

Dystopian Wars

FLEET ACTION



SPARTAN
GAMES



THE
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BRITANNIA

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 *Sturginium 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 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 ther 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:

- Spartan Games 1/1200th 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. These can be downloaded for free from the Spartan Games website.

MODELS AND BASING

The game uses highly detailed models created by Spartan Games - available from www.spartangames.co.uk and other retailers.

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.

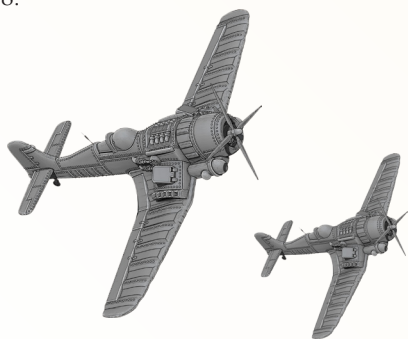
A Squadron that has not yet Activated in a Game Turn and has no Activation Marker is considered 'Ready to Activate'. There are also some circumstances in which a Squadron may acquire an Activation Marker without having been Activated, in which case it will not get to Activate at all that Game Turn, but 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.

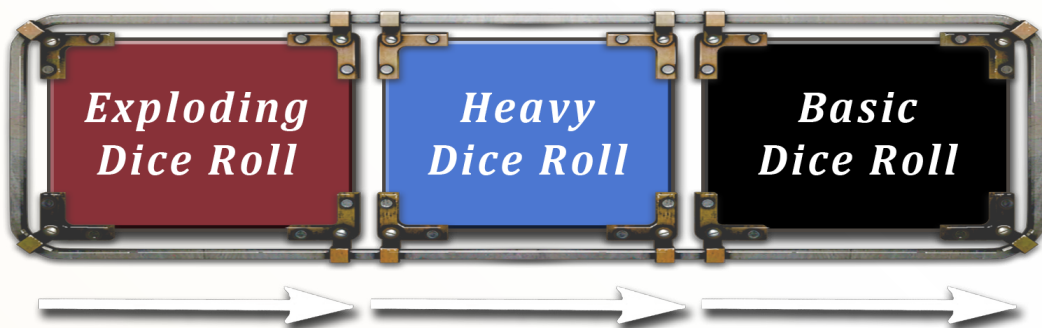
RE-ROLLS AND 'INITIAL DICE'

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

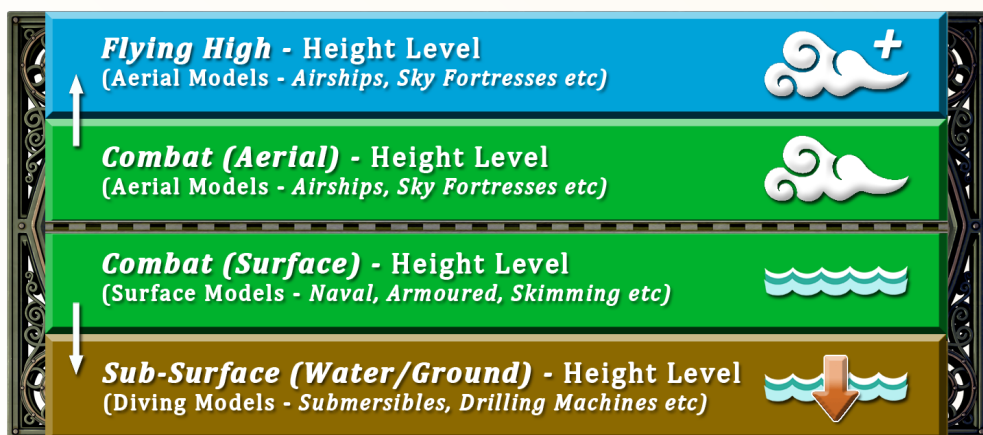
A target that occupies the same Height Level as the attacker is not affected by Dice Shifts due to Height Levels. However, there are a few instances whereby an attacker will be forced to downgrade their Dice type from Exploding to Heavy, or even from Exploding to Basic!

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. Statistics will be made available as free PDF downloads from the Spartan Games website. Please note that downloads will always take precedence over any printed materials. The following text explain 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.


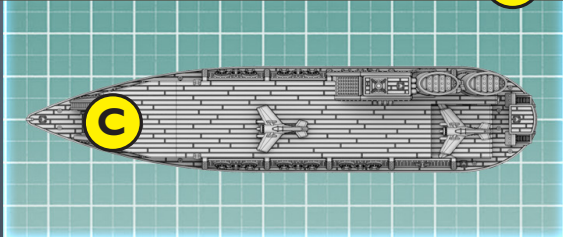
- **Point Blank (PB)** – This shows the effectiveness of a weapon at short range (0" up to 8").

- **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.

You can download our free models statistics for DW: Fleet Action from:
www.spartangames.co.uk/resources/downloads

 A Prussian Empire B Medium Naval Model			C Havel Light Carrier Squadron: D 1-2 90 Points E			
			F Model Assigned Rules Carrier (I) Minelayer			
G Move 10"	H DR 5	I HP 5	J CP 4	K Act.D 4	L Pas.D 1	
M VP 4						
WEAPON		ARC	MAR	PB	EF	LR
Standard Broadside		P+S	Massed Fire	7	7	-
Bombers N		360°	Hunter (All)	7	O 7	-
Fighters		360°	Hunter (All)	6	6	-
Special Rules: P If the 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.

NARRATIVE BATTLE GROUPS

We expect most players to build their Fleets using multiple Core Battle Groups when playing competitively, but for players after a more narrative-driven game, there are a number of optional Narrative Battle Groups that can be fielded by them.

We have included a sample set of Narrative Battle Groups on our website at www.spartangames.co.uk.

These example Narrative Battle Groups include Hunter, Support, Bombardment, Reconnaissance and so on. Check out your nation's ORBATs to see how these structures can vary.

We also look forward to hearing about your own custom Battle Groups that you and your opponents create!

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.



Optional Large Squadron



Requisite Large Squadron



Requisite Medium Squadron



Optional Medium Squadron



Requisite Small Squadron



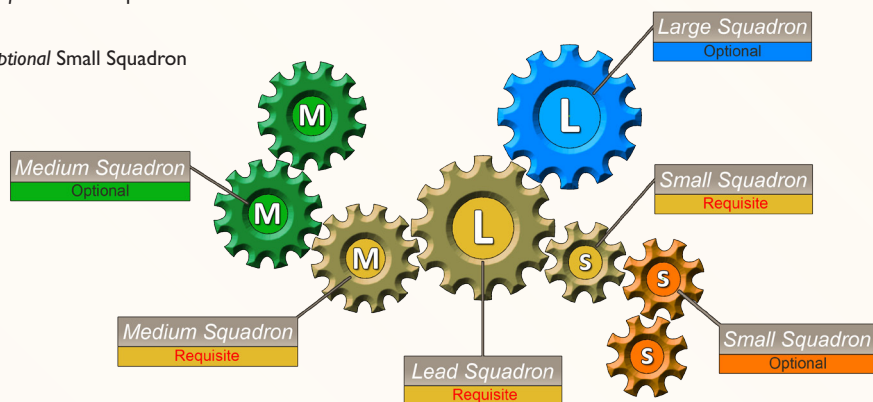
Optional Small Squadron

A **Core Battle Group** **MUST** contain the following *Requisite* Squadrons:

- | Large Squadron (acting as the *Lead Squadron*)
- | Medium Squadron
- | Small Squadron

The **Core Battle Group** may then add the following *Optional* Squadrons:

- 0-1 Large Squadrons
- 0-2 Medium Squadrons
- 0-2 Small Squadrons



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.

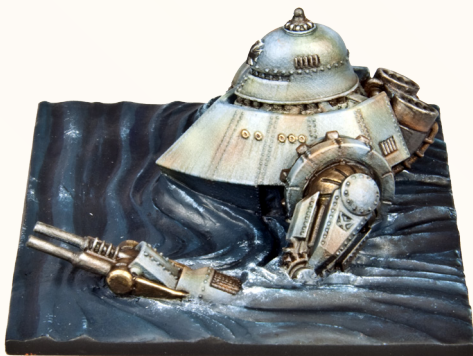
Hills – Hills will block Line of Sight for Armoured Surface Models. This does not apply to Squadrons that are located ON a hill, rather for Squadrons engaging an enemy where a Hill intersects Line of Sight. Squadrons on a Hill are considered to be ONE size class larger than listed in their Profile (to 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.

SETTING UP A GAME

There are several exciting options open to you when it comes to playing a game of DW: Fleet Action:

- You could simply throw a game down and make it up as you go along.
- Create a table based on the Dystopian Wars 2.5 Competitive Play Scenarios you can find on Pages 202-207 of this rulebook
- Or download the DW: Fleet Action Scenarios PDF from www.spartangames.co.uk

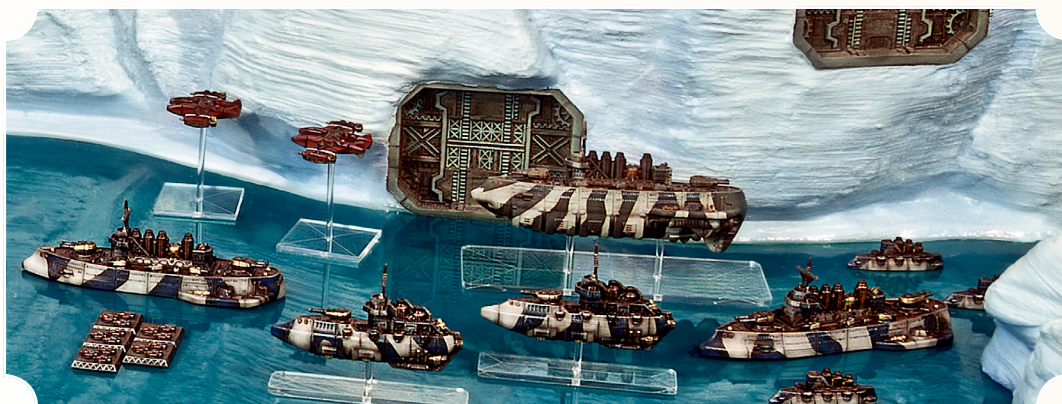
THE SEQUENCE OF PLAY

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"> 1. 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. 2. 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"> 1. Roll a D6 and play a random Scenario. 2. 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!	



SEQUENCE OF PLAY

BASIC SEQUENCE OF PLAY	
GAME TURN	
Determine Initiative	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.
Activation Phase	<ol style="list-style-type: none"> 1. The Player first in the Initiative Order activates a Squadron by <i>Moving</i> all models, then <i>Attacking</i> with it. 2. The next Player in the Initiative Order activates a Squadron by <i>Moving</i> all models, then <i>Attacking</i> with it. 3. 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"> 1. 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. 2. 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. 3. 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. 4. 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?	If the Scenario permits, begin a new Game Turn.
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, or can be downloaded from our website, or bought from our Online Store.

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.

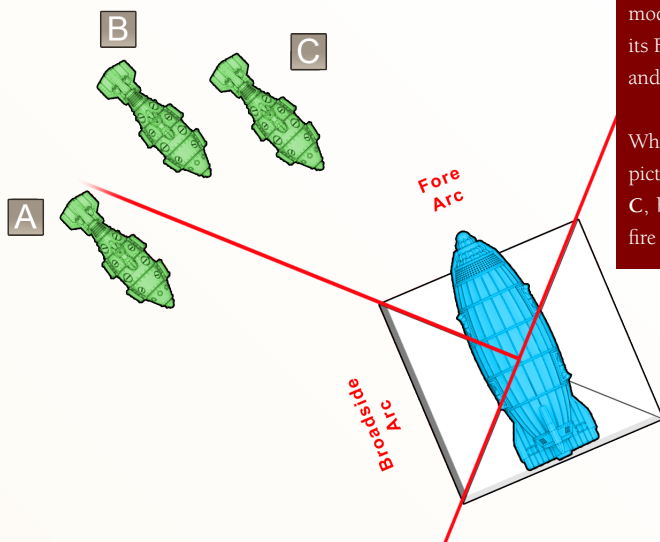
A player should ensure that the weapons in a Salvo have Line of Sight to the nominated Target, and are in Range, remembering that weapons will often contribute different amounts of Attack Dice (AD) to a Salvo depending on whether they are at Point Blank, Effective Range or Long Range.

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 Broadside 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 Broadside 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-gunnery, 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	<p>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.</p> <p><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></p>
Execute A Salvo	<p>2. Attack Process – Combine the relevant Attack Dice for the Attack and roll to hit using the relevant Dice Mechanic.</p> <p>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.</p>
Roll On The Damage Table (if applicable)	<p>4. Total the number of successes scored by the attacker and compare it to a target's Damage Rating (DR).</p> <ul style="list-style-type: none"> • 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 QUADRUPLD, roll four times on the Damage Table. MAR effects such as Lethal, Punishing etc. are not applied to rolls after the first.
Apply Effects	<p>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.</p>
Proceed With The Next Salvo	<p>Move on to the next nominated Salvo.</p>

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.

DAMAGE & BOARDING ASSAULT TABLES

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	<i>Sweeping Assault</i>	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	<i>Storming Action</i> *	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	<i>All Objectives Secured</i>	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	<i>Hold The Line</i>	No Effect
Defender has more hits, but not DOUBLE	<i>Drive Them Back</i> **	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	<i>Bloody Repulse</i>	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	<i>Massacre</i>	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.

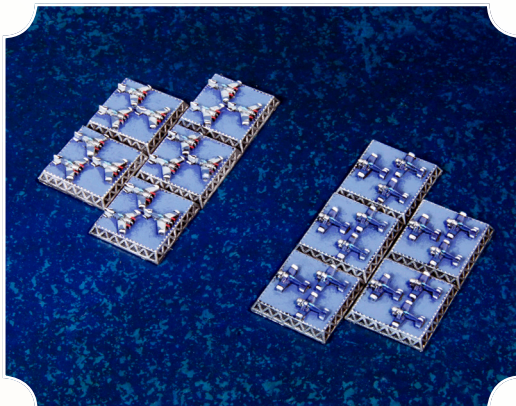
Bombing Runs by Bombers can be launched against Sub-Surface and Combat (Surface) targets at a maximum of Effective Range with no Line of Sight being necessary. Bombing Runs may not be executed by Carriers that are occupying the Sub-Surface Height Level.

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,

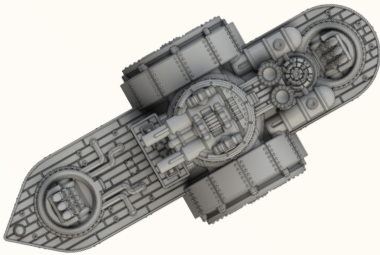
The Carrier Replenishment Step is also the time players can execute a number of special rules and resolve the effects of some **MARs**.



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

- 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
- 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.
- 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.
- 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.



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.

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THE MIGHTY METZGER!



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