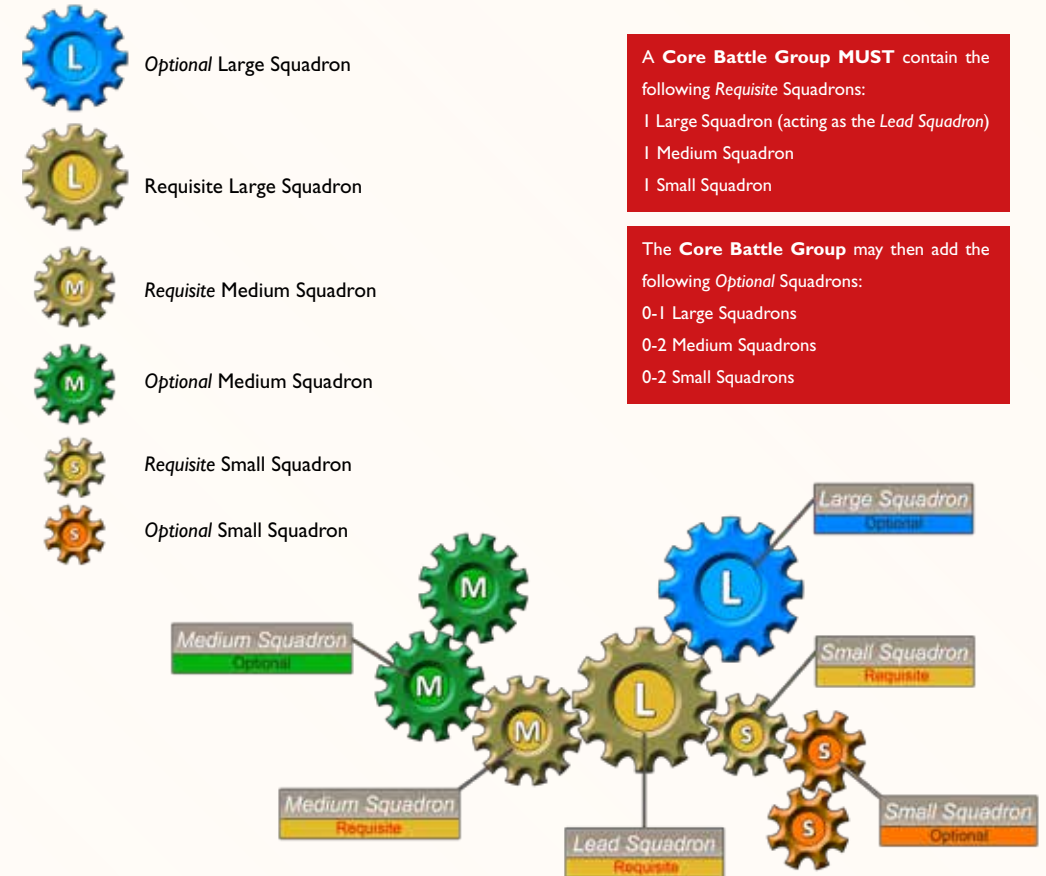
Some Scenarios and situations may affect this number, as can the use of Generals and Commodores.

LEAD SQUADRONS

All Battle Groups in DW: Fleet Action should have what is known as a Lead Squadron, which is designated as hosting the leader of the Battle Group. The Lead Squadron should be noted in secret before a battle begins as its loss can have an impact on a game.

Players should make a note of the Lead Squadron and at its loss inform their opponent who can then add any Victory Points to their total.

Important Note: in the case of a Lead Squadron with more than one model (excluding Attachments) a player should elect ONE to be the Lead Model and should inform their opponent when the Model is lost.



HOW TO USE TERRAIN

DW: Fleet Action is, at its core, a combined arms game that utilises Aerial, Naval and Armoured forces. We strongly suggest that players add terrain to their Battlefield to spice up game-play, add tactical depth to the game experience and a challenge for both players to monopolise in their struggle for victory.

What follows are a simple set of general rules for using Terrain in your games of DW: Fleet Action.

THE FOOTPRINT

All pieces of Terrain should have a Footprint. This represents an area of a Battlefield that is affected by the rules of that Terrain. To be considered within a piece of Terrain, a model must be fully within the Terrain's Footprint. We leave the size of any Terrain features up to you, but as a good rule of thumb, we recommend no footprint be bigger than 8" x 8" in size.

Whilst it is true that certain types of Terrain will be far larger than this, it makes for a very tricky wargame to play on a small gaming table... but if you and your opponent want to play an entire game in a Jungle... go for it!

BATTLEFIELD SECTORS

Any Battlefield you play on is divided into 2' x 2' Sectors. This means that on a 6' x 4' Battlefield you will have 6 Sectors, and a Battlefield that is 2' x 2' will have only have one Sector! Each Sector on a DW: Fleet Action Battlefield should ideally have a single piece of Terrain allocated to it.

TERRAIN PLACEMENT

All Terrain is placed according to mutual player consent. Both players should be happy with a

Battlefield before playing on it. That said, in certain Scenarios, the attacker or the defender might be called upon to set up the Terrain. In these cases, we would encourage the players to be competitive, but friendly... remember you may have to play on a board set up by your opponent next time you play!

TERRAIN TYPES

Terrain comes in a variety of forms that fit into one of the following categories:

Islands/Icebergs – Any Combat (Surface) or Sub-Surface model that moves into contact with an Island or Iceberg is immediately destroyed. This Terrain type counts as a Medium Sized Model for determining Line of Sight.

Reefs/Sandbars – Any Sub-Surface model that moves into contact with a Reef/Sandbar is immediately destroyed. Any Surface model that moves into contact or moves through a Reef/Sandbar must make an immediate roll on the Damage Table. This attack ignores both Active and Passive Defences.

Once this roll is completed, the model is moved by mutual consent so it will not collide again with the same Terrain Feature the next time it moves.

Hills – Hills will block Line of Sight for Armoured Surface Models. This does not apply to Squadrons that are located ON a hill, rather for Squadrons engaging an enemy where a Hill intersects Line of Sight. Squadrons on a Hill are considered to be ONE size class larger than listed in their Profile (to a maximum of Large).

Ruins/Buildings – Ruins and Buildings block Line of Sight for Small or Medium Armoured Surface models. Large Armoured models may fire over these Terrain Features without penalty. No non-Infantry Armoured model may move through Ruins/Buildings and collisions are treated in the same way as Reefs/Sandbars (see above).

If a base of Infantry is located inside the footprint of Ruins or Buildings it is deemed to benefit from the cover surrounding them, and ALL attacks made against the base suffer a 2 Dice Shift to the Right (normally taking the Attack Dice against the Infantry from Explosive to a Basic Roll!)

Forest/Jungle – Forests/Jungles Block Line of Sight of Small and Medium Armoured models. Large Armoured models may fire over these Terrain Features without penalty. All Armoured Models moving through a Forest/Jungle Halve their maximum Movement (Mv).

If a model is located inside the footprint of a Forest/Jungle it is deemed to benefit from the cover surrounding them and ALL attacks made against it suffer a single Dice Shift to the Right.

Mountain – Mountains block Line of Sight for ALL Models. Any Models coming into contact with a Mountain are immediately destroyed. Fortifications may not be placed on this type of Terrain.

Minefields – These are not strictly Terrain features and are added after players dice off for the table edge but before any Battlegroups are deployed. Minefields can ONLY be placed by the side that has the most Squadrons with the Minelayer MAR.



If one side has DOUBLE the number of Squadrons with the Minelayer MAR (or if one side has no Minelayers), 2 Minefields are placed. Minefields should have a footprint of no greater than 4" x 4" square and are treated as stationary objects, being tethered in place once deployed.

Any Combat (Surface) or Sub-Surface (Water or Ground) model electing to move through a Minefield must roll a single D6. On the result of a 4+ the Minefield detonates, with the model suffering an instant roll on the Damage Table roll against the affected model. This ignores both Active and Passive Defences.

The Minefield is removed from play when it has detonated 3 times. Use a die or marker of some sort to remind you how many times it has detonated. Fortifications may not be placed in a Minefield.

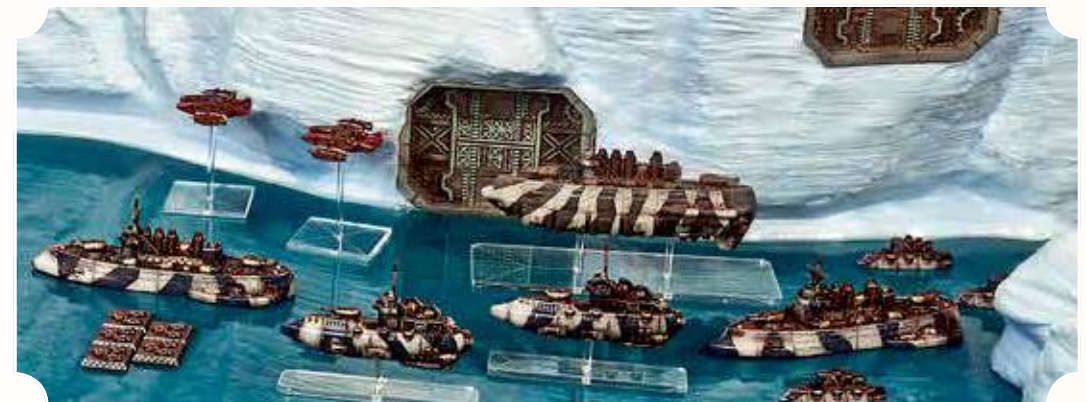


THE SEQUENCE OF PLAY

WHAT TO DO BEFORE YOU PLAY...	
PRE-GAME SETUP	
Mutual Agreements	<p>Players should agree on the following:</p> <ol style="list-style-type: none"> Size of Game – Players should decide what their MFV will be. This is the maximum amount of points a game will be and will determine how many models they will be able to take. Size of Battlefield – Players should decide how big their gaming space will be for the game. This is often guided by the size of MFV being played.
Build the Scenario	<p>Players now have two choices:</p> <ol style="list-style-type: none"> Roll a D6 and play a random Scenario. Pick a Scenario they both agree on.
Deployment of Battle Groups	<p>Deployment of Battle Groups is determined by the Scenario being played. In some cases, Battle Groups may be kept off-table to enter as <i>Reserves</i>, in others they will deploy further onto the table as part of a vanguard force <i>etc.</i> A Scenario will usually detail how to do this and what special rules apply. All models within Battle Groups deploy in the <i>Combat Height Level</i> (either Surface or Aerial).</p>
YOU ARE NOW READY TO GET STARTED!	



BASIC SEQUENCE OF PLAY	
GAME TURN	
Determine Initiative	<p>Each player rolls 2D6 with the highest score considered to be first in the Initiative Order, with all other players ranked beneath them in order of their score. Players with the same result should re-roll among themselves until the Order is set.</p>
Activation Phase	<ol style="list-style-type: none"> The Player first in the Initiative Order activates a Squadron by <i>Moving</i> all models, then <i>Attacking</i> with it. The next Player in the Initiative Order activates a Squadron by <i>Moving</i> all models, then <i>Attacking</i> with it. And so on... <p>Once ALL players have activated a Squadron, play returns to the top of the Initiative Order and continues through the Order until all Squadrons have activated, at which point the End Phase begins.</p> <p>If a player is left with activations after all other players have completed theirs, they may continue to activate until all of their Squadrons have activated.</p>
End Phase	<ol style="list-style-type: none"> Check Victory Points – Fleets will score Victory Points, affecting their Victory Total when enemy models are <i>Destroyed</i>. There may also be instances where a Scenario applies additional Victory Points. Once this is done, players may need to roll for the end of the game. Carrier Replenishment – During this Step, players will return any used SAW Tokens from their Graveyard to the Carrier models in their Fleet that generated them. Resolve Disorder – All Fleets can elect to try and remove <i>Disorder</i> Markers from models in their force using their Nation's Force Quality Rating as listed in each Nation's respective ORBAT. Prepare Forces – Once all steps above are completed, ensure all Markers are next to or removed from models or Squadrons, the Victory total has been updated, and your dice are ready!
New Game Turn?	<p>If the Scenario permits, begin a new Game Turn.</p>
THE FOLLOWING CHAPTERS WILL NOW DETAIL EACH OF THE PHASES AND STEPS ABOVE.	



How to Move Your Models

Movement in DW: Fleet Action is designed to be simple and smooth, allowing players to manoeuvre their models around the table with ease. It is one of the most common actions in the game, and despite the seeming simplicity, Movement is tactically vital for lining up Firing Arcs and Line of Sight.

When a Squadron is Activated, a player should move each model one after the other until all the models in the Squadron have moved.

When activating a Squadron, a player must ensure that they remain in coherency after a player has finished moving their models (see below).

OVERLAPPING

No model or model's base may ever overlap another. If, at the end of a model's Movement, a model would overlap another, retrace its Movement up to its starting point and try moving it again.

If this still results in models making contact with hazardous Terrain or other models, a Ram or Collision occurs!

RAMMING

A model may deliberately or as a result of a Drift Move, come into contact with another model. If these models are at the same Height Level, they will Ram one another!

Each model rolls an attack against the enemy using a number of Attack Dice equal to the model's starting Hull Points (some MARs may add to this, so check your statistics carefully!).

NO Active or Passive Defences may be used by either model to defend against the Ram. After the Ram has been resolved, if the stationary model was not destroyed, the moving model ends its move. If

the Stationary model was larger than, or an equal size to, the moving model then the moving Model HALVES any Attack Dice in the subsequent Attacks Segment.

If 2 Models involved in a ram survive the next time one of the involved Models activates move it by the minimum amount required for the model to be able to complete its drift move without colliding with the same Model again.

Collisions – Collisions happen when a model makes contact with a piece of hazardous terrain such as a reef, island, mountain, etc. These rules are covered in the Terrain Section on Page 18.

MOVEMENT STEPS EXPLAINED

All Movement in DW: Fleet Action is divided into 2 key steps: Drift and Remaining Move.

DRIFT

When activated, a model must first make a compulsory 2" Drift Move directly forwards. This Drift Move is counted against the maximum movement of a model (so a model with a Mv Stat of 8", must first Drift 2", and may then move normally with the remaining 6").

0" Movement Models - Models with a 0" Movement Statistic (such as Fortifications), do not Drift... as they have no Movement Statistic in the first place.

REMAINING MOVE

The remainder of a models move can be divided into moving straight forwards and Turning. Models are not obliged to move their full Movement Characteristic, and can choose to simply Drift if they wish.

TURNING

Models may only begin turning after they have completed their compulsory Drift Move (see above). Only one Turning Template is used when turning a model - the Medium Template. This Template is included in Dystopian Wars Battle Group boxed sets.

Once a model begins turning in a direction it MUST continue turning in that direction (though it may move directly forwards for any distance and then continue turning) UNLESS it performs another 2" move directly forwards after which it may turn in the other direction.

USING THE TURNING TEMPLATE

The small 'pips' around the edge of the Turning Template are called Navigation Points, and are 1" apart.

To use a Turning Template: the Turning Template is placed next to the side of the Model, with a feature on the model, which is called the Turning Point, in line with a Navigation Point. The model is advanced 1" round the Turning Template so the Turning Point is lined up with the next Navigation Point. Each turn like this counts as 1" of Movement.

CHECK MODEL COHERENCY

Models within the same Squadron must attempt to maintain a degree of Coherency with each other. In order to maintain Coherency every model in a Squadron should end its movement within 6" of another model in the same Squadron (measured centre of model to centre of model) creating an unbroken chain of Coherency.

In this way, after a Squadron has moved, it may be bunched together, or may form a chain with each model within the coherency distance of 6" of another model in the same Squadron.

If this cannot be achieved, the whole Squadron is considered to be Split and may not combine any Attack Dice in their upcoming Attacks Segment.

LEAVING THE BATTLEFIELD

If a model exits a Battlefield (voluntarily or by accident) it is immediately Destroyed and the opponent will gain any Victory Points for the loss!

Independent Move MAR

Some models are so manoeuvrable that they can move in any direction they wish, without the need for the Turning Template and do not make a Drift Move. These are normally Armoured models, but certain Aerial models may also have this highly prized ability!



Medium Turning Template

HOW TO ATTACK WITH MODELS

During this phase, a Squadron that has been activated will announce and execute all manner of attacks against enemy Squadrons using a combination of weapons, boarding assaults, bombing runs and attack runs.

Additionally, a defending player can launch Support Aircraft Wings (SAWs) to attempt to cut down enemy Boarders or SAWs on bombing and attack runs before they can reach their target.

The following general rules should be used for determining Attacks and Defence:

NOMINATING TARGETS

This is when a player announces ALL attacks they are planning with their activating Squadron. Once all attacks have been nominated, a player can execute them in any order they see fit.

A player's nominated Attacks are referred to as Salvos. A Salvo may include a single weapon, or it may include multiple weapons combining.

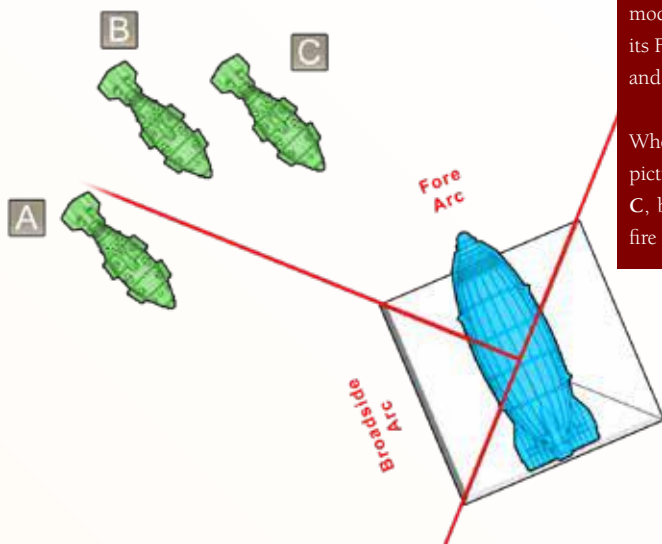
A player should ensure that the weapons in a Salvo have Line of Sight to the nominated Target, and are in Range, remembering that weapons will often contribute different amounts of Attack Dice (AD) to a Salvo depending on whether they are at Point Blank, Effective Range or Long Range.

MEASURING RANGES

Measure the distance between the models (centre of model to centre of model). This will tell you whether the target is in Point Blank, Effective Range or Long Range, which in turn tells you how many Attack Dice (AD) to roll.

Line of Sight Example: In this diagram we see a Prussian Empire Pflicht Airship. The Aerial model has a powerful Tesla Fixed Weapon to its Fore and less powerful BroadSides to its Port and Starboard.

When attacking the Diogenes Squadron in the picture, the Fore Tesla CAN target ships B and C, but not A... conversely the BroadSides can fire on ship A but CANNOT target B or C.



LINE OF SIGHT AND FIRE ARCS

In order to be able to fire on an enemy model, you must be able to trace a Line of Sight from the attacking model(s) to the target model, this is also done centre of model to centre of model and the target must be within an Arc of Fire that the weapon is capable of firing in.

DIFFERENT WEAPON SYSTEMS

In DW: Fleet Action the following Weapon Classifications are commonly used:

Broadsides

These are limited to firing from a model's Port and Starboard Fire Arcs. Some nations will rely heavily on Broadsides, forming the basis of their entire engagement strategy, whereas others will see them in a more secondary role that supports more devastating weapon systems.

Battery

These are commonly linked to a specialist weapon system, such as Rockets or Torpedoes, and can feature an array of Arcs of Fire.

Turrets

The strength of a Turret is its ability to engage in wider Arcs of Fire and such weapons are therefore highly prized as a result.

Turrets will list whether they can track to Fore, Aft, Port or Starboard it is not unknown for some Turrets to traverse 360 degrees.

For example, an FSA Liberty Class Battleship is listed as having two Gunnery Turrets, with one able to fire to the Fore, Port and Starboard and the second to the Aft, Port and Starboard. A Turret Battery may include several Turrets with a common field of fire in one profile.

Fixed Weapons

Some models are outfitted with heavy cannons that are fixed directly to the hull giving them a restricted Fire Arc that is off-set by a very stable firing platform. Most Fixed Weapons will be restricted to a single Fire Arc – usually to the Fore, but some may be Port and Starboard.

Bombard

Bombard weapons are treated as normal weapons in most respects, but they have the ability to ignore Line of Sight, with ordnance often lobbed over intervening terrain/models to target an enemy. These weapons invariably have the Indirect Fire MAR.

Rockets

These weapons can be used to target the enemy with a barrage of deadly ordnance. They are often targeted by enemy flak-gunners, but it requires a truly dedicated crew to reduce the effects of a powerful Rocket volley. All Rocket Attacks can be reduced in effectiveness by a target model's Act.D Defences.

Torpedoes

These weapons are launched at an enemy Combat (Surface) and Sub-Surface targets on the water. They CANNOT pass through intervening models, no matter what their Size Class. All Torpedo Attacks can be reduced in effectiveness by a target model's Act.D Defences.

Bombs

Bombs are a special type of weapon that have their own range of 4". Bombs CANNOT be used to attack models operating in the Flying High or Combat (Flying) Height Levels, but are free to engage targets at any other Height Level. Bombs ignore all Act.D and Pas.D Defences, and the strength of an attack can be affected as normal.

WEAPON PREFIXES

On the previous page we described the standard ordnance delivery systems used in DW: Fleet Action. This is simply the tip of the iceberg in terms of the variety of technology available to different Factions. Below we will now look at a number of specific sub-types of weapon that are commonly used by nations, though more exotic weapons may have other prefixes:

Gunnery

These are rapid-firing weapons that come together on a model to deliver a devastating volley of

destruction. They tend to be relatively short range, but are extremely potent. These weapons commonly have the Massed Fire MAR.

Tesla

The Sturginium Age has seen the development of a staggering array of new and deadly weapon systems, with Tesla weapons being one of the most devastating, especially to the crews of models hit by such weaponry. These weapons commonly have the Lethal MAR.

Incendiary

The use of shock and awe weaponry is commonplace in the Dystopian Age, with commanders looking to debilitate crews with hideous effects, be it by using flames or caustic burning chemicals. These weapons commonly have the Lethal or Flame MAR.

Energy

The use of energy weapons is relatively rare in Dystopian Wars with Factions such as the Covenant of Antarctica being one of the few to use them extensively. These weapons commonly have the Punishing MAR.

COMBINING WEAPON SYSTEMS

The ability to combine together the Attack Dice of weapon systems can result in a devastating Salvo targeting an enemy model. But NOT all weapon systems can combine their AD together.

The rules for Combining Weapon Systems are:

- If weapon systems share the same PREFIX they can be combined with all MARs applied to weapons involved being applicable.
- The following Weapon Systems - Rockets, Torpedoes, and Bombs - can ONLY EVER combine with other weapons with the same classification.
- So, for example a Tesla Turret can combine with a second, third or more Tesla Turrets. A Torpedo Fixed Weapon can combine with a Torpedo

IMPORTANT NOTE
Remember that the colour of a weapon denotes what Defence can be used against it, and not what weapons can be combined. It is the PREFIX of a weapon that controls this.

Turret. An Incendiary Broadside can combine with an Incendiary Bombard.

- But a Tesla Broadside cannot combine with a Standard Broadside because they do not share the same Prefix.
- A Weapon with no Prefix cannot be combined with another Weapon System.
- All Weapons must have Line of Sight to the target too.
- It really does quite simply boil down to what is in a name!

NON-WEAPON ATTACKS

This is a catch-all category that brings all the other methods of Attack into the rules and includes such things as:

Bombing Runs – Multiple SAW Tokens on a Bombing run may elect to combine their Attack Dice into the same Salvo. This Attack can only be directed towards a Naval, Armoured or Multi-Theatre target.

Attack Runs – Multiple SAW Tokens on an Attack Run sortie may elect to combine their Attack Dice into the same Salvo. This Attack can only be directed towards an Aerial target.

Boarding Assaults – Waves of jet-pack boarding troops launched against an enemy MUST always combine their Attack Dice into the same Salvo. This is because a Squadron may only execute a single boarding assault against a single enemy model during its activation.

Interception Action – Whilst not strictly an Attack, Fighter Tokens launched to defend a friendly model against Boarders or enemy SAW Bomber/Attack Runs MUST always combine their Attack Dice with the Active (Act.D) Defences of the friendly target.

WEAPON TYPES & THEIR 'TRIGGERS'

If a Salvo has resulted in enough Successes to equal or beat the Damage Rating of the Target model, thereby potentially Damaging it, the defending player will get a chance to defend the model using its Defensive Dice.

A set of Defences will only become available (or 'trigger') for a model if the weapon(s) that caused the hits shares the same colour as the Defence available.

As stated earlier, there are two types of Defences: Active (Act.D) and Passive (Pas.D). On a model's statistic card a number will be listed under each of these Defences.

For example, a Gunnery Turret weapon is denoted in RED text on a statistic card and so would therefore permit Pas.D Defences to be used to defend against it as they are also denoted in RED text. Whereas a Boarding Assault can only be defended against by using an Act.D Defence.

STEP	ACTION
Nominate All Salvos	1. All Salvos to be executed by a Squadron should be nominated by the attacking player, including any Boarding Assaults and Bombing or Attack Runs they wish to launch. <i>(Inexperienced players might prefer to use dice to mark the models they wish to attack, so they don't forget when the shooting begins!)</i>
Execute A Salvo	2. Attack Process – Combine the relevant Attack Dice for the Attack and roll to hit using the relevant Dice Mechanic. 3. Defence Process – Roll any defences that might be applicable depending on the colour of the Weapon being used (RED weapons can be defended by Pas.D, BLUE weapons can be defended by Act.D). Combine the relevant Defence Dice for the incoming Attack and roll to hit using Exploding Dice Mechanic. Each Defence success rolled will reduce the number of successes rolled by the attacker by 1.
Roll On The Damage Table (if applicable)	4. Total the number of successes scored by the attacker and compare it to a target's Damage Rating (DR). • If the DR is EQUALLED OR EXCEEDED, roll once on the Damage Table. • If the DR was DOUBLED, roll twice on the Damage Table. MAR effects such as Lethal, Punishing etc. are not applied to the second roll. • If the DR was TRIPLED, roll three times on the Damage Table. MAR effects such as Lethal, Punishing etc. are not applied to rolls after the first. • If the DR was QUADRUPLED, roll four times on the Damage Table. MAR effects such as Lethal, Punishing etc. are not applied to rolls after the first.
Apply Effects	5. All rolls on the Damage Table will apply either <i>Damage</i> or <i>Disorder</i> Markers. These should be placed next to a model's base to make it easy to move later and will help keep the Battlefield less cluttered.
Proceed With The Next Salvo	Move on to the next nominated Salvo.

HOW TO BOARD WITH MODELS

Most models in DW: Fleet Action are crewed with assault troops (either wearing jet-packs or inside small diving assault craft) who, when within range of the enemy, can surge across the gap with the aim of inflicting as much chaos and mayhem as possible.

Any Boarding Assaults in the game may only take place at the Point Blank Range Band (0-8"), unless a special rule states otherwise and no Line of Sight is necessary.

All models in a Squadron that intend to initiate a Boarding Assault MUST target the same model in a Squadron (such activities tend to be 'all-or-nothing' affairs!).

Boarding Assaults are resolved using the following process:

1. The attacking player combines the Attack Dice (generated by adding the Crew Points (CP) of the models initiating the Boarding Action) together, this forms the Attack Dice Pool.

2. The defending player now looks to reduce this total by shooting their ack-ack at the incoming assault troops. This is done by adding together the **Act.D** rating of the target Model (along with the **Act.D** rating of any Interceptors sent to defend the model – see later) creating a Defensive Dice Pool. The defender rolls that number of D6 using the Exploding Dice Mechanic. Each success achieved by this roll will reduce the number of dice in the Attack Dice Pool by 1.

3. Melee Step - The players now roll simultaneously using the Exploding Dice Mechanic, with the attacking player using the surviving Attack Dice Pool and the Defender using their model's CP rating. Remember that Damage tokens will reduce the number of successes rolled by the Attacking and Defending Models.

4. With their totals in hand the player's now refer to the Boarding Assault Table on the next page to determine the outcome.

For example: Daniel is attacking a Covenant Cleomedes Medium Cruiser with 4 Prussian Stolz Destroyers. The Crew of each Destroyer is 3 so the Attack Dice Pool generated is 12 - think of this as 12 Sections of wild eyed jet-pack Luftlanders hurtling toward the Cleomedes.

Claire's Medium Cruiser has an Act.D of 4. Sadly all available Fighters in Claire's Fleet are out of range and so cannot assist in the defence. She rolls 4 dice and winces, only scoring 3 successes. Claire's three successes are deducted from Daniel's Attack Dice Pool of 12, leaving him with 9 Dice.

In the subsequent Melee Step Daniel rolls his 9 remaining Attack Dice while Claire rolls her Crew Rating of 4 in Attack Dice and they compare the total number of successes that each of them rolled on the Boarding Assault Table to the right.

HOW TO ROLL ON THE DAMAGE TABLE

Below you can see the Damage Table. When called upon to roll on the table roll a 2D6 and reference the table with the result. Remember MARs or the number of successes may modify the result.

THE DAMAGE TABLE		
2D6	Effect	Boarding Damage Result
2	1 Disorder	-
3	1 Damage	-
4	1 Damage, 1 Disorder	1
5	2 Damage	2
6	2 Damage, 1 Disorder	3
7	3 Damage	-
8	2 Damage, 1 Disorder	4
9	2 Damage	5
10	1 Damage, 1 Disorder	6
11	1 Damage	-
12	1 Disorder	-

BOARDING ASSAULT TABLE

SCORE	NAME	EFFECT
Attacker has more hits, but not DOUBLE	Sweeping Assault	Roll a D6 on the Boarding Damage Result Column of the Damage Table applying the result to the Boarded Model.
Attacker has DOUBLE the number of hits, but not TRIPLE	Storming Action *	Roll a D6 on the Boarding Damage Column of the Damage Table and apply the result to the Boarded Model. The Attacker may increase or decrease the result by 1.
Attacker has TRIPLE the number of hits or more	All Objectives Secured	Roll a D6 on the Boarding Damage Column of the Damage Table and apply the result to the Boarded Model. The Attacker may increase or decrease the result by 1 or 2.
Attacker and Defender roll the same number of hits	Hold The Line	No Effect
Defender has more hits, but not DOUBLE	Drive Them Back **	Each attacking model that contributed CP to the Attack Pool gains 1 <i>Disorder</i> Marker.
Defender has DOUBLE the number of hits, but not TRIPLE	Bloody Repulse	Each attacking model that contributed CP to the Attack Pool gains 2 <i>Disorder</i> Markers.
Defender has TRIPLE the number of hits or more	Massacre	Each attacking model that contributed CP to the Attack Pool gains 3 <i>Disorder</i> Markers.

* In instances where the Defender has rolled no hits and the Attacker has scored hits, a **Storming Action** result is scored.

** In instances where the Attacker has rolled no hits and the Defender has scored hits, a **Drive Them Back** result is scored.

USING SUPPORT AIRCRAFT WINGS

Certain models (called Carrier models) in DW: Fleet Action can launch sorties of Support Aircraft Wings (SAW) equipped with high ordnance bombs or piercing air-to-air missiles that, when directed at a target, can be utterly devastating. These are represented on the battlefield as resin SAW Tokens.

The availability of SAW within a force is finite, with only so many wings being able to launch at any one time. This is represented by a Carrier model having Wings 'On-Deck'. During the End Phase of any Game Turn, Carrier models choose which type of SAW they wish to field in the upcoming Turn and literally place them 'On Deck', by putting the physical Token on the Flight Deck of the Carrier.

The Carrier MAR will denote how many Wings can be placed 'On Deck' and these Wings MUST be determined in the End Phase before moving on to a new Turn and once chosen they cannot be changed during the Turn.

Carrier Models are deployed without SAWs 'On Deck' - they are being scrambled as the Forces close. This means that NO Carrier models may launch Wings in their first turn of being on the battlefield.

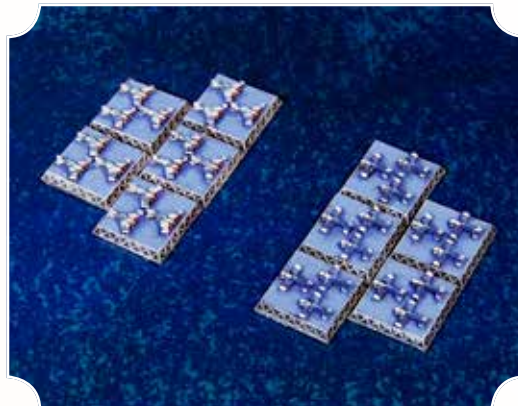
Bombing Runs by Bombers can be launched against Sub-Surface and Combat (Surface) targets at a maximum of Effective Range with no Line of Sight being necessary. Bombing Runs may not be executed by Carriers that are occupying the Sub-Surface Height Level.

Attack Runs from Fighters can be launched against targets occupying the Combat (Aerial) and Flying High Height Levels at a maximum of Effective Range with no Line of Sight being necessary. Attack Runs may not be executed by Carriers that are occupying the Sub-Surface Height Level.

When a Bombing/Attack Run is launched from a Carrier model, place the SAW Token into contact with the target model. Repeat the process with any other Bomber/Fighter SAW Tokens you wish to launch from the model/Squadron as part of an attack.

Once this is done, the Defender may elect to launch Fighters from the targeted model and/or friendly models within Effective Range of the target model as part of an Interception Action, in an attempt to mitigate the effect of the incoming attack. This could see the defending player launching multiple Fighter SAW Tokens if desired. Interception Actions may not be executed by Carriers on the Sub-Surface Height Level.

Remember you cannot launch more Bombers or Interceptors than you have SAW Tokens 'On Deck'.



When executing Bombing/Attack Runs against a model, follow these simple guidelines:

1 - Total the Attack Dice of all SAW Tokens mounting the attack to create an Attack Dice Pool and roll to hit using the Exploding Dice Mechanic.

Remember that *Damage Markers* on Parent models negatively affect the successes rolled by their Bombers or Fighters when they attempt a Bombing or Attack Run!

2 - Total all Defence Dice generated from **Act.D** Defence of the target (combining with the **Act.D** Defence of any Fighters sent to defend the model as part of an Intercept Action) to create a Defence Dice Pool and roll to hit using the Exploding Dice Mechanic. Each Success from this roll will reduce the number of Attack successes rolled by 1.

Remember that *Disorder Markers* on Parent models negatively affect the successes rolled by their intercepting Fighters!

3 - Compare the remaining number of attacker Successes to the Damage Rating of the target model. If the attacker Successes equal or exceed the Damage Rating of the target model, players will roll on the Damage Table. Attack Runs and Bombing Runs BOTH ignore Passive (**Pas.D**) Defences as they are able to deliver their payloads at a range far closer than these Defences can protect a model.

4 - Place the used SAW Tokens (including any intercepting Fighters) into their respective Graveyards to be returned to the battle in the End Phase (assuming their Carrier models survive that is!).

Remember that a Fighter SAW Token can protect its Parent model in the same way that it protects another friendly model.

INTERCEPTION!

When a model is announced as a target of a Bombing/Attack Run or Boarding Assault, certain models may elect to launch one of their Fighter SAW Tokens to defend the target. Fighters may only be launched towards a friendly model within Effective Range. The Fighter SAW Token is removed from its parent model's deck and placed in contact with the friendly model they are defending.

Fighters increase the **Act.D** Defence of the target model by the AD number listed in its stat line on the parent model's statistic card - with any Disorder Markers on the parent model negatively affecting the Wing's Defensive Total rolled as normal. Multiple models in a Fleet may elect to send Fighter SAW Tokens to defend a friendly model if desired.

Remember once a SAW Token (Bomber or Fighter) has completed its action it is removed from the table and placed in a player's Graveyard for convenience, ready to be reassigned during the End Phase.



THE END PHASE

Once both players have activated all the Squadrons they can, play moves on to the End of Turn. At this time, players will check to see if someone has won a game and they may attempt to remove Disorder from Squadrons. The following details the sequence players should follow in the End Phase:

1. CHECK VICTORY POINTS

Model Kills - All models in a Squadron are considered to be worth Victory Points (VPs) which are denoted on their Statistics Profile. To score VPs a player must destroy an enemy model by causing enough Damage so as to equal the model's Hull Points.

Scoring Additional VPs - Many Scenarios in this book include the following additional methods for scoring VPs:

Lead Squadron Kill Bonus – A Squadron designated as a Lead Squadron grants an additional +2 VPs when it is Destroyed. In cases where attachments are added to these Squadrons, the VPs are awarded when the parent model(s) are Destroyed.

Sector Control – A fleet may score a bonus of +1 VP in the End Phase of each turn for any Sector it controls. A player is regarded as having control of a Sector if they are the only player to have a model in that Sector.

Battle Group Kills – A Force may score a bonus +2 VPs in the End Phase for each complete enemy Battle Group that is Destroyed that Turn.

Objective Capture – In certain Scenarios there will be an Objective present that will provide a specific number of VPs to a side.

2. CARRIER REPLENISHMENT

During the Carrier Replenishment Step, players will return SAW Tokens of Bombers and Fighters from their Graveyard back to the models in their Fleet that launched them.

These Token(s) should be removed from the player's Graveyard and placed 'On Deck' of a suitable carrier. The Token must be designated as Bombers or Fighters when placed. Unused Tokens still 'On Deck' during the Carrier Replenishment Step may be re-tasked as a different Token if desired,

The Carrier Replenishment Step is also the time players can execute a number of special rules and resolve the effects of some MARS.



3. RESOLVE DISORDER MARKERS

All forces can elect to remove Disorder Markers from models in their force. This is done so by rolling a number of dice equal to their Force Quality Rating using the Exploding Dice Mechanic.

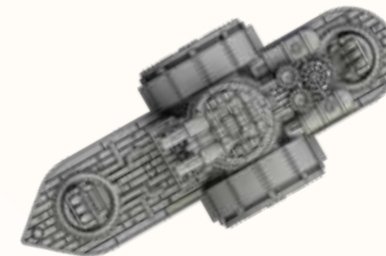
Remove 1 Disorder Marker from the force for each Success rolled. Remember that certain models may even be able to remove Disorder Markers automatically by virtue of a MAR or commander effect. This should be done BEFORE players elect to make their Force Quality Rating roll.

Every two Disorder Markers remaining on a Model are then removed and replaced with a Damage Token. Any excess Disorder Tokens remain in play.

Example: Kathryn's Monarch Heavy Battleship has six Disorder Tokens in the End Phase. She removes one with a success from her Force Quality roll leaving 5. 4 Tokens are then exchanged for 2 Damage tokens. The remaining Disorder Token remains on the Model for the next turn.

4. PREPARE FORCES

At this point players should ensure that their VP totals are correct, all models have the relevant Markers on their base, all Activation Markers are removed from the battlefield.



End Phase	<p>1. Check Victory Points – Players will score Victory Points when enemy models and Squadrons are Destroyed. Some Scenarios may also allocate additional Victory Points to players for secured objectives. Once this is done, players may need to roll for the end of the game</p> <p>2. Carrier Replenishment – During this Step, players will return used SAW Tokens of Bombers and Fighters from their Graveyard to the Carriers in their Fleet that generated them.</p> <p>3. Resolve Disorder Markers – Players can elect to try and remove Disorder Markers from models in their Fleet by rolling using their Force Quality Rating. Any remaining Disorder Markers on a model are now turned into Damage Markers at this point.</p> <p>4. Prepare Forces – Once all steps above are completed, ensure all appropriate Markers are applied to the correct Models and the Victory Total is up to date.</p>
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MARs & GENERATORS

In order to provide an exciting sense of Victorian Super Science Fiction, we use Model Assigned Rules (MARs) and Generators to enhance some game models:

CARRIER (VALUE)

A model with this MAR is considered to be a Carrier and can generate a number of SAW Tokens equal to the Value listed in parenthesis.

CLOUD GENERATOR

Any enemy targeting a model with the Cloud Generator is subject to a single Dice Shift to the Right. This is cumulative to any reductions made by firing across Height Levels. The Cloud Generator does not function if the attacking model is within Point Blank Range.

COMBAT DEPLOYMENT (MODEL, VALUE)

Once per game during the Carrier Replenishment Step of the End Phase, a model with the *Combat Deployment* MAR may deploy a number of Models equal to the Model and Value listed in the brackets. Models deployed via Combat Deployment must be deployed within 4" of the transporting model and become activations in their own right. Should the transporting model be destroyed before deploying its cargo the models are lost and victory points are awarded for the transported models as well as the transporting model.

CORROSIVE

A Weapon with this MAR counts the DR of its target as being 1 lower when resolving an attack.

CRUSHING IMPACT (VALUE)

This model adds the number listed in the parenthesis to its AD during a Ram.

DIEHARD CREW

In the End Phase roll a single D6 for each Squadron that has the *Diehard Crew* MAR, using the Exploding Dice Mechanic. For each Success rolled you can remove one Disorder Token from a model in that Squadron. This roll takes place before a player rolls their Force Quality Rating.

DISRUPTION GENERATOR

At the end of a model's Movement the controlling player may target an enemy model that is within Point Blank Range: roll a D3-1 and add a number of Disorder Tokens to the target model equal to the result of the roll.

Node Generator: A Model with a Node Generator may target an enemy model within Effective Range but may not target a model within Point Blank Range.

ELITE CREW

Models with this MAR may re-roll any INITIAL rolls of a 1 when engaging in the Melee Step of a Boarding Action.

ESCORT

Models with this MAR may be used to 'escort' a model. Escort Models may add their (Act.D) Defence statistics to their Parent Model when the Parent is attacked by an applicable weapon.

FEARLESS

This model may never take *Disorder* Markers and cannot be affected by Disorder in any way.

FLAME

Weapons with the *Flame* MAR do not roll on the Damage Table. If a Weapon with the Flame MAR exceed the targets DR apply one *Damage* Token and D3 *Disorder*

Tokens. If it Doubles the targets DR apply this effect twice. If it Triples the target DR apply this effect three times.

HUNTER (HEIGHT LEVEL)

Weapons with the *Hunter* MAR are designed to target and eliminate an enemy model as denoted in the parenthesis. When targeting such Models the firer gains a Dice Shift to the Left, up to a maximum of Exploding. Elements with *Hunter (All)* gain the bonus against all targets (assuming they can attack them!).

INDEPENDENT MOVE

Some models can move in any direction they wish, without the need for the Turning Template and are not required to make a Drift Move.

INDIRECT FIRE

This model may elect to fire at a target at in the Long or Effective Range Bracket without having Line of Sight. The Attack always uses the Basic Dice Mechanic and cannot be modified in any way.

INVENTIVE SCIENTISTS (VALUE)

This model may re-roll a number of INITIAL die equal to the value in parenthesis from any **Pas.D** Defensive Pool, the second result MUST be accepted.

KINETIC GENERATOR

A model with a Kinetic Generator may roll a single D6 at the beginning of its activation. The Model must be moved straight ahead a number of inches equal to the dice result. The model may then be moved normally, including any compulsory Drift Move.

LETHAL

When a Lethal weapon causes a roll on the Damage Table, the target automatically gains a *Disorder* Marker in addition to any other effects.

MASSED FIRE

Weapons with this MAR may re-roll any INITIAL rolls of a 1 when engaging in a Firing Action at Point Blank Range.

MIMIC GENERATOR

If this model is within Point Blank Range of a Medium size class enemy Model its **Pas.D** is increased by 1. If this model is within Point Blank Range of a Large size class enemy Model its **Pas.D** is increased by 2.

MINELAYER

Total the number of Squadrons with the *Minelayer* MAR in a Fleet – if it is more than the enemy, place a Minefield Terrain Piece as an additional piece of terrain on the battlefield after table sides have been determined.

If it is DOUBLE the enemy's total squadrons with the *Minelayer* MAR (or if the enemy has no Squadrons with the *Minelayer* MAR at all!) place TWO Minefield Terrain Pieces. Minefield Terrain may not be placed in Deployment Zones.

PUNISHING

When a weapon with this MAR successfully matches or exceeds the Damage Rating of a model the Attacker may increase or decrease their roll on the Damage Table by 1.

REPAIR (VALUE)

During the Carrier Replenishment Step of the End Phase, models with this MAR should roll a number of dice equal to the value in parenthesis of the Repair MAR using the Exploding Dice Mechanic. For every success rolled, the Repair model may remove 1 *Damage* Marker from any friendly model/s within Point Blank Range.

SECURITY POSTS (VALUE)

This model adds the number in parenthesis to its **Act.D** Defence Dice Pool when subject to a Boarded Assault.

SMALL TARGET

Any model without this MAR that targets a model with this MAR is subject to a single Dice Shift to the Right. For example, a Battleship without the *Small Target* MAR firing at a Frigate with the *Small Target* MAR would have its Attacks resolved using the Heavy Dice Mechanic.

SPECIAL FORCES (VALUE)

A model with the *Special Forces* MAR may add a number of dice equal to the value listed in the parenthesis to the Attack Dice Pool used in the Melee Step when initiating a Boarding Assault.

GAME MARKERS IN DYSTOPIAN WARS

Assault Points (AP) Loss

Green Numbers denote the APs that have been Lost by a model. A Model must use multiple **Game Markers** to represent higher levels of Crew loss! Should a Model lose ALL of its APs, the Green Zero should be used to denote the Model's vulnerability to a **Boarding Assault!**

Hull Points Loss

The Red Numbers on this **Game Marker** denote **Hull Points** Loss that a Model has suffered. Under extreme levels of damage, a model must use multiple **Game Markers** to represent debilitating levels of hull **Damage**.

Raging Fire

This **Game Marker** is used to denote the **Raging Fire Persistent Effect**. Fires that rage unchecked across a model will eliminate **Crew** and structural integrity at a terrifying rate.

Corrosion

This **Game Marker** is used to denote the **Corrosion Persistent Effect**. This effect can cause a Model to quite literally fall apart!

Lightning Rod

This **Game Marker** is used to denote the **Lightning Rod Persistent Effect**, applied most commonly using Speerschleuder Tesla Weapons!

Disordered

This **Game Marker** is used to denote a Model/ Squadron that is suffering from **Disorder**.

Prized

This **Game Marker** is used to denote a Model that has been successfully **Prized** by an **Aggressive Boarding Action**.

Salvaged

This **Game Marker** is used to denote a previously **Prized** Model that has been successfully recaptured/**Salvaged** by an **Aggressive Boarding Action**.



Derelict

This **Game Marker** denotes a Model that has been taken out of action, but is neither a **Prize** or a **Salvage**. Such Models are prone to self destruction as their critical systems are left unattended, and as such will decay over time.



Commodore

This **Game Marker** denotes the Model in the **Force** your **Force Commodore** has elected to use as their **Flagship**. Using this **Game Marker** allows both players to remember who is really in charge as battle is joined!



Mines

This **Game Marker** is used to denote the presence of a **Mine** on the Tabletop.



Vulnerable

This **Game Marker** is used to denote Models that have developed a fault in their superstructure or are inherently unstable anyway!



Low Speed Manoeuvre

This **Game Marker** denotes a Model that is executing a **Low Speed Manoeuvre**.



Ordnance Away!

This **Game Marker** is used to denote Models that have deployed their munitions and are unable to fire them again! In the case of **Support Aircraft Squadrons** this can be alleviated by rearming with a **Carrier Model**.



Shredded Defences

This **Game Marker** denotes a Model that is suffering from a **Shredded Defences Critical Effect**. The Model is unable to use **Ack Ack** or **Concussion Charges**, counting both as being 0.



Generators Offline

This **Game Marker** is used to denote a Model that is suffering from a **Generators Offline Critical Effect**.



Navigational Lock

This **Game Marker** is used to denote a Model that is suffering from a **Navigational Lock Critical Effect**.



Engine Failure

This **Game Marker** is used to denote a Model that is suffering from an **Engine Failure Critical Effect**.



Weapons Damage

This **Game Marker** is used to denote a Model that is suffering from a **Weapons Damage Critical Effect**.



Chaos and Disarray

This **Game Marker** is used to denote a Model that is suffering from a **Chaos and Disarray Critical Effect**.



Submerged

This **Game Marker** is used to denote Models that inhabit the **Submerged Height Level**. Models that occupy the **Deep Diving Height Level** should be given **TWO Submerged Game Markers**.



Obscured

This **Game Marker** is used to denote models that inhabit the **Obscured Height Level**. Models that occupy the **Stratospheric Height Level** should be given **TWO Obscured Game Markers**.



Activation Marker

This **Game Marker** is used to denote **Squadrons** that have completed their **Activation**.

GAME TEMPLATES IN DYSTOPIAN WARS

Large Effect Template



Large Turning Template



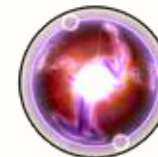
Random Determination Template



Medium Turning Template



Energy Template



Small Turning Template



Small Effect Template



45 Degree Turning Template

