DYSTOPIAN LEGIONS

CORE RULEBOOK

VERSION 2.0

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INTRODUCTION

Allow me to introduce myself: I am Lord Barnabas Draynes Sturgeon, and it is my dubious honour to write these words for you.

We live in a world that is ripped apart by war. The new learning of the Sturginium Age, a technology I personally had hoped would better mankind, has been turned to the most terrible ends. Now massive fighting machines, as wondrous as they are deadly, roam the battlefields of the World, devastating each other in battle.

Every major nation of the world has entered the World War, and now all continents of the World feel the heat of battle. Even my beloved Antarctica has become a warzone.

Some optimistic minds thought that war would be 'cleaner', and that the regular soldier would no longer be needed in this era of the gigantic Land Ship. But they were wrong. Across the world, massed Platoons of infantry and mechanised cavalry are on the march, clashing with fury and fervour on countless battlefields.

Even now, man-to-man combat is war at its most violent. And yet it is still a place where the courage and honour of individual people can make an enormous difference. As much as I personally mourn the war, I cannot deny the bravery and devotion that makes men and women willing to take up arms for their causes.

The regular armies of the world now wage war with an array of weapons and other devices every bit as astounding as those of their great Land Ships and flying engines. The well-tried rifle, pistol and carbine have been joined by chattering machine-guns of every kind, devastating quick-firing field cannons, flamethrowers, hand-grenades, rockets. Now other, still stranger arms are coming to the fore: deadly Tesla electrical guns, poison gas, heat-rays that boil steel with their touch, and not least, my own radiant-energy cannons.

Nor does the infantryman fight with personal arms alone. Clanking light ironclads, their guns spitting lead armoured spearheads, and resembling the assaults of their gigantic brethren in miniature. In their wake, infantry sections ride into battle aboard swift armoured carriers, shielding themselves from the enemy's fury until it is time to strike.

Some cavalrymen have gone so far as to swap their steeds for rocket-backpacks that send men soaring in great leaping arcs; hissing steam-jet powered contraptions that barrel through the air; rumbling armoured steambikes that zip around the battlefields.

And then there are other weapons that defy convention completely – the mighty war-panoply of the Prussian Teutonic Order, which turns ordinary men into machine-assisted giants of tremendous power; the unstinting, unfeeling armoured Iron Men and Automata of my own Covenant armies; the shadowy death-dealers who serve the potentates of the Blazing Sun and many, many others.

And yet, despite all these mechanical wonders and scientific terrors, it is the human being, the soldier, facing his or her enemy head-on who will – who must – decide the fate of each struggle.

Thus, on thousands of battlefields, the infantryman still reigns supreme. Beneath the fury of the armoured behemoths, another war is conducted. Here, at the cutting edge of battle, in tight, claustrophobic terrain, the Land Ships and great heavy tanks are merely a distant threat. This is the domain of man.

All that matters is taking the next trench, clearing the next building, defending the key bunker, contesting the vital crossroads. In this conflict, the foot-soldier is the king. All other arms are there to ensure that he is successful in his missions across these battered, shredded and hazardous battlefields.

This is the infantry's war – this is **Dystopian Legions**.

Barnabus D. Sturgeon

Out Hunting!

The lone figure scrambled over the latest pile of debris, oilskin slick with the drizzling rain as he navigated the treacherous paths of Old Vienna. On either side rose fire-gutted and collapsed buildings, looming into the sky like the blasted remains of a long-dead civilization.

The street through which he now crept had once been a major thoroughfare in the Austrian capital. Now it was thick with chunks of fallen masonry, strewn with charred timbers... and the corpses of the dead.

Beneath his hood, the sallow man barely spared his surroundings more than a flickering glance. He had been in the city for several months now, and the horrors of the place had ceased to hold any terror for him. Thus, as he walked, the figure's eyes never strayed from the path ahead, aware that one wrong step could send him plunging into the warrens of the city's sewers, or sliding down a scree slope of unstable rubble. Instead, he relied on his ears to keep him aware of any more living threats to his existence.

After navigating the road, he ducked aside to enter one of the more solid ruins to the left, passing through an entrance cunningly disguised with a painted cloth. Inside, the rain pattered down only through a small hole, and the lithe figure shed his cloak with a relieved sigh.

Beneath the rain-swept garment he wore a tight uniform, black as night with dark green facings. His hair was blonde, almost white, and swept to one side. Around his neck hung a leather patch and an Orthodox Cross, and at his side he carried a long bundle wrapped in leathers.

With a small smile, he lit a cigarette, dragging in the smoke with pleasure. All the time, his eyes flickered around the den, checking to see if anything had been disturbed. Satisfied, he moved over to a small radiograph set propped in the corner.

Hunching down beside it, he punched at several of the numbered buttons and then cranked the handle mounted on the side.

'Chernaya Pantera to Komanda Prizrak, are you receiving?' he spoke in clipped tones on the headset.

'Go ahead, Chernaya Pantera...'

'Daily check in. Have reached the zoo and ready to commence tagging.'

'Acknowledge Pantera. No bulletins to pass. Zookeeper is impressed with your work. Komanda Prizrak out.'

'Chernaya Pantera out.'

He took off the headset and rocked back onto his heels. He had hoped, by now, that his extended stay in this part of Old Vienna would draw to a close, but a report last week had seen more sightings of *Pingviny* in the suburb. So here he stayed.

'Nothing for it, Artur.' he murmured, and reached for his rain-cloak.

His second walk through the streets was far easier than the first. Less worried now about being followed to his den, and with the rain easing as the day dawned, Old Vienna became a far easier place to navigate.

Turning down an alleyway, Artur snuck between the crumbled walls of an old school and the solid brickwork of what had once been a row of elegant terraced houses. He was making for the nearby church, once dedicated to the Sacred Heart, he believed – not that this unduly concerned him as he came to the most dangerous part of the 'commute'.

The plaza was wide and perilously open. The trimmed hedgerows which had once divided it were now twisted husks, and the bandstand's marble facade cracked and blackened. Altogether it was a dark looking place, and all the worse for Artur being exposed.

Suddenly, a silver sphere appeared, hovering over the park, and Artur leaned back into the alleyway, cursing. It had happened only a few times before, but now seemed to be occurring with increasing regularity. A Covenant sphere drone, patrolling his entry route into the Antarctican-held part of the city.

'Only got your own success to blame.' he mused aloud, as he risked another glance over the plaza. He began mentally calculating his approach route when further movement caught his eye. Assembling on the plaza were multiple figures and more

automata, all converging on the bandstand. Without a second's thought, Artur abandoned his post and ran back down the alley. Turning left, he hurried into the burned-out shell of the once-shops, and climbed his way up the blackened stairs, hoping against hope that he would be able to reach a sufficient vantage point.

———◆———

Five minutes later, Artur crawled out onto the roof, as surprised as anyone that the access ladder to what had once been a loft-space had survived unharmed and in a condition to be reached. His untrammelled view of the park area filled his heart with joy. 'Got you now!' he crowed, as he began to unwrap his leather-bound sniper rifle.

The weapon was elegant in a way few Coalition weapons were. Scrollwork decorating both barrel and scope. For a brief moment he missed the bulky imagifier he sometimes used on open battlefields, but in truth such a device would only have slowed him down amidst the conflagration-blasted wastes of the Austrian capital.

Stretching out, he braced the hollow stock of the rifle against his right shoulder, cradling it with his left arm. The bipod rested lightly on the wooden floorboards of the roof, and he lent in to look through the scope.

The picture which greeted him was the very definition of a target rich environment. Several Covenant officers stood by the band-stand, with a troop of commandos warily watching to one side, and several squads of automata clanking around the perimeter.

Artur briefly wondered if they had some knowledge of where the Vienna motherlode was, but dismissed it... his job was not to find the jackpot, merely to prevent others from reaching it first.

He placed the cross-hairs on one of the ice-blue uniformed figures. The Antarctican officer wore a brightly plumed helmet, and was emphatically gesturing at his surroundings. Artur set his breathing... and pulled the trigger.

Through his scope he watched the man's head snap back, red blood arcing into the air and splattering his companions. The brief crack of his rifle would not have been heard at this distance, so Artur moved to his next target. 'First blood to Mother Russia,' he murmured 'now, how about second?'

Another Covenant officer was pitched into the muddy surface of the plaza, this time with a neat hole through to his heart. The third had more sense and abandoned the bandstand before Artur could get a fix on him... so the sniper turned his rifle on the commandos. Three swift shots netted him a further three kills, and he pulled out a new magazine.

His next volley was less successful, one commando went down, but the second shot merely winged the custodian. His third caught one in the arm, but already Artur was feeling a pressing desire to make himself scarce. The plaza was in uproar, but the coldly-logical automata were advancing towards his position, and blue green beams were occasionally flashing into the gaping shop fronts below.

With a last final glance at the scene, he grabbed his rifle, and melted away into the ruined maze of Vienna.

Basics of the Game

Dystopian Legions is a fast-paced game that focuses on exciting, cinematic action. For this reason, the core mechanics of the game have been kept simple and straightforward, allowing you to get straight into the action and start developing tactics and strategies to defeat your opponents.

The following chapter lays out the basic game terms and mechanics that will be referred to throughout this book.

What You Will Need to Play

When playing *Dystopian Legions* you will need:
- Models to represent the forces of the Dystopian World!
- A Tape Measure
- A Tabletop or other suitable gaming area
- ***Game Markers*** to identify the various effects and conditions that can apply in the game
- ***Activation Markers*** to show players which Sections have *Activated* and which have not
- Templates such as the **Explosion Template** and **Random Determination Template**
- A good number of 6-sided Dice (about 30 or so should do it!)
- A **Force List** that shows the **Sections** you are taking into battle
- A copy of the **Force Guide** (often referred to as the ***ORBAT*** or ***Order of Battle***), with the rules for your Models
- A deck of **Tactical Action Cards** (**TACs**) that allow players to represent the important choices and risks that many Commanders face during their campaigns
- ... and a sense of imagination and wonder helps!

Models

The game uses heroic 28mm (32mm foot-to-eye) scale Models, produced by Spartan Games and available from **www.Spartangames.co.uk** and many retailers.

Most Models come with bases; these are either separate or sometimes cast as part of the Model. Models that are supplied with a base MUST be mounted upon it. This is important for consistency regarding Movement, Line of Sight, and Ranges.

Measuring and Pre-measuring

All measurement in *Dystopian Legions* 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 conversion of:

1 inch = 2.5 centimetres (1" = 2.5 cm).

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

The Tabletop

Dystopian Legions is played on a Tabletop. The easiest way to make a Tabletop battlefield is to place a cloth on the table – green for farmland, yellow for desert, white for the Antarctic icecap, and so on.

You will also want some Terrain. See Page 51 for descriptions of Terrain Types. Many clubs and other gaming venues will have boards and Terrain already prepared, which is much easier than making it all yourself!

As with all wargames, scale is abstracted to actually make a game playable on a tabletop that is not the size of a squash court. Our recommendations are what makes sense with our game Models, but should you wish to play larger engagements on massive tables, don't let us stop you!

What is a Section?

A **Section** in *Dystopian Legions* can vary from a unit of Infantry to a Field Gun, an Officer on their own to an Ironclad. The term **Section** refers to an element on the battlefield that encompasses an **Activation** in its own right. They will operate together as a single unit during the game.

Who are the Commanders?

The **Commander** of each Force is YOU, safely ensconced in your comfy chair at HQ, of course! On the battlefield you leave it up to your Senior Officer and their forces to prosecute your will. Any reference to Commanders in the rules refers to the players involved.

Game Markers

In the tumult of combat, anything is liable to happen to your Force, from **Ironclads** slowly falling apart through damage, to **Sections** losing their nerve and fleeing. To keep track of these effects, **Game Markers** are supplied in the rulebook, with force boxes, and on the website. See Page 124 for a full list of *Markers* and what they represent in the game.

Activation Markers

In every **Game Turn** you get to *Activate* each of your Sections in an alternating fashion, and as such it can be difficult to keep track of what Section has been *Activated*, and which has yet to *Activate*.

To help keep track of which Sections have acted in a Game Turn, at the end of their Activation place an ***Activation Marker*** next to the Section to show it cannot *Activate* again this Game Turn.

There are also some rare circumstances in which a Model can acquire an *Activation Marker* without having been *Activated*, in which case it will not get to *Activate* at all that Game Turn! *Activation Markers* are supplied in the rulebook, in certain boxes, and on the website. See Page 124 for a full list of ***Game Markers*** and what they represent in the game.

Templates

Templates allow in-game effects that may impact 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:

Blast Template

This 3" diameter **Blast Template** is most commonly used when Firing Indirect Fire Weapons and if a Scatter Effect is required. The Template also has printed Arrows, numbered from 1-6, for when the Template is then used as a **Random Direction Template**.

To determine a random direction, simply place the Random Direction Template on the table, and roll a single six-sided die. The number rolled indicates the direction. The use of Templates is fully explained in the specific sections of the Rulebook that concern their use. A sheet of Templates is included in the rulebook on Page 127, and is also available from the Spartan Games Website at **www.Spartangames.co.uk**
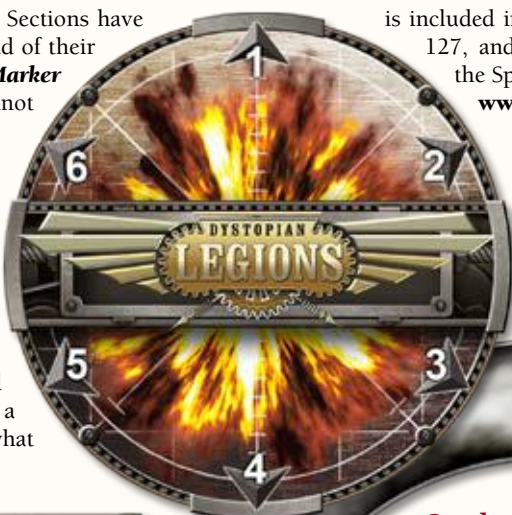
Left: The Blast Template.

Below: Smoke Templates.

Smoke Template

This 5" diameter Template is used to represent large scale Smoke Effects deployed by heavy elements, such as Mortars and Field Guns.

Smoke Barrier

This 5" x 1" Template is used to represent specialist Smoke Effects such as Smoke Barriers and is deployed through unusual means by specialist elements, such as Empire of the Blazing Sun Shinobi!

Above: The movement of all Ironclads in the game is controlled via a simple 45 degree Turning Template.

Pen and Paper

Players might also find a pen and some paper useful so that they can take notes during the game. If you are playing in a campaign, it can be very satisfying to keep a tally of an Officer's achievements, and promote them in due course, or to settle scores with a particularly dastardly enemy unit!

Many players also record their **Battle Log Points** this way. This is important as it will help them keep track of how close they are to completing their **Mission Objective**. See Pages 21 & 99 for details.

General Principles of Dice

Dice

Dice are a major part of playing *Dystopian Legions*. They introduce an element of chance, and chance is always fair: what was a lucky escape for you was an unexpected disappointment for your opponent!

DICE TYPES

In *Dystopian Legions,* 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 **3** OR **4** as a **2**, and a **5** OR **6** as a **3**. See below:

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

ROLLING DICE

In most circumstances, players will be asked to roll a specified number of **D6** and count the number of 'hits' (or '**Successes**') scored.

Unless otherwise stated, all **Hit Numbers** begin needing '**4+**' to hit – this means a roll of **4**, **5** or **6** is a Success. However, various effects may cause this 'to hit' number to change. (Note: A Hit Number can also be referred to as a '**target number**', especially when it is referring to a roll not related directly to combat.)

INITIAL DICE

There are many effects in the 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, described below.

Types of Dice Roll

The rolling of **D6** is governed by the Spartan Games **Coloured Exploding Dice** game mechanic, explained below. For clarity, this takes advantage of using black, blue and red coloured dice.

BASIC DICE [BLACK D6]

Wherever you see the number of dice to be rolled written in **BLACK**, you know that the **Basic Dice** mechanic, often denoted **[BLACK]** or **[BASIC]** is to be used. In this case a natural roll of **6** results in **ONE Success**.

HEAVY DICE [BLUE D6]

However, where you see the number of Dice to be rolled written in **BLUE**, the **Heavy Dice** mechanic, often denoted **[BLUE]** or **[HEAVY]** is to be used. In this case, a natural roll of **6** results in **TWO Successes**.

EXPLODING DICE [RED D6]

Many dice rolls in *Dystopian Legions* will use the **Exploding Dice** mechanic as a means of generating Successes. If the dice to be rolled are listed as **[EXPLODING]** or **[RED]**, a natural **6** results in **TWO Successes**, **AND an additional roll of the dice** (the 'Exploding' part!). Additional rolls also use the same Exploding Dice mechanic, so they may result in even more additional rolls, and so on.
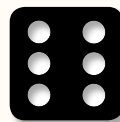
BLACK 6
= ONE Success

BLUE 6
= TWO Successes

RED 6
= TWO Successes AND Roll Another Red D6

The **Exploding Dice** mechanic works as follows:

1. Roll your **Initial Dice.**
2. Set aside all dice that resulted in a Hit and count the total number of **[RED] 6s** that were rolled.
3. **The Exploding Step**:
   Roll an **additional** die for each **[RED] 6** that was rolled above. Repeat the process in steps 2 and 3 until there are no additional rolls to be made.
4. Count up the **total** number of Hits from all dice rolled. Don't forget, each **[RED] 6** counts as TWO hits instead of one.
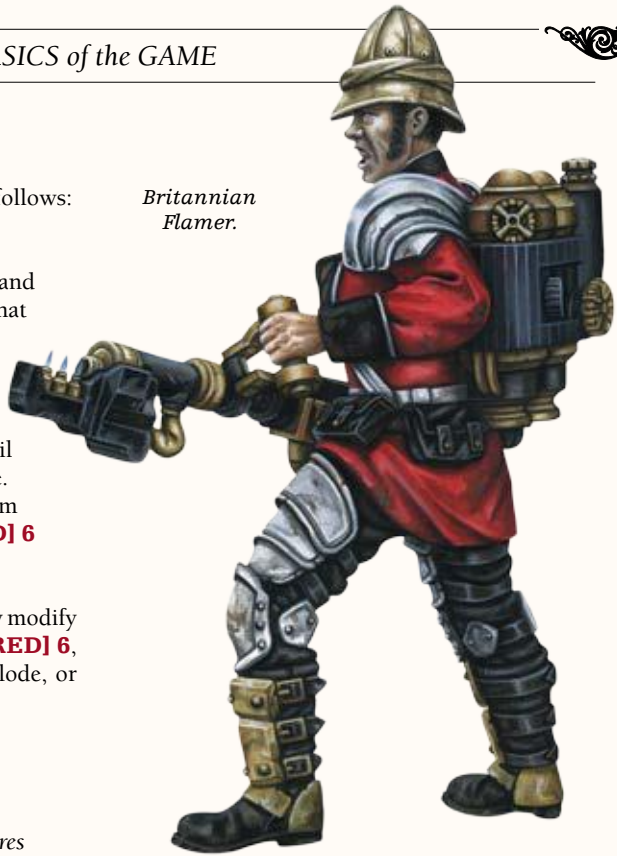
In some rare circumstances, a special rule may modify how many Exploding Dice you get from a **[RED] 6**, allow numbers other than **[RED] 6** to Explode, or otherwise vary this common mechanism.

Example of Black Dice
Player C has nine Initial Dice with a target number of 4+, using **BLACK** *dice.*
Player C Roll 1,1,2,3,**4**,**5**,**5**,**6**,**6**, *and so scores* **FIVE Successes**.

Example of Blue Dice
Player B has five Initial Dice to roll with a target number of 5+, with **BLUE** *dice.*
Player B rolls 1,4,4,**5**,**6**.
That's one Success for the **5***, and two Successes for the* **[BLUE] 6***, for a final total of* **THREE Successes**.

Example of Red (Exploding) dice
Player A rolls thirteen Initial Dice requiring a **4+** *to hit, and scores:* 1,1,2,2,3,3,**4**,**4**,**5**,**5**,**6**,**6**,**6**
Rolling three Additional dice for the three **Red 6s***, Player A scores:* 3,**5**,**6**
Rolling one Additional dice for the **Red 6***, Player A scores a 1*
*That's a total of* **Thirteen Successes** *– five from the* **4***s and* **5***s, and eight from the four* **6***s!*

Mixed Rolls

It is entirely possible to have more than one colour of dice involved in a single roll. If this is the case, simply roll all the various dice together, carry out any Exploding steps required, and total the number of Successes to give a result.

Britannian Flamer.

XD6 Rolls

In some parts of the rules you may be asked to roll a number of dice in one go to give you a combined result, such as when rolling on tables like the **Critical Hit** table. The term **XD6** means rolling the number of dice listed in the *X* using Basic **D6**, and either adding the result together or, in some cases, recording the number of Successes and consulting a table.

Re-Rolls and Initial Dice

In many 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 specify how many dice may be re-rolled.

A re-rolled die may NEVER be re-rolled again under any circumstance.

'To Hit' Numbers & 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, all Hit Numbers begin needing 4+ To Hit, using the **Exploding Dice** mechanic. Hit Numbers can also be referred to as a 'target number', especially when it is referring to a roll not related directly to a combat.

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 Section firing from a Transport has a **Ranged Attack Dice Pool** *numbering* **13 Attack Dice (AD)**. *This is halved, taking the number to* **6.5**. *This is rounded up to* **7 Attack Dice**.

Measuring to Models

You will often have to measure to Models, such as when determining what range a weapon is firing 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**.

Caption

8"
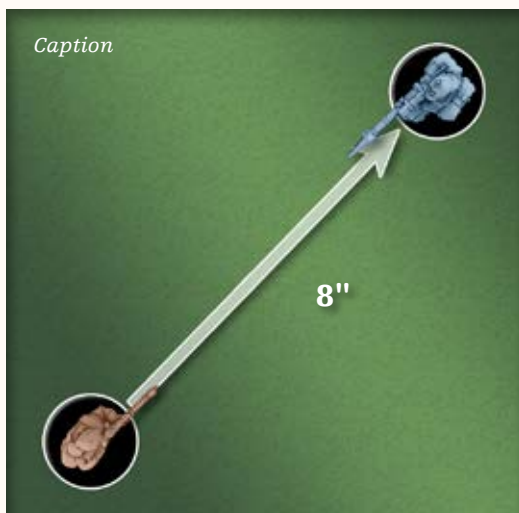
Base Contact

Models are judged to be in **Base Contact** if their bases are physically touching.

The Graveyard

During the course of the rules, there will be many references to something called **The Graveyard**. Put simply, this is an area next to the Tabletop where Models that have been *Removed* from play are placed. Also kept inside the Graveyard are any **Tactical Action Cards**.

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

The States of a Model

A Model can exist in a number of gaming states: *Ready to Activate*, *Activated*, or *Killed*.

READY TO ACTIVATE

Models with no **Activation Marker** are considered to be *Ready to Activate*. These Models are yet to *Activate* in the Game Turn. All Models start a Game Turn in the *Ready to Activate* state unless a specific condition of **Model Assigned Rule** applies. As a Game Turn progresses, a Model's state may change as they *Activate* or are *Killed*, etc.

ACTIVATED

Models that have *Activated* MUST have an **Activation Marker** placed beside them (or their Section) at the end of their Activation. Models in an *Activated* state may not execute an Activation in the current Game Turn unless a specific condition or **Model Assigned Rule** applies.

KILLED OR DESTROYED

Models that enter this state may NEVER leave it: they are either dead or so badly injured they cannot take any further part in the battle, they have been reduced to a wrecked hulk, or have simply fled off the board etc. Models that are *Killed/Destroyed* can exist in 2 sub-sets of Gaming state: **Removed** or **Hulk**:

Summary

In this chapter we have covered the core mechanics of the game. Although it might seem a lot to take in initially, in order to fully understand the rest of the game, it's important to be familiar with the principles explained above, so don't be afraid to read this section again, especially if you are new to *Dystopian Legions*!

An FSA Heavy Trooper has been Activated and is given an Activation Marker.

A Prussian Empire's iconic Teutonic Knight, the ultimate elite killing machine.

REMOVED

Removed refers to Models that have been *Killed* during the battle and *removed* from the table or have left the table involuntarily. *Removed* Models are placed in the **Grave Yard** for easy totalling of **Battle Log Points** in the **End Phase** (see Page 99). *Removed* Models may not return to the battlefield unless a specific condition or **Model Assigned Rule** applies.

HULKS

Hulks are **Ironclad** Models that have been knocked out, but remain on the table as Terrain. They no longer perform any Activations, contribute **Command Points**, or have any other effect in game beyond being scenery. Many players add cotton wool smoke to models like this to show they are no longer operational.

Game Set Up

"Battle comes in all forms, shapes and sizes. From our great Land Ships duelling in the Eastern Deserts to the humble combat patrols along the Kentish coast, and everything in between. The thing to remember, Cadets, is that every fight, no matter its size, is just as essential as every other on the march towards achieving total victory over the continental aggressors."

— Major George Stanley addressing officer cadets. Sandhurst, September 1870.

The rules given on the following pages give a step-by-step guide for turning your kitchen table into the raging battlefield of an alternative 19th Century.

This naturally divides into two distinct parts – **Arranging a Game**, which can and preferably should be done ahead of time, and **Preparing the Battlefield**, which cannot!

Arranging a Game

When arranging a game with an opponent, Commanders must agree on a number of simple factors. This allows both Commanders to approach the game from a fair and reasonable standpoint.

1) DETERMINE GAME SIZE
Commanders should first decide between themselves a **Maximum Force Value (MFV)** for their game – i.e how big a game they wish to play.

2) DETERMINE TABLE SIZE
Commanders must now agree on the Game Table Size to use. We suggest Commanders use the table below as a guide.

3) COMPOSE YOUR ARMY LISTS
The next step when arranging a game is for Commanders to compose lists detailing their forces, based upon an agreed MFV. These should be chosen using the rules for **Force Building** on Page 29.

The composition of a Force is widely considered to be the first tactical decision that a Commander makes, as the selection of troop types and numbers will massively impact how a Force plays. By preparing a **Force List** ahead of time, a Commander can have all sorts of strategies and tricks planned.

Commanders should always prepare a written Force List, so their forces' heroic exploits can be recorded properly. It also makes it easy to check if the force is legal and within the MFV, and also to help remind them to bring all the forces they require to the game! Also, most Tournaments will require a written Force List.

Example Force List:
Command (175 points)
   Officer (Veteran Captain)
Veteran Legionnaire Battle Section (275 points)
Occupying the Section 1 Slot and consisting of:
   6 x Legionnaires (195 points)
   2 x Legionnaires with Rifle Grenades (80 points)

The minimum requirement for a game is now met.
To this a player can add 1 Elite Section and 1 Support Section if they wish:
Veteran Marine Combat Section (280 points)
Occupying the Elite Slot and consisting of:
   4 x Marines (180 points)
   1 x Marine Specialist (50 points)
   1 x Marine Sergeant (50 points)

The French player could add a Support Section to this, but looking for a quick game the player simply spends 175 + 275 + 280 = 730 points.

Recommended table sizes given the MFV fielded

Maximum Force Value (points)	Under 1000	1000 – 1500	1500 – 2000	Each additional 500
Suggested Game Table size, in feet	4 x 4	6 x 4	8 x 4	Additional 2 x 4

Preparing the Battlefield

1. SET UP TERRAIN

Commanders need to set up the Terrain over which they will fight. When deploying Terrain, the Commanders should agree amongst themselves on how to set up the Game Table. Here are some general guidelines you can use:

- **Scenarios** with pre-set maps should be followed, as closely as your Terrain collection allows!
- Having around ⅓ to ¼ of the Game Table covered in Terrain gives the best games.
- A good variety of Terrain Types will also provide a better game.
- Try to avoid placing elevated features, such as Buildings and Hills in **Deployment Zones**, as this will encourage long range units to simply dominate the battlefield.
- We would encourage Commanders to set up the Terrain with an eye on a possible narrative they can stitch into the gameplay, talking to their opponent to create a consensus of storyline about the game they are planning to fight.
- A neutral third party, such as a Tournament Organiser or the Commanders from the next table can set up the Terrain so it is neutral if Commanders cannot agree.
- Another good alternative is one Commander sets up the Terrain, and the other Commander automatically gets **Strategic Advantage** (see below).

For rules describing the effects and suggested size of the various Terrain Pieces available, see the Terrain section, Page 51 and for more advice see Page 120.

2. TACTICAL & STRATEGIC ADVANTAGE

Commanders should roll an **Opposed Command Check** (see Page 45). The Commander (or side) with the most Successes has the *Strategic Advantage*, whilst their opponent(s) have the *Tactical Advantage*.

The Commander with *Strategic Advantage* gets to choose their preferred Deployment Zone, and the Commander with *Tactical Advantage* will get to choose **Flanking Edges** and make other tactical choices. The Commander with *Tactical Advantage* also gains **1 BLACK die** to their **Initiative** roll (see Page 60) for the first game turn.

3. SCENARIO GENERATION

A good Commander must learn to adapt their tactics to reflect the conditions; equally a Commander should attempt to draw the enemy into a conflict where the strength of his forces is maximised and the engagement capability of the enemy is reduced.

The next step is to decide what kind of game you wish to play. In *Dystopian Legions*, there is a simple **Scenario Generator** you may use if you wish. You can use the **Scenario Generator Table** opposite:

Note: The default game uses **Option 0** for **Deployment Type**, **Objectives** and **Battlefield Conditions** but players are permitted to 'bid' to change these conditions to better suit their engagement preferences.

- In order to inject some randomness into the game play, Commanders should start by rolling a single **D3**, and **deduct one from the result**. Do this for each of the three Scenario Paths (*Objectives*, *Deployment* and *Battlefield Conditions*). The result denotes where the scenario will set its starting points on the Scenario Paths. This result should be marked on the **Plot Tracker** (again, you can use the **Scenario Generator Table** opposite) using a counter, such as a die.

- Now things really heat up, as Commanders begin to vie for conditions more favorable to their tactics and force! **Each Commander** has a total of **2 Scenario Points** they can spend to modify the trackers, unless a specific condition applies. Points are spent one at a time in an alternating fashion and Commanders MUST spend ALL of their their Scenario Points (but there is no limitation as to which of the Scenario Paths they choose to allocate the points).

- The Commander with *Strategic Advantage* may choose whether they wish to spend their first Scenario Point **First** or **Second**.

- Spending a Scenario Point will move the marker **DOWN** the track. Should a Commander wish to spend a point in Scenario Path that is already at 3, the Path reverts to 0 instead.

Scenario Generator

PERMISSION TO PHOTOCOPY FOR PERSONAL USE

Scenario Points	Deployment Type	Mission Objectives	Battlefield Conditions
0	Advancing Lines	Centre Ground	No Special Conditions
1	Oblique Contact	Vital Objective	Battle Weary
2	Meeting Engagement	Annihilate	Limited Visibility
3	Surprise Attack	Breakthrough	Dangerous Ground

Britannian Forces capture an Objective...

In this example, Derek is commanding a Kingdom of Britannia Force (KoB) *and James is commanding an* Empire of the Blazing Sun Force (EotBS). *Both have decided to use the* **Plot Tracker**.

Rolling for **Deployment Type** *they roll* **D3-1** *and score* **3-1 = 2**.
Rolling for **Mission Objectives** *they roll* **D3-1** *and score* **1-1 = 0**.
Rolling for **Battlefield Conditions** *they roll* **D3-1** *and score* **2-1 = 1**.

This means that the initial starting point for the Tracker has the game standing at a **Meeting Engagement**, *with both forces contesting the* **Centre Ground**, *and both forces are* **Battle Weary**.

James has the **Strategic Advantage** *and chooses to play a point first. The* **Battle Weary** *Condition can be very troublesome for a force like the* **EoBS** *(because the Force is lacking in NCOs), so he wisely chooses to spend a point, moving this to* **Limited Visibility**, *suiting his short range tactics much better.*

...Blazing Sun forces capture it back.

Next Derek plays a point. Hoping to slow the **EoBS** *down a little and deny them cover, he chooses to spend a point moving* **Limited Visibility** *to* **Dangerous Ground**. *This is risky as there is no guarantee the* **KoB** *will be able to deploy their defences, but it's far better than having the* **EoBS** *approach under cover of darkness!*

James feels as though he has Derek on the ropes in this mission and seeks to press his advantage, choosing to put a point into **Deployment**, *moving the game from* **Meeting Engagement** *to* **Surprise Attack**… *hoping to bring the* **KoB** *closer and destroy them piecemeal.*

Finally, Derek has to spend his last point and is faced with a difficult choice. The **Deployment** *doesn't really suit the preferred tactics of the* **KoB**, *but perhaps he can throw a spanner into the plans of the* **EoBS**? *Sure, it would be easy to put a point into* **Deployment** *and reset the tracker to 0, making it an* **Advancing Lines** *game... but instead Derek chooses to put a point into* **Mission Objectives** *moving the game from* **Centre Ground** *to* **Vital Objective**. *This means that the* **KoB** *will be closer to a high scoring objective, and will be more likely to score solid* **Victory Points** *as they fall back to better firing positions and give their reserves time to come up!*

The various Tables on the next two pages will take you through the three Scenario Paths:

DEPLOYMENT TYPE

ADVANCING LINES
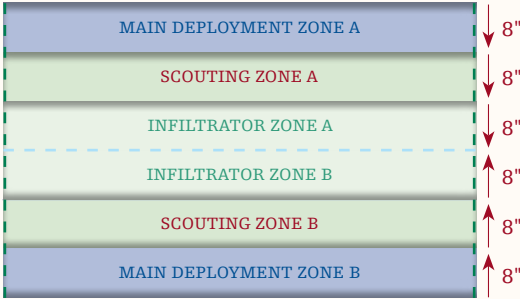
MAIN DEPLOYMENT ZONE A	↓ 8"
SCOUTING ZONE A	↓ 8"
INFILTRATOR ZONE A	↓ 8"
INFILTRATOR ZONE B	↑ 8"
SCOUTING ZONE B	↑ 8"
MAIN DEPLOYMENT ZONE B	↑ 8"

The Commander with *Strategic Advantage* chooses a **Main Deployment Zone**.

The Commander with the *Tactical Advantage* gets the other **Main Deployment Zone**, and chooses their **Flanking Edge** (see Key, below).

OBLIQUE CONTACT

MAIN DEPLOYMENT ZONE A

Scouting and Infiltrator Zone A

↕ 24"

Scouting and Infiltrator Zone B

MAIN DEPLOYMENT ZONE B

↕ 24"
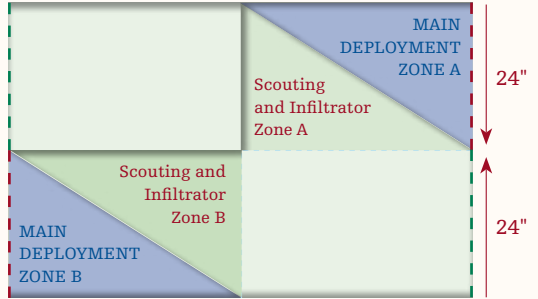
The Commander with the *Strategic Advantage* chooses a **Main Deployment Zone**, the Commander with *Tactical Advantage* gets the other one.

The Main Deployment Zone measures **24"x 32"** on a 6 x 4 (adjust as appropriate on other board sizes).

The **Scouting and Infiltrator Zone** is measured from the centre line to the end points of the **Main Deployment Zone** (as shown).

The **Flanking Edges** of each Force are shown as the closest red line to their respective **Main Deployment Zones**.

MEETING ENGAGEMENT
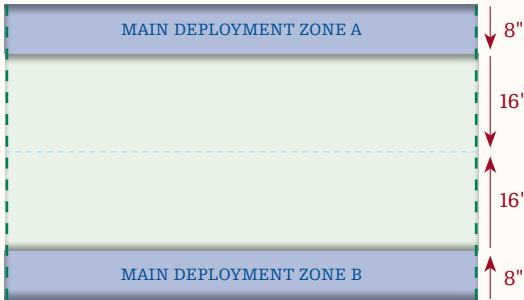
MAIN DEPLOYMENT ZONE A	↓ 8"
	↓ 16"
	↑ 16"
MAIN DEPLOYMENT ZONE B	↑ 8"

The Commander with *Strategic Advantage* chooses a **Main Deployment Zone**, the Commander with *Tactical Advantage* gets the other one.

Scouting or *Infiltrator* MARs are not used in this Deployment. Deployment Zones, and all forces nominated as **Flanking** deploy in the Main Deployment Zone.

SURPRISE ATTACK

MAIN DEPLOYMENT ZONE A	↓ 8"
ADVANCED DEPLOYMENT ZONE A	↓ 8"
NO MAN'S LAND	↓ 8"
ADVANCED DEPLOYMENT ZONE B	↑ 8"
NO MAN'S LAND	↑ 8"
MAIN DEPLOYMENT ZONE B	↑ 8"

The Commander with *Strategic Advantage* chooses a **Main Deployment Zone,** so chooses if to attack or defend.

The Commander with *Tactical Advantage* gets the other one and chooses their **Flanking Edge**.

The defender MUST place **at least ⅓** of their Force in **Deployment Zone B** and **at least ⅓** of their Force in **Main Deployment Zone B**. *Scouting* or *Infiltrator* MARs are not used in this **Deployment**.

Map Key				
Main Deployment Zones	Scouting Deployment Zones	Reserve Edges -------------------	Flanking Edges -------------------	Centre Line -------------------

MISSION OBJECTIVES

CENTRE GROUND

You have been ordered to Advance and secure various points on the Battlefield.
Objectives are placed using the following procedure:

i.   Divide the board into 24"x 24" (or as close as possible) sectors.

ii. In each sector, ONE **Objective Marker** must be placed.
     The Commander with *Strategic Advantage* determines who places the first *Objective*.

iii. A Commander may not place an *Objective* within 24" of their own **Reserves Edge** or within 8" of
     another *Objective*, or Area Terrain containing an *Objective*.

iv. Where possible, **Objective Markers** should be placed on areas of strategic importance,
     such as Hill, Bridges etc for the purposes of narrative.

v.   Terrain can be moved slightly to accommodate the sensible placement of **Objective Markers**,
     if Commanders agree.

v.   *Objectives* are scored in the **End Phase**, and are worth **2 Battle Log Points each turn** to the Force with a
     Section in Base Contact with the **Marker**.

VITAL OBJECTIVE

You're only here for one thing – Seize that objective!
Place ONE **Objective Marker** in the exact centre of the table. If necessary, re-arrange the Terrain so there is
some suitably important feature to be the *Objective*. During the **Scoring Step** of the **End Phase**, this *Objective*
is worth **D6 Battle Log Points Per Turn** (determined each turn), to whichever player *Occupies* it!

ANNIHILATE

Driving them off is not good enough, the Enemy Battle group must be Destroyed!
Every enemy Section *Destroyed* is worth an **extra 2 Battle Log Points**.

BREAK THROUGH

Your orders are clear – Break Through!
During the **Scoring Step** of the **End Phase**:
For every Section without any **Shaken Markers** past the centre line of the board, you receive **1 Battle Log Point**.
OR
For every Section without any **Shaken Markers** in your Opponent's Main Deployment Zone you receive a total
of **2 Battle Log Points**.

BATTLEFIELD CONDITIONS

NO SPECIAL CONDITIONS	**Your forces are well supplied and rested. Time to bring the battle to your foes!** There are no unusual conditions affecting your forces or the battlefield.
BATTLE WEARY	**Your forces are waiting on replacements, ammo, spare parts** **and have forgotten what a decent meal tastes like.** During the game, whenever a Section is called upon to take a **Morale Check**, an additional Success is needed!
LIMITED VISIBILITY	**Be it heavy rain, desert dust, or thick smog from the heavy industries** **of the Dystopian world, fighting in poor light is tricky.** All ranges in Limited Visibility Conditions are halved, rounding up (ER and LR both). Sections may not make an *At the Double* Move Action in Limited Visibility Conditions. This condition has no effect on *Indirect Fire* weapons.
DANGEROUS GROUND	**With unexploded ordnance, shattered buildings on verge of collapse or poorly** **marked minefields, this battlefield is hazardous enough, even without the enemy!** Before Deployment, the Commanders take an **Opposed Command Check**. The winner takes **D3+1** *Booby Trap Markers*, and places them in areas of Terrain.

4. ORDER OF DEPLOYMENT

The Order of Deployment Step is divided, in order, into **5 Key Stages**, with each Stage to be completed according to the following **Order of Deployment** before moving on to the next Stage:

Stage A: Heavy Ironclad Deployment

Ironclads are large, clanking, smoke-belching behemoths that cannot deploy unseen.

The Commander with *Strategic Advantage* dictates who deploys a Section of Heavy Ironclads first. Each Commander then alternates the deployment of Heavy Ironclad Sections until all Heavy Ironclads are deployed. Any Heavy Ironclads that can function as Transports deploy with their contents *Embarked*.

Stage B: Main Deployment

The Commander with *Tactical Advantage* dictates who deploys a Section from their Force first. Commanders then alternate the deployment of Sections until all Sections are deployed. Models allocated to the Main Force must deploy in their Main Deployment Zone.

Stage C: Scouting Deployment

Fast and nimble units may use their speed to advance in front of the main line of battle.

All Sections with the *Scout* MAR deploy at this step. The Commander with *Strategic Advantage* dictates who deploys a Scouting Section first. *Scouting* Sections may deploy in areas defined in the **Deployment Path** of the Scenario being played. No *Scouting* Sections may be deployed within **12"** of an enemy Section.

Stage D: Infiltrators

Some units excel at advancing stealthily into position. All Sections with the *Infiltrate* MAR deploy at this step. The Commander with *Tactical Advantage* dictates who deploys an *Infiltrating* Section first. *Infiltrating* Sections may deploy in areas defined in the Deployment Path of the scenario being played. No *Infiltrating* Sections may be deployed within **12"** of an enemy Section.

Empire of the Blazing Sun Officer.

Stage E. Strategic Forces

Any *Reserves* and *Flanking* Sections are not deployed before the Game starts. Instead, Roll a **D3** for each Section, and place it next to it as a reminder. These **Strategic Forces** will arrive on the turn indicated by the **D3** on the table edge indicated in the scenario being played.

5. CHOOSE YOUR TACTICAL CARDS

Just prior to battle commencing, Commanders should choose their preferred **Tactical Action Cards** (**TAC**), chosen from their pre-determined 12-card TAC Deck, forming their **Tactical Action Card Hand**. The strength and composition of the Hand is determined in the **Tactical Action Cards Rules** on Page 36.

6. COMMENCE BATTLE

Both Commanders begin their turns, following the **Order of Play** on Page 59.

<div style="background:#8B1A1A;color:white;">**Summary**</div>

The aim of this chapter is to provide a fast and simple way of randomly generating *Dystopian Legions* games for you. But it is purely optional. You could ignore this Game Setup, put your figures on the table and just fight until your own made up Victory conditions have been met.

Left: A Kingdom of Britannia armoured column on the move.

Below: Ambush! Blazing Sun Ashigaru lie in wait.

Force Building

"In the field you will often be able to choose the elements supporting the men under your command. Do not take these decisions lightly. The skilful composition of a force that is both balanced and orientated around the objective at hand will often make the difference between defeat and success."

– Major George Stanley addressing officer cadets. Sandhurst. December 1870.

Before playing a game of *Dystopian Legions* you will need to assemble your Force using the following Force Building rules:

The Maximum Force Value

The first step in assembling your force is to decide on a **Maximum Force Value (MFV)** for your game. This will be agreed with your opponent as the first stage of setting up a game, and determines how big the game will be.

Every Model in the game has a **Points Value (PV)** that MUST be spent in order to include it in your force. The total of the PV of every Model in your force added together **cannot exceed the Maximum Force Value**.

No more than 50% of the MFV of your force, and all from the same Platoon, can be designated as Strategic Forces. Heavy Ironclads may never be a part of a Strategic force.

PLATOON STRENGTH

In addition, Commanders should agree upon the number of **Platoons** (see below) that may be made available as part of the Maximum Force Value and it is good form to inform Commanders what troop types (such as Mercenaries) and Allied Nations are likely to be used.

The Imperial Bond and Grand Coalition are the major alliances of the World War, each made up of a host of Major and Minor nations. Additionally, the Free Nations are a collection of mercenaries and other forces that have their own loyalties. Being able to take members of an Allied nation is a big part of *Dystopian Wars*, and a big part of *Dystopian Legions* as well.

You may take Allies in *Dystopian Legions*, and a set of rules surrounding allies is available for download from the Downloads Page on the Spartan Website: **www.spartangames.co.uk**

Choosing Your Forces

The first thing to understand in *Dystopian Legions* is that it is a game based around the creation of **Platoons.** So what does this mean? In its most basic form it means a player will choose a Commander, (or Command Section) and then attach Sections of troops and/or vehicles, the sum total of which is then called a Platoon.

Just to complicate things, these Platoons can also be varied in their composition, turning them into such things as **Heavy Support Platoons** or **Elite Strike Platoons**. Irrespective of their final composition, all Platoons follow a simple structure explained in the diagram on the following page:

*FSA Armoured Infantry
and Air Cavalry ready for action.*
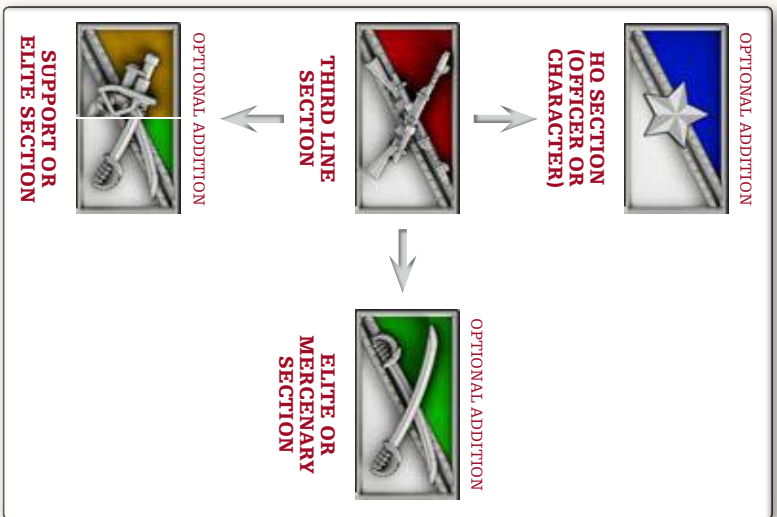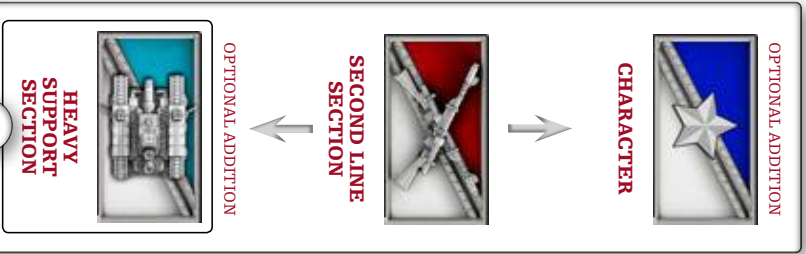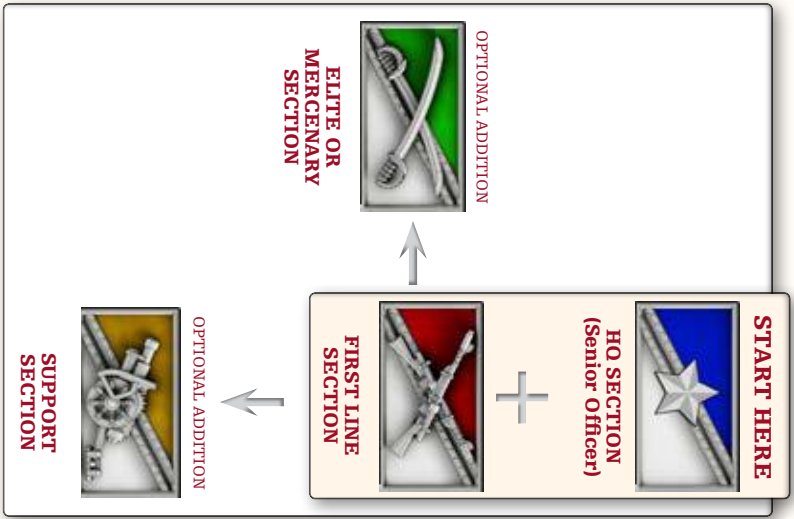
Remember that the basic requirement to make a game of **Dystopian Legions** 'rules-legal' is a HQ and ONE Line Section. You can then add an Elite or Mercenary Section to this and potentially a Support Section. But these are both optional.

START HERE

HQ SECTION (Senior Officer)

+

FIRST LINE SECTION

OPTIONAL ADDITION → **ELITE OR MERCENARY SECTION**

OPTIONAL ADDITION ← **SUPPORT SECTION**

+

OPTIONAL ADDITION → **CHARACTER**

SECOND LINE SECTION

OPTIONAL ADDITION ← **HEAVY SUPPORT SECTION**

OR

SUPPORT OR ELITE SECTION

+

SUPPORT SECTION

+

OPTIONAL ADDITION → **HO SECTION (OFFICER OR CHARACTER)**

THIRD LINE SECTION

OPTIONAL ADDITION ← **SUPPORT OR ELITE SECTION**

↓

OPTIONAL ADDITION → **ELITE OR MERCENARY SECTION**

The purchase of your Second Line Section opens up the options for a Character, TWO additional Support Sections (one of which may be exchanged for an Elite Section), or if the player feels he has sufficient manpower then they may replace BOTH of these Support Section options with the steel fury of a SINGLE Heavy Support Section! Subsequently, the purchase of a third Line Section offers a fresh array of choices.
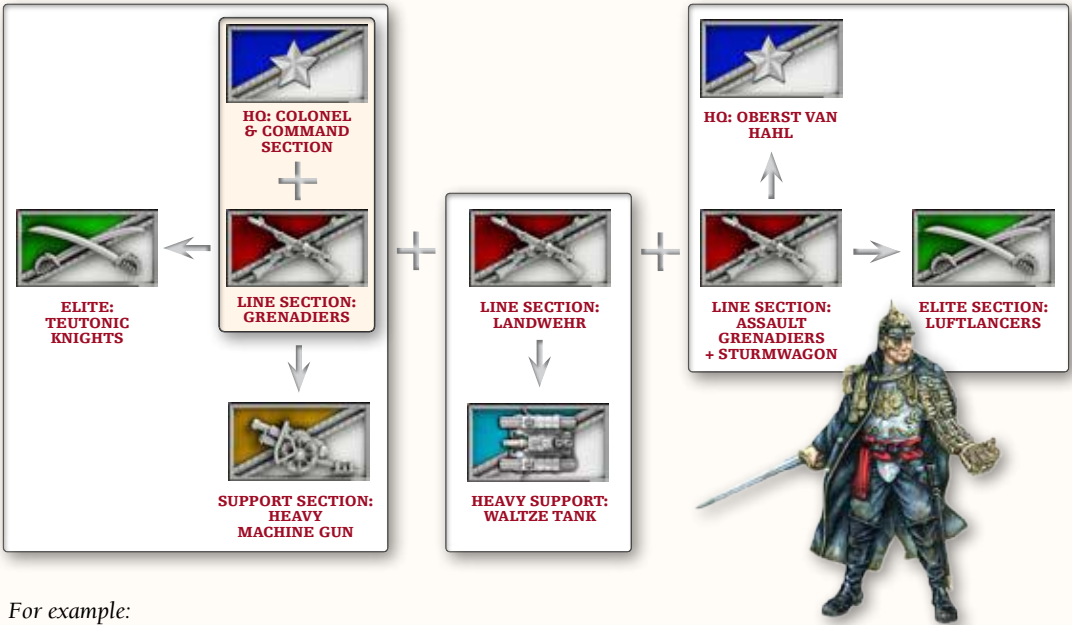
For example:

A Prussian Empire Commander has arranged to play a large game single Platoon, so sets about building their Force.

It is a requisite that all Forces must be led by a **Senior Commanding Officer** and, given the size of the game, they opt to take a Colonel, the most senior officer available, and a **Command Section** to protect him.

The requisite **Line Section Slot** is taken up with a standard Line Infantry Section – in this case a Section of Line Grenadiers. With these two Sections added, the Platoon fulfils its requisites and so now it may be expanded.

The requisites taken, the Commander now has the option to add an **Elite Section**, a **Support Section** and second **Line Section**. The Commander chooses to add a Heavy Machine Gun Support Section, a Section of Elite Teutonic Knights and a Landwehr Line Section.

By taking the Landwehr, the Prussian Commander gains access to **a further two Support Sections** (one of which may be exchanged for an **Elite Section**), OR they may instead opt to replace both of these for a single **Heavy Support** choice. Having just finished

painting a Walze tank, the Prussian Commander does not hesitate to include the behemoth!

The next choice is a **third Line Section**, this time the Prussian Commander opts for a small Section of Assault Grenadiers. This unit is small enough to fit in a **Transport**, so a Sturmwagon is added, and the Section takes upgrades suitable for a close assault role. The Transport **does not** use up a choice, as it is attached to the Section it is bought for.

By taking this Line Section, the Platoon opens up to allow the addition of **more Elite and Support choices**. In this case, wanting some fast moving elements, the Prussian Commander adds another Elite choice, a Section of Luft Lancers!

Now with points running out, the Prussian player seeks a bit more **Character** to the Force. Look no further than Oberst Van Hahl – a powerhouse in Melee and the quintessential Prussian Officer! ...and, what the hell... with the few points that remain, the Prussian player adds Glücklich the Dog as a regimental mascot for Oberst.

After all the choices are made, the Prussian Platoon looks like the diagram above.

Wind it up! The Clockadile in all its glory.

In time, Spartan Games may publish different platoon structures, representing different types of platoon, or those suited to a specific scenario or campaign books.

Section Types

All Sections fall into the following Categories:

HQs
Headquarters (HQs) are the Officers or other Commanders in charge of your troops. They will direct the soldiers around them, issuing orders to make them coordinate their manoeuvres, fight harder or move faster.

Line Sections
Line Sections are almost always Infantry, and they make up the bulk of the fighting strength of every army on the face of the globe. Although the exact details vary wildly from nation to nation, these Sections will typically have access to specialists, gun teams and transports.

Elite Sections
Elite Sections are the hardest-hitting troops of any force. Heavy Infantry, Cavalry, Jetpacks and Infiltrators are almost always Elites.

Support Sections
Support Sections include the heaviest weapons available to a force, such as Heavy Machine Gun Teams and Artillery Batteries. They are normally slower moving than other Sections, but can provide fire support over great distances.

Heavy Support Sections
The largest Ironclads found in the game are Heavy Support. Due to their dominating presence, they take up TWO Support spaces, and only one may be taken in a regular Platoon.

SECTION OPTIONS
Most Sections will have a core model which will make up the majority of the Section.

For example, a Grenadier Combat Section will mostly be comprised of Grenadiers, although in some instances some (or all of these models) may be upgraded.

UPGRADING A MODEL
You will also often have the option to upgrade certain members of the Section, giving them an alternate set of stats, new special rules or a more powerful weapon for a stated cost in points.

If a model is upgraded within a Section, it is replaced by a model of the stated type.

ADDING A MODEL

Some Sections have the opportunity to add specific models to their number for a specified point cost. Unlike upgrades, these do not replace an existing member of the Section, and they do not count towards the maximum number of models the Section is permitted to field.

Unless specifically stated otherwise, models added to a Section in this way are assumed to share its **Quality** (see Page 44). A good example of this is when a Character has a Sidekick attached to them.

ADDING TRANSPORTS

Some Sections will be given the option to be transported in Armoured Personnel Carriers. This will often restrict the maximum number of models allowed in the Section, but allows them to be quickly and safely transported across the battlefield.

For example, if a Grenadier Combat Section contains 8 models or less it may be transported in a Sturmwagen APC.

Important Note: Please visit **www.spartangames. co.uk** for the latest versions of the Army Lists and model Statistics where this information will be presented for each currently released Nation in *Dystopian Legions*.

CHARACTERS & SIDEKICKS

These are the super cool, over-the-top heroes (or villains) of the Dystopian Legions world. Now, every good hero needs a sidekick – some deadly, and some just… well, not. There are many different models available, including Professor Gustardt and Siegfried his Minion, Major Beauregard and his Clockadile, and last, but by no means least, Alchemist Tonegawa and his bodyguard Takera Isamu.

Many more Characters & Sidekicks are set to be introduced in the future, so keep checking your online Force Statistic Lists for updates!

"Open up another bottle of port, chaps!" – Colonel MacDonald readies for war…

Tactical Action Cards

Tactical Action Cards brings a hidden element to a game of *Dystopian Legions* by adding devious tactics, schemes and weird science to the action.

The cards that make up the **Tactical Action Card Deck** are selected during **Force List** creation, and from this Deck a player then chooses a number of Tactical Action Cards to form their **Hand** after **Deployment** has completed.

The Tactical Action Cards in the player's Hand are designed to represent the various cunning plans and ploys available to *Dystopian Legions* Commanders as they strive ever forwards for victory!

Types of Tactical Action Card

Tactical Action Cards are divided into **3 Key Types**:

GENERIC CARDS

These Tactical Actions Cards are usable by all players and provide a wide range of abilities and benefits. As you would expect they do not favour any one Nation's Tactical Action-play or tactics but instead are more diverse. Players can substitute Common Cards for preferred **National** or **Character** Cards (using the rules stated below):

NATIONAL CARDS

These Tactical Action Cards are only available to players who are playing a particular **Nation**. National Cards are designed to allow players to tailor their tactics to better suit the expected play-style of their chosen Nation.

CHARACTER CARDS

Some **Unique Characters** will allow players to take Tactical Action Cards as part of their rules or as part of a scenario or campaign. These heroic individuals are able to direct special operations on the battle-field and, by having these characters in their Force, the player opens up the possibility of taking a new Tactical Action Card as a result.

Anatomy of a Tactical Action Card

(1) TITLE

All cards have a Title that should be read aloud when played.

(2) FLAVOUR TEXT

Each card will have a small amount of flavour text in italics that sets the scene for its use.

(3) RULES

The card will have its rules of play and when it can be utilised.

(4) COST

Each card has an associated **Command Points** (**CP**) cost attached to it. This cost does not come into play until a player chooses to use the card.

(5) TYPE

Each card has an identifying label stating if it is *Generic*, *National* or *Character*. If it is a *National* or *Character* card, it will also state the Nation or Name with which it is associated.

The card shown:

First Rank Fire! Second Rank Fire!!

"Form up Lads and give 'em..."

Play during the **TAC Step** of the **Shooting Segment** on a Section in Line formation. The Section ... re-roll any **1**s rolled during the Initial Dice Stage whilst making Ranged Attacks this turn.

One of the more esoteric members of the Eclipse Company.

Tactical Action Card Hands

Unless otherwise stated, the number of Tactical Action Cards available to players to form their Hand is dictated by the size of **MFV** that was agreed by players.

For each **FULL block of 250 points** allocated as MFV, the Tactical Action Card Hand increases by **one additional Card**.

*For example, in a **1,500 point game**, each player would have the ability to choose **6** Tactical Action Cards from their deck to form their Hand, the remaining cards in the TAC-Deck are unusable and so are discarded.*

The **maximum** number of Tactical Action Cards that any one player may hold as part of their Hand is **10** (up to the 2500 point MFV level). Should Commanders fight truly epic battles with larger MFVs, the limit is still 10, unless otherwise decided upon by both sides.

Choosing the Cards in Your Tactical Action Card Hand

The use of Tactical Action Cards is NOT random. Players are **free to choose** which Tactical Action Cards they would like in their Hand for use in the *Tactical Action*, taking their preferred Cards from their Tactical Action Cards Deck.

The Tactical Action Cards in a player's Hand are **SECRET** and are chosen during **Step 5 of the Game Set-Up**, immediately before Battle Commences for maximum effect!

An opponent should not know the Tactical Action Cards a Commander has taken unless a special rule states otherwise!

Players should also be aware that once they choose their preferred Tactical Action Cards for the upcoming engagement, **they may not re-draw cards** from the remainder of their Tactical Action Card Deck, unless a specific scenario or gaming condition applies. Essentially, the Cards that make up the Tactical Action Cards Hand are a finite set of tactical options available to a Commander, designed to assist in the prosecution of their field orders and engagement protocols.

Note: Over time, more Tactical Action Cards will be released both as part of new products and campaign supplements, so don't forget to keep a close eye on our website: **www.spartangames.co.uk**

Building Your TAC-Deck

The **TAC-Deck** MUST number **12 Cards**, taken initially from the *Generic* Card Type.

Generic Cards can be replaced for non-*Generic* cards such as *National* and *Character Cards* as desired. However, the non-*Generic* card replacing the *Generic Card* within the deck MUST have **the same Command Point Cost** as the *Generic Card* it is replacing, and **no card may be repeated** in the **TAC-Deck**.

This ensures that players should have a balanced **TAC-Deck** rather than an overpowered one, and encourages more consideration of the cards they are likely to need, based upon their Force Composition and gaming strategy.

Playing Tactical Action Cards

The conditions surrounding a TAC's use is always noted on the card itself. However a number of persistent rules are always in effect when using TACs:

- A Section **may not be affected by more than one Tactical Action Card** per player in a Turn. Once a Tactical Action Card has been played on a Section, it it should remain **face up** nearby until the end of the turn as a visual reminder, if necessary.
- A Card that has been played **cannot be retracted** unless it was played incorrectly.
- A player **may not play more than one TAC** during any single Section Activation, Melee or Pre-Turn Tactical Actions Cards Step.
- If a situation specifies that you must 'Discard' the card, it is removed from the Tactical Action **unplayed** and so would not reduce the Command Points Pool for the Turn. (See Page 43 for rules on Command Points).
- A successfully played **TAC** is always placed in the player's Graveyard, and the Command Points Pool is reduced accordingly.

Command Point Costs

Carefully arranged plans and special drills require a Commander's precious time and attention to ensure they work. In Tactical Action terms, this is represented by the **Command Point Cost** listed on the card.

To use a card, the appropriate number of Command Points are removed from the **Command Point Pool**, and are placed on the card.

These Command Points are NOT used by any particular Officer or Section and so **do not count towards the maximum Command Points** an Officer or NCO may use in a turn. This also allows Commanders to use these cards in situations where Officers and NCOs are not present!

Summary

TAC Cards are a fun way to spice up a game of *Dystopian Legions*. If BOTH players agree, they may elect to not use the cards, but they are a great addition when used strategically.

OPTIONAL RULE

For those who like a challenge... Play Blind!

The Tactical Action Cards Deck available to players should always number 12 Cards, although certain Generic Numbered Cards are often swapped out for preferred Cards from the other Card Types. This Deck should be well 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 view of the opponent, and play with this random assortment for the duration of the Game.

This is much more challenging, as players cannot guarantee their Hand using the normal method described above. 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 Commanders to note that cards generated in this manner are still SECRET, and so your opponent will not know which cards you have been dealt (and vice-versa!)

Model Types

It is important in a game like *Dystopian Legions* that we provide a mixture of different **Model Types** that gamers can use to build their forces. This also allows for future expansion of the game.

What follows is a breakdown of the most common Model Types currently used in the game:

INFANTRY

Infantry are the most common unit seen on the battlefield of *Dystopian Legions*, and are fielded by all factions. As one would expect, they are man-sized, and normally wear little or no armour. They can perform many roles and actions that other, more specialised units cannot.

Infantry can also crew heavier weapons, and may be found in Sections as Gun Teams, operating Heavy Machine Guns and the like.

GUN TEAMS

Many squads include a Machine Gun, Mortar or similar weapon. These are an Infantry Model with several **Life Points**, consisting of a weapon and a crewman on a single Large base, and a second crewman on a separate base, so that they can be removed when the Gun Team loses a Life Point. As long as the Gun Team has at least one Life Point, it may function normally.

FIELD GUNS

Field Guns are weapons of a size commonly found on an **Ironclad**, but can also be mounted on mobile carriages. A Field Gun Section consists of a single Ironclad Field Gun model, and a variable number of Infantry acting as crew.

A Field Gun requires **2 Crew** to fire normally. These crew are busy operating the Field Gun, so they are unable to fire any other weapons they have. Any **extra crew are free to fire** any personal weapons they are carrying.

If a Field Gun **has fewer than 2 Crew**, the Field Gun Section must pass a **Command Check** in order to fire in any Activation, looking for ONE Success.

If a Field Gun has **no crew**, it cannot fire at all.

If the crew of a Field Gun *Embarks* on a Transport, the Field Gun is hitched up to the Transport, and cannot be fired in such a state! When the crew *Disembarks*, they will also unhitch the Field Gun, deploying within **4"** of the Rear of the transport. After the Field Gun Section *Disembarks* it receives an ***Activation Marker***.

HEAVY INFANTRY

A **Heavy Infantry** unit consists of Armoured fighting suits, standing considerably above man height, encasing an experienced trooper in Sturginium-

"Siegfried, don't look now, but... is there something behind us?"

"What do you mean a 'round' tank?" The Blazing Sun He-Ho.

infused steel. Able to simply ignore incoming fire that would stop a normal Infantryman in his tracks, and capable of carrying weapons that would typically be found mounted on a Tripod or Ironclad, these powerful units are often found where the fighting is most savage.

CAVALRY

Ever since man first sat atop a horse, Cavalry has earned its place on the battlefield. Even in the Sturginium Age, this is the case, although the beasts have changed. Alongside their traditional equine counterparts, the armies of the Great Powers utilise modern machines, such as **Steambikes** and **Treadbikes**, to recreate the hit-and-run tactics that have been used by Cavalry for centuries.

JETPACK

Though a relatively new addition, aerial troops are used by all of the major powers in one form or another. Equipped with various state-of-the-art means of propulsion, they are capable of making great powered leaps across the battlefield, and are even able to attain true flight over short distances. Jetpack troops are used to fulfil a great many different battlefield roles but, whatever the task, their speed and manoeuvrability are always their greatest assets.

IRONCLADS

Since the advent of the practical steam engine in the 18th century, armoured vehicles have been used to wage war. These vary wildly from **Armoured Personnel Carriers** to rapid engagement **Tankettes**. By virtue of their mechanical nature, Ironclads will more often than not have considerable firepower.

HEAVY IRONCLADS

With the pace of technology advancing at a prodigious rate, it was only a matter of time before heavier Ironclads reared their ugly head on the battlefields of the great powers. These hulking beasts are the true power of any operation, using their might and durability to dominate fire lanes and punish the enemy with heavy ordnance.

Anatomy of a Model Profile

In this section of the book we look at a Model's '**Profile**': a term used to signify the Model's statistics and values, allowing it to manifest itself on the Tabletop. Models in the game represent a wide range of soldiers and vehicles and their even more varied arms and equipment. Above is a typical set of statistics for an Infantry Model,

What these statistics mean is described below:

NAME

All models in the game have a NAME, used to identify it in the rules.

TYPE

Although there is a very wide range of Models in *Dystopian Legions*, they can all be categorised into one of a number of basic **Types** which will determine how they can move and fight.

MOVEMENT VALUE (MV)

The distance that the Model can move during its Activation in inches (").

INJURY RATING (IR)

A Model's Injury Rating is the number of **Successes** an attacking Model needs to roll to cause the loss of **ONE Life Point**.

LIFE POINTS (LP)

If a Model loses ALL of its Life Points, it is *Killed* and normally removed from the Game Board and placed in the **Graveyard**.

MELEE ATTACK DICE (MAD)

A Model's Melee Attack Dice is the number of dice it rolls when fighting in Melee and the **Dice Colour**. This is representative of the Model's skill in close-quarters fighting.

Important Note: Weapons used exclusively at close quarters (sabres, lances, bayonets etc.) are NOT listed as part of a model's Weapons Statistic. Instead, their effects are normally incorporated directly into the **number and Dice Colour** of a model's MAD, or represented by *Model Assigned Rules (MARs)*.

WEAPONS

This details the Weapon/s that the Model uses when making **Ranged Attacks**. If these Weapons have a restricted **Firing Arc**, this will also be noted here.

MODEL ASSIGNED RULES (MARS)

In addition to a Model's statistics, it may have one or more *Model Assigned Rules*. These detail various special actions or abilities that a Model might be able to perform, or specific rules that differentiate it from other Models beyond its statistics.

Blazing Sun artillery is devastating.

IRONCLAD STATISTICS

While the vast majority of Models use the same set of statistics, it is an inescapable fact that Ironclads and men are very different entities. As such, Ironclads use a slightly different set of statistics to other Models to represent themselves in *Dystopian Legions*. See the Ironclad chapter on Page 107 for more information.

NAME	TYPE	MV	IR	LP	MAD	WEAPONS	MARS & ABILITIES
Federal Infantryman	Infantry	6"	3	1	2 [BLACK]	Winchester Repeating Carbine	–

Officers, Command & Orders

"Our great Kingdom, and its ever expanding Empire, is forged through the toil of the common soldier. It is their exertions that make Her Majesty's nation the mighty power that it is. However, for them to do their job to the best of their ability, WE need to do ours. It is our responsibility to command them in the field, that they can do their duty in return."

– Major George Stanley addressing officer cadets. Sandhurst. September 1870.

Officers and **Non Commissioned Officers** (normally referred to as **NCOs**) play a very significant role in *Dystopian Legions*. Although their troops can be relied upon to carry out most basic manoeuvres against the enemy, to be most efficient, leadership from Officers and NCOs is required. This can help Sections act in consort so that they can efficiently coordinate their efforts to overwhelm the enemy.

Officers and NCOs have different roles on a battlefield. **NCOs are squad leaders**, whilst **Officers may command several squads** at the same time.

"Whoosh...!"

Command Points

For Officers and NCOs to have a tangible effect on the battlefield, **Command Points** are used. These represent the leadership abilities present in the force, and as such, are a scarce resource that needs to be managed carefully. Various **Orders** and other effects will have a **Command Point Cost**. This is the number of Command Points that must be spent in order to use that Card, ability, etc.

During the **Command Point Step**, at the beginning of each Turn, every Officer and NCO present on the Battlefield will generate a number of Command Points. All the Command Points generated by your force in a turn are placed in a common **Command Point Pool**.

To use an Order, take the required number of Command Points from the Pool, and place them next to the Officer or NCO who is issuing the Order or giving the Command.

An Officer or NCO may not spend more Command Points than they personally generate in any given turn, so it is not possible for NCOs to issue certain Orders that require a higher number of Command Points – *it is simply not their place to do so!*

Command Points spent to play TACs, give Orders or to provide extra dice in Command Checks are spent regardless of whether the TAC was discarded, or the Order Command Check failed. The time and energy has been spent to issue the Order, even if the Section fails to understand it!

Officers and NCOs

NCOS

NCOs may only spend Command Points on **their own Section** – their Command Range is limited to their Section only. NCOs have the *NCO (X)* MAR, where X is the number of Command Points they generate each turn.

OFFICERS

Officers have a Command Range listed in their profile, as well as the quantity of Command Points they generate each turn. The number of Command Points an Officer generates will relate to their rank, and will also vary between Nations. Officers may spend Command Points on **any friendly unit within their Command Range**.

THE SENIOR COMMANDING OFFICER

Your **Senior Commanding Officer** is the highest ranking officer in your army (if there are more than one of the same Rank the player should note which is the Senior Commanding Officer). Senior Commanding Officers get to use their **Command Points** to boost the number of dice rolled for **Initiative** at the beginning of a Turn (page 45).

If your Senior Commanding Officer is killed during the game, the role of Senior Commanding Officer is passed down the chain of command. In other words, the next highest ranking officer will become the Senior Commanding Officer, and may use their Command Points to bolster the number of dice used for Initiative.

If the Senior Commanding Officer is not on the table for other reasons (i.e. being positioned in the Flank or Reserve), then the Highest Ranking Officer on the table is the one who may use Command Points to boost Initiative.

Command Sections

Most Officers will be able to choose a Command Section to accompany them in battle. Models that are able to form this Command Section will be presented in the Officer's entry in the **Force List**, along with their associated Points Costs and so on. These Models form a Section with the Officer, and they act together like any other Section.

While a Command Section is not essential, it does mean that the Officer is less likely to be picked off by a stray bullet in the middle of a battle!

Losing an Officer

You should always pay close attention to potential threats to your Officers, and try to protect them from enemy fire as best you can.

Any Section within the Command Range of a friendly Officer that is *Killed* must take an immediate **Morale Check** (see Page 49). This DOES NOT apply to the loss of an NCO.

Command Checks

Many actions in *DYSTOPIAN LEGIONS* will require the players to take what are collectively known as **Command Checks** to determine how well their instructions have been delivered and understood by their troops. These range from **Orders** (normally given by Officers attempting to execute special actions) to **Morale Checks** (taken by Sections in danger of becoming *Shaken)*, and **Opposed Command Checks** (normally taken by players to determine the order in which actions are performed).

To take any type of **Command Check**, roll **2D6**, with **Dice Colour** determined below.

The **Colour** of the Dice used to take the Check is determined by the **Quality** of the Section taking the Test:

Veteran: RED Dice
Regular: BLUE Dice
Militia: BLACK Dice

Successes come from results of **4**, **5** or **6**. Count the number of Successes and compare the total to the number required to determine if the Test has been **Passed** or **Failed**.

Note: You will see that there are three Quality Ratings available. These are applied to different Sections, and will vary based upon the training and experience.

*For example, a Teutonic Knight unsurprisingly has the Quality Rating of **Veteran**. The enormous suit of armor and heavy weaponry making the elite Prussian soldier within all the bolder, allowing him to stare down industrial horrors of the Dystopian World that would send lesser men fleeing!*

Bolstering a Command Check

If the Section taking the Command Check contains an **Officer** or **NCO**, or is within the Command Range of a friendly Officer, additional dice may be added to the Command Check **BEFORE the roll is made**.

This is called **bolstering** the Command Check. These dice cost ONE Command Point each, and contribute towards the maximum number of Command Points the Officer or NCO may spend this Turn.

The **Dice Colour** of the ADDED dice is that of the Officer or NCO spending the Command Points (for record keeping, place a Command Point Token(s) next to the Officer or NCO that is improving the Command Check in the normal manner, to remind you that they have been spent).

Penalties to Command Checks

The number of Successes required is dependent largely on what manner of Command Check is being undertaken, and as such will be made clear as and when required.

It is also worth noting that depending on the Scenario being fought, additional passes may be required. Failing a Command Check can have a variety of penalties, typically stemming indirectly from the desired Order not being carried out, or directly in the case of a failed Morale Check as a Shaken Marker is added to the Section.

Opposed Command Checks

An Opposed Command Check is taken in the same manner as a regular Command Check, but unlike normal Command Checks where only one Commander is involved, an Opposed Command Check is rolled SIMULTANEOUSLY with the opponent. For an Opposed Command Check there is not a target number of Successes; once the Successes are calculated, players compare their totals. **The player with most Successes wins the Opposed Command Check**. Keep re-rolling until there is a winner.

If the Check is being taken between models on the tabletop, the Quality of the models in question determines the Colour of the Dice as normal and may be improved using the Command Points of the Models involved.

On the other Hand, **if the Check is being taken between Senior Commanders**, rather than between specific models or Sections, the Test is taken using the **Dice Colour of the Senior Commanding Officer** on each side, and may be improved as normal, using the Command Points of the Commanding Officer. (For example: an Opposed Command Check is made between Commanders when rolling for **Initiative** each Turn.)

Commanders **must declare** how many Command Points they are going to spend improving the Opposed Command Check using the current order of Initiative, or using the order from the previous Turn when making the Opposed Command Check for Initiative.

Players cannot spend Command Points on the Opposed Command Check taken during Game Set Up, as they have not yet generated any to spend! When determining Initiative for the first Turn, the player with the *Strategic Advantage* decides who declares their Command Points first.

Issuing Orders

Often the key to success on the battlefield is the timely and correct use of **Orders**. The term **Orders** is used to describe a great many different drills and commands, rehearsed by an Officer and the men under his command to the point that, in battle, they can perform the manoeuvre as if it were second nature.

All **Officers** and **NCOs** can issue **Standing Orders** such as *Focus Fire* and *Form Line* to units within their **Command Range**, extolling these Sections to perform special actions not available in another way.

To issue **Orders**:
- The Officer or NCO must spend the required **Command Points**.
- The target friendly Sections must be within the issuing Officer's **Command Range** or in the same Section as the NCO.
- The target Section(s) must pass a **Command Check**.
- A **Section** may only be issued the same **Order** ONCE per Activation.

The **Order** itself will detail the number of Successes required to pass any Command Check, any additional criteria, and when the Order can be used.

If the Check is **passed**, the Section carries out the **Order** as described in the Order's rules. If the Check is **failed**, the Section cannot perform the Order this Activation and the Command Points are wasted.

STANDING ORDERS

Order Name	Command Point Cost	Passes Required	Issued During:
With Me!	Varies	2	Officer's Command Segment
Make That Safe!	3	3	Section's Command Segment
Form Line	1	1	Section's Movement Segment
Focus Fire	2	3	Section's Shooting Segment
Snap Out Of It!	1	1	Section's Command Segment
Disengage!	1	2	Orders Step of Melee Phase
On My Mark	3	3	Out of Sequence
Rally	3	1	Officer's Command Segment

If the Officer or NCO has sufficient Command Points, they may attempt to issue several orders a Turn, but may not attempt to issue the same order to the same unit more than once in an Activation – if they didn't get it first time, it's too late!

Shown in the Table above are the **Standing Orders** available to all Officers and NCOs in *Dystopian Legions*. Beyond these orders, different Nations will have access to **Special Orders** that are individual to their Nation's combat methodology, and in some cases especially heroic individuals may be able to issue **Heroic Orders**. Both Special and Heroic Orders are always noted in the relevant nations' **Order of Battle** (**ORBAT**), available for download from **www.spartangames.co.uk**.

WITH ME!

This **Order** may be issued during the Command **Orders and Cards Step** of the currently activating Officer's **Command Segment.** It may only target any *Ready to Activate* non-Ironclad Type Sections.

The cost of using the *With Me!* Order depends on the Quality of the Section taking the order:

1 Command Point on a *Veteran* Section
2 Command Points on a *Regular* Section
3 Command Points on a *Militia* Section.

All Sections that pass the Command Check, *Activate* at the same time as the Officer:

- During the **Shooting Segment**, all the activating Sections may take part in the same **Fire Action.**
- Each Section resolves its Melee independently of each other as normal.
- An Officer may not order more than TWO Sections (of any Quality) with the *With Me!* Order in the same Activation.

MAKE THAT SAFE!

This **Order** may be issued during the **Orders Step** of the currently activating **Section's Command Segment** to any friendly non-Ironclad Section within Command Range.

The Section may attempt to disarm a piece of Area Terrain that is **Booby Trapped** within **2"**.

If the Command Check is passed, the Booby Trap is removed from play without Triggering it, otherwise it remains in play.

FORM LINE

This **Order** may be issued during the **Movement Orders and Cards Step** of a currently activating **Section's Movement Segment.** May only target any Section comprised entirely of Infantry Type models.

If passed, models in the Section may move up to their Movement Value, and enter **Base-to-Base Contact** with other models in their Section. Once all models in a Section are in Base-to-Base Contact due to this order, the Section is considered to be in *Line Formation*.

FOCUS FIRE!

This **Order** may be issued during the **Command Orders and Cards Step** of the currently activating **Section's Command Segment** to any friendly Section within Command Range.

If passed, the Squadron must **Stand Still**, and all Firing by the Section will count its shots as being *Placed Shots*.

SNAP OUT OF IT!

This **Order** may be issued during the **Command Orders and Cards Step** of the currently activating **Section's Command Segment**. May only target the currently activating Section.

If passed, the Section may remove **D3** *Shaken Markers*.

DISENGAGE

This **Order** may be issued during the **Melee Orders and Cards Step** of the **Melee Phase.** May only target any Section comprised entirely of **Jetpack** or **Cavalry** Type Models which are currently engaged in Melee.

If it is passed, the Section may attempt to *Disengage* from the Melee before the combat occurs.

- For each Model disengaging, roll a **D6**.
- On a **1-3**, the Model suffers Melee attacks by any enemy Models in Base-to-Base Contact with the disengaging Model.
- On a **4+**, the Model escapes without difficulty.

All models that survived their *Disengagement* make a single *Advance* move action.

ON MY MARK

This **Order** may be issued during the **Movement Actions Step** of the OPPONENT'S **Movement Segment**.

This Order may only target a *Ready-To-Activate* non-Ironclad Section which has been declared as the target of a *Charge* by enemy Models.

If the order is passed, the Section may make an immediate *Shooting Action* against the *Charging* Section as appropriate.

This Firing Action is treated as a **Rushed Shot**, and is resolved before any *Chargers* are moved.

Note: This Order may not be issued to Sections that have an *Activated Marker*.

RALLY

This **Order** may be issued during the **Command Orders and Cards Step** of the currently activating **Officer's Command Segment**.

If passed, the targeted Section may remove **D3+1** *Shaken Markers*.

Covenant forces occupy a ruined part of Vienna.

MORALE

A **Morale Check** is a special type of **Command Check**, and is taken in the same way, with the **Dice Colour** determined by the **Quality** of the Section taking the Test. Morale Checks are resolved at the **end** of the battlefield event that caused them.

A Section is required to make a Morale Check if any of the following battlefield circumstances apply:

- A Section loses one or more **Life Points**.
- The Section has one or more *Shaken Markers*, and is the target of a *Charge*.
- A Section is **within 8"** of a **Friendly Section** which is entirely *Killed*.
- A Section is in the **Command Range** of a **Friendly Officer** when the Officer is *Killed*.

A Morale Check is taken using the rules described in the **Command, Officers and Orders** chapter on Page 43, and requires **ONE** Success to pass as standard. However, certain modifiers may alter this:

- **-1 Die** is removed when making a Morale Test if the Section is **below HALF of its initial number of Life Points**.
- **+1 Success** is required if the Section suffers Life Point loss from a weapon with the *Suppression* MAR.
- **+1 Success** is required if the Section would have to take a Morale Check for **two or more reasons in the same Activation**.
- **+1 Die** may be added if the Section is in the **Command Range** of an **Officer** – the colour of this Die is determined by the Quality of that Officer. A Section may only benefit from a **single die**; if multiple Officers are within range, the Commander may choose which Officer to use.

If the test is passed, there is no effect. If the test is failed, the Section gains a *Shaken Marker*.

MORALE STATES

Sections may be in one of **three Morale States** (see the Table below) which is determined by the number of *Shaken Markers* they have. The Morale State will dictate the general effect on a Section's willingness to fight and its ability to operate on the battlefield.

Shaken Officers and NCOs

Officers and NCOs can become *Shaken*, just like their troops, impairing their own combat efficiency and their capacity to lead.

In addition to any general effects listed above, during the **Command Point Step** of the **Pre-Turn Phase** once the **Command Point Pool** has been created, remove **ONE** Command Point for each *Shaken Marker* on a Section containing an Officer or NCO in the force.

Routed

A *Routed* Section will try to Fall Back away from danger. During its Activation, a Section that is Routed MUST make an *At The Double* move towards the nearest friendly board edge using the quickest possible route. It may not make any Fire Actions, or have any Orders used on it, unless the **Order** is an attempt to *Rally* the unit (see page 47). If, for any reason, a *Routed* Section is reduced to having **2 or fewer *Shaken Markers***, it **immediately** reverts to the Morale State applicable, and is free to *Activate* as normal assuming it has not already done so.

MORALE STATES

Name	No. of Shaken Markers	Effects
In Good Order	0	None
Shaken	1-2	All Shooting Attacks are **Rushed Shots**, all Melee attacks hit on a 5+, and the Section may not claim Objectives
Routed	3+	The Section may not perform Firing Actions, and must make a Fall Back movement when Activated.

TERRAIN

"Good Morning, Officer Cadets. The presentation that I will be giving today is entitled 'The Role of Terrain on a Dystopian Battlefield and Tactical Advantages that can be gained by its understanding."

– Officer Cadet Bernard Williams giving a presentation, Sandhurst. November 1870.

Whilst the majority of a **Game Board** will be classed as *Open Ground*, which has no effect on how a model moves or what it can see, to make games more exciting, players will want to add terrain to their Game Board. Terrain is divided into two Categories: **Area Terrain** and **Linear Terrain**.

This allows a huge variety of battlefields to be created within a fairly simple system, allowing players to fight over rich European farmland, the densely forested islands of the Caribbean, the frozen wastes of Siberia, or even on the deck of a *Dystopian Wars* mobile airfield!

Not everyone's terrain collection looks the same, and it would be impossible to describe the effects of every possible variation. When a piece of terrain is placed on the Game Board it is important that all players agree on exactly what this terrain represents, as well as clearly defining its boundaries, and any relevant rules that might apply.

Terrain Categories

AREA TERRAIN

Area Terrain is the name given to any piece of Terrain that has a **large base** and represents an area of the Game Board home to a feature of some kind, be it woodlands, fields of crops, a ruined building or something similar.

Certain Area Terrain may be **Occupied**. This means that should models end their movement entirely within that Area Terrain, they may be subject to certain rules and effects, such as **Cover Saves**.

All Area Terrain should have a defined footprint, so players know exactly where it is. In the case of very large features such as Rivers or Roads, it is often better to break them up into a number of sections. This makes for better gameplay, as you can define one section of a river as *Shallow Water*, representing a ford, and other sections as *Deep Water*. Conveniently, many Terrain collections contain rivers, roads, *etc.* in short sections already.

EXPOSURE

Although some Area Terrain is considered to *Block* Line of Sight, there is an exception to this rule for models *Occupying* it, and this is known as **Exposure**. This represents models being too close to the windows in a ruined building, or finding that there are not quite enough trees between them and the fury of their foes!

A model that can draw Line of Sight to their target as normal without passing through more than 3" of the Area Terrain is considered to treat the Area Terrain as *Open* instead. **Note:** The Models *Occupying* the Area Terrain feature will benefit from any **Cover Saves** afforded by the associated **Degree Of Cover**!

Bridges make an excellent point of conflict.

LINEAR TERRAIN

Linear Terrain is the name given to any piece of Terrain that represents a barrier of some kind, be it a brick wall, a picket fence, a hedge or something similar.

Linear Terrain should be treated as *Open* for the purposes of Line of Sight (…within reason of course! Commanders should use their discretion if there is a wall on the table that is clearly too high for this to be the case, and as such it can be reclassified as Blocking Terrain and possibly even Impassable to certain units if necessary)

Models may move over Linear Terrain that is not Impassable to them.

Models are considered to be *Occupying* a piece of Linear Terrain if they are in Base Contact with the Linear Terrain feature, or are in Base-to-Base Contact with a Model that is.

In addition, the Linear Terrain must intersect a line drawn between the majority of the Firing Section and the Target. If these conditions are met, the target model gains a Cover Save equal to the Degree Of Cover they are sheltering behind.

Models gain the benefit of Cover Saves according to the Degree Of Cover of Linear Terrain in different ways:

- If two Sections are Shooting at each other through an intersecting piece of Linear Terrain (that NEITHER of them are *Occupying*) then they will BOTH receive Cover Saves.

- Any piece of Linear Terrain that the Firing Section is currently Occupying does NOT grant a Cover Save to its target.

Terrain Properties

Terrain has a number of important **Properties**.
- **Movement Penalties**
- **Degree Of Cover**
- **Elevation**

MOVEMENT PENALTIES

Some Terrain is easier to move through than others, and imposes different movement penalties on different types of Models. Terrain will fall under one of **three different classes** when it comes to imposing Movement Penalties: **Clear**, **Difficult**, and **Impassable**.

Soft Cover.

Hard Cover.

CLEAR TERRAIN

Clear Terrain presents no difficulties to a Model moving through it.

DIFFICULT TERRAIN

Difficult Terrain, as the name suggests, is Terrain that a model type finds it difficult to move through. Models may not move **At The Double** in the same Activation that they move through Difficult Terrain, unless otherwise specified.

IMPASSABLE TERRAIN

Models may not be moved through Terrain that is Impassable to them.

In some cases, certain Terrain Types will have differing penalties depending on the models traversing it – Tank Traps are Impassable to Ironclads, but Infantry can easily slip between them, so they treat them as Clear.

DEGREE OF COVER

Some Terrain Types are more solid than others; a hedge may hide part of a model from view, but it won't stop a bullet, whereas a thick brick wall might. Terrain may provide three levels of Cover:

HARD COVER

A solidly-built wall, a ruined building, or Tank Traps all provide *Hard Cover* that can not only hide a model, but are firm enough to physically block fire from hitting them.

Models in *Hard Cover* add **+2 BLUE** Die to the Defensive Dice Pool.

SOFT COVER

Tall crops, hedges and woodlands are typical *Soft Cover* that may hide a model, but will not provide much physical protection.

Models in *Soft Cover* add **+1 BLUE** Die to the Defensive Dice Pool.

OPEN GROUND

Some Terrain, such as a road, is too open to provide Cover, as indicated with a '–' in the Terrain Tables.

Models in *Open Ground* do not add any dice to the Defensive Dice Pool.

ELEVATION

Some Terrain pieces allow a model a panoramic view of the battlefield, so allowing a model to see and be seen much more easily.

Any Terrain that is listed as Elevated is tall enough that any models on top of it are also *Elevated*. A model that is considered to be *Elevated* (either due to *Occupying* an Elevated Terrain Feature, being a flying model or due to sheer size) has a commanding view of the battlefield. For more on **Elevated Positions** and how they affect firing, see Page 85.

AREA TERRAIN TYPES

| Name	Movement Penalty			Degree of Cover	Elevation	Line of Sight	Special Rules
	Clear	Difficult	Impassable				
Deep Water	-	-	ALL	-	None	Open	None
Shallow Water	-	ALL	-	-	None	Open	Section may NOT *Hit the Deck* in water!
Forest, Jungle, Woodland	-	Infantry, Heavy Infantry	Cavalry, Ironclads	Soft	None	Blocking	None
Smoke Cloud	-	ALL	-	Soft	None	Blocking	In the End Phase, each Cloud will dissipate on a roll of 4+
Roads	ALL	-	-	-	None	Open	Any Section that spends its entire move on a road increases its total movement by D6"
Ruins	-	Infantry, Heavy Infantry	Cavalry, Ironclads	Hard	None*	Blocking	*Commanders may choose to give a Ruin an Elevation Bonus if they consider it to be big enough!
Tank Traps, Rocks	Infantry, Heavy Infantry	-	Cavalry, Ironclads	Hard	None	Blocking	-
Craters	Ironclads	Infantry, Heavy Infantry, Cavalry	-	Hard	None	Open	-
Trenches	Infantry*, Heavy Infantry*	Ironclads	Cavalry	Hard	None	Open	Infantry & Heavy Infantry treat Trenches as Clear ONLY when they *Occupy* the Terrain Feature, otherwise Trenches are treated as Difficult.
Crops, Long Grass	Cavalry, Ironclads	Infantry, Heavy Infantry	-	Soft	None	Open	-
Raised Ground	-	-	-	-	Elevated	Blocking	ONLY for models Occupying Raised Ground Area Terrain, the Exposure distance is assumed to be the ENTIRE hill instead of the normal 3".
Intact Building	-	Infantry, Heavy Infantry	Cavalry, Ironclads	Hard	Elevated*	Blocking	*Buildings might not be big enough to be considered Elevated. Commanders should agree which of them are Elevated at the start of the game, noting their Capacity details.

LINEAR TERRAIN TYPES

Name	Movement Penalty			Degree of Cover	Special Rules
	Clear	Difficult	Impassable		
Barbed Wire	Cavalry, Ironclads*	Heavy Infantry	Infantry	-	* Regular and Heavy Ironclads can *Crush* this type of Linear Terrain
Light Hedge	Ironclads, Cavalry	Infantry, Heavy Infantry	-	Soft	* Regular and Heavy Ironclads can *Crush* this type of Linear Terrain
Railing or Light Fence	Ironclads*	Infantry, Heavy Infantry, Cavalry	-	-	* Cavalry and Small Ironclads can drive/ride through a Railing, Light Fence or Wooden Fence destroying that section of Linear Terrain. A Section of Cavalry or Small Ironclads doing so gain 1 *Shaken Marker*. Regular and Heavy Ironclads can *Crush* this type of Linear Terrain.
Rubble	Ironclads	Infantry, Heavy Infantry	Cavalry	Soft	None
Sandbags	Ironclads*	Infantry, Heavy Infantry, Cavalry	-	Hard	* Regular and Heavy Ironclads can *Crush* this type of Linear Terrain
Smoke Barrier	Ironclads		Infantry, Heavy Infantry, Cavalry	Soft	In the End Phase, each Smoke Barrier automatically dissipates
Stone Walls	-	ALL	-	Hard	None
Bocage	-	Infantry, Heavy Infantry, Cavalry	Cavalry, Ironclads	Hard	None
Thick Hedge Row	Ironclads*	Infantry, Heavy Infantry, Cavalry	-	Soft	* Regular and Heavy Ironclads can *Crush* this type of Linear Terrain
Wooden Fence	Ironclads*	Infantry, Heavy Infantry, Cavalry	-	Soft	See Special Rules in Railing or Light Fence

Of course this is only a small portion of the Terrain that is available in the Dystopian World. Commanders should feel free to invent new Terrain Types and rules that best suit their collections!

*The Prussian Teutonic Knight may not fire on the Britannian Infantry Sergeant as the shot traverses Ruins, a type of Area Terrain that is treated as **Blocked** for Line of Sight.*
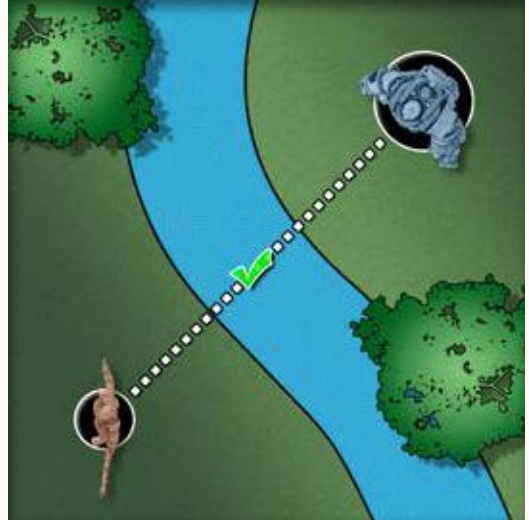
*The Prussian Teutonic Knight may fire on the Britannian Infantry Sergeant as the shot traverses Shallow Water, a type of Area Terrain that is treated as **Open** for Line of Sight.*

LINE OF SIGHT

Area Terrain features will affect Line of Sight in TWO ways, being either **Open** or **Blocked**.

Open – The Area Terrain Feature does not block Line of Sight, and so any firing through the feature is unaffected.

Blocked – The Area Terrain Feature blocks Line of Sight, and so no firing may be performed through the feature.

Intact Buildings

Intact buildings vary greatly in size, shape, construction and purpose. Commanders may choose which properties they give their buildings, depending on the mission, how the building is modelled, and any fun ideas or special rules the Commanders prefer.

CAPACITY

Buildings on a battlefield can, generally, be entered and exited, like Transport Vehicles. To this end, Commanders should assign buildings a *Capacity*.

In the case of large or tall buildings, it is sensible to divide them into portions. This is important for buildings with several floors, as Sections *Occupying* upper floors will have a greatly improved Line of Sight – The Command Section is on the top floor, and the Rifles are in the East Wing!!!

For more information on Buildings, their capacity and how to move in and out of them, see **Embarking/ Disembarking** in the **Ironclad** Section on Page 107.

Crushing Terrain

If a Regular or Heavy Ironclad moves over a piece of Terrain with the *Crushed* Special Rules, the piece of Terrain is removed from the Game Board. The area that was previously occupied by that Linear Terrain is now treated as *Open Ground*.

The Basset Tankette.

Thick armour and plenty of fire-power. The Federated States of America on the move.

SEQUENCE OF PLAY

To enable a game of *Dystopian Legions* to run smoothly, it is broken down into **Game Turns**, and each Turn is further broken down into **Phases**, with **Segments** and **Steps**. Both Commanders need to complete **all** of their actions in each of the Phases **BEFORE** either Commander moves on to the next Phase. Once all of the Phases are completed in a Turn, that Turn ends and the next one begins, following the same sequence. The following rules describe what happens in each of these Phases.

Pre Turn Phase (see Page 61)

This is when Commanders organise themselves and their forces for the upcoming turn. The **Pre Turn Phase** has the following Steps:

- **Tactical Action Card** Step
- **Command Points** Step
- **Late Arrivals** Step
- **Initiative** Step

Section Activation Phase

The Section Activation Phase is where the bulk of the action takes place. This is when Sections will manoeuvre and fire their weapons. Each Section will *Activate* in turn, in the order determined by the Initiative, performing all of their actions before passing over to the next Section.

When it is a Commander's turn to perform an Activation, they must choose one of their Sections that is *Ready to Activate*. That Section now proceeds with its Activation in the following sequence, performing all of its actions as appropriate:

COMMAND SEGMENT (SEE PAGE 63)
- **Command Coherency** Step
- **Command Orders and Cards** Step

MOVEMENT SEGMENT (SEE PAGE 65)
- **Movement Orders and Cards** Step
- **Movement Actions** Step
- **Movement Consolidation** Step

SHOOTING SEGMENT (SEE PAGE 77)
- **Tactical Action Card** Step
- **Declare Target(s) and Shooting Action** Step
- **Determine Line of Sight** Step
- **Determine Range & Target Priority Chain** Step
- **Compile Attack Dice Pool** Step
- **Resolve Attack Dice and Allocate Hits** Step
- **Resolve Cover/Shield Saves** Step
- **Apply Damage and Remove Casualties** Step
- **Shooting Consolidation** Step

Melee Phase (see Page 91)

During the Section Activation Phase, Sections may *Charge* into Base Contact, ending their movement with their base touching the base of an opposing model. During the Melee Phase, these Sections will then fight in hand-to-hand combat.

If one or more Sections are in Base Contact with an opposing Section, they MUST now fight a round of Melee, as described on Page 99. If there are multiple separate Melees, each resolves their round entirely, before moving on to the next Melee to resolve. The Commander first in the Initiative Order chooses which round is resolved first, then the second Commander chooses the next and so on.

Each Melee contains the following Steps:

- **Melee Orders and Cards** Step
- **Resolve Melee(s)** Step
- **Melee Consolidation** Step

End Phase (see Page 99)

The End Phase of each Turn allows the players to collect together their thoughts and plans, and ready the Game Board for the next Turn. During the End Phase of each Turn, the following Steps occur in order:

- **Restore Order** Step
- **Medics and Repairs** Step
- **Earn Battle Log Points** Step
- **Check for End of Game** Step
- **Remove Expired Markers** Step

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PRE-GAME SET-UP

FORCES	Decide Maximum Force Value (MFV)
	Choose Your Force
	Note Force List

SIZE, BATTLEFIELD & OBJECTIVES	Arranging a Game
	1 Determine Game Size
	2 Determine Table Size
	3 Compose Army Lists
	Prepare the Battlefield
	1 Set Up Terrain
	2 Establish Tactical and Strategic Advantage
	3 Scenario Generation (if not using pre-determined Scenario)
	• Deployment Type
	• Mission Objectives
	• Battlefield Conditions

DEPLOYMENT	Order of Deployment
	A. Ironclad Deployment
	B. Main Eployment
	C. Scouting Deployment
	D. Infiltrators
	E. Strategic Forces
	Choose Tactical Cards
	Commence Battle!

SEQUENCE OF PLAY

PRE TURN	• Tactical Action Card Step
	• Command Points Step
	• Late Arrivals Step
	• Initiative Step

SECTION ACTIVATION PHASE	COMMAND SEGMENT (see Page 63)
	• Command Coherency
	• Command Orders and Cards
	MOVEMENT SEGMENT (see Page 65)
	• Movement Orders and Cards
	• Movement Actions
	• Movement Consolidation
	SHOOTING SEGMENT (see Page 77)
	1 Tactical Action Card Step
	2 Declare Target(s) and Shooting Action
	3 Determine Line of Sight
	4 Determine Range and the Target Priority Chain
	5 Compile Attack Dice Pool
	6 Resolve Attack Dice and Allocate Hits
	7 Resolve Cover/Shield Saves
	8 Apply Damage and Remove Casualties
	9 Shooting Consolidation Step

REPEAT **SECTION ACTIVATION** for the other Commander's next Section and continue until all Sections have *Activated*

MELEE PHASE	Melee Orders and Cards Step
	Resolve Melee(s) Step
	1 Nominate Target Section(s)
	2 Compile Melee Attack Dice Pools
	3 Roll Melee Attack Dice and Apply Casualties
	4 Remove Casualties
	5 Check for the Victor
	6 Gain the Upper Hand
	7 Move Up Remaining Models
	Melee Consolidation Step

END PHASE	• Restore Order Step
	• Medics and Repairs Step
	• Earn Battle Log Points Step
	• Check for End of Game Step
	• Remove Expired Markers Step

IF GAME HASN'T ENDED, RETURN TO START OF **SEQUENCE OF PLAY**

Pre Turn Phase

Getting yourselves ready for every Turn is key to the smooth running of any game. Four Steps have been created to allow Commanders to assess the battlefield, gather their thoughts and ready themselves for the oncoming onslaught!

The **Pre Turn Phase** has the Following Steps

- **Tactical Action Card** Step
- **Command Points** Step
- **Late Arrivals** Step
- **Initiative** Step

1. TACTICAL ACTION CARD STEP

Any Commanders wishing to play Game Cards in this Phase announce their intention to do so by placing a single card face down on the table in front of them. The Commander with *Strategic Advantage* determines the order in which these face-down cards are turned over and resolved.

2. COMMAND POINT STEP

Although the troops of *Dystopian Legions* can perform most simple actions on their own initiative, if a Commander wishes them to undertake more advanced or complex tasks they need to spend Command Points.

At the beginning of every Turn, every Officer and NCO on the Game Board will generate a number of Command Points that they can use throughout the Turn to influence the troops around them.

The number of Command Points each Officer and NCO generates varies, and is listed in their unit entry in the Nation's **Force Guide**.

3. LATE ARRIVALS STEP

Sometimes Commanders wish to place forces in reserve, execute bold flanking manoeuvres with fast moving units or forces might arrive late after the battle has been joined due to narrative/scenario reasons. Regardless of the cause, these models are all deployed in the same way.

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

- The Commander with *Strategic Advantage* may decide which Commander must deploy a Section from their Strategic Forces first. Sections are placed alternately, using the **Standard Order of Deployment** (see Page 26).
- During the **Late Arrivals Step**, ALL models arriving this turn should be placed so that some part of the model is touching the relevant board edge. *Arriving* Ironclads should be placed so their aft 90-degree Arc is touching the relevant edge of the board.
- No Model may be deployed in Terrain that is Impassable to it.

4. INITIATIVE STEP

"Who acts first is often a decisive factor on the fields of war. It is vital that your orders are clear and precise, so that your men can act upon them immediately, and strike before the Huns get their boots on."

**– Acting Lieutenant George Briggs,
Free Australian Advisor to Her Majesty's Forces
in the Pacific.**

Commanders now determine the order of Initiative for the current Turn. This is used to decide the order in which Commanders can begin activating their Sections, and the order in which the effects of certain Game Cards resolve.

Each Commander takes an **Opposed Command Check** (see Page 44). The Commander who rolls the greatest number of Successes can **CHOOSE where they will act in the order of Initiative**, the Commander with the next greatest number chooses second and so on. If a Commander wishes to spend Command Points to influence this roll, the cost must be paid from their Force's Senior Officer's Command Point Pool.

If the Test is tied, the Commanders must roll again (keeping any bonuses) until a clear order is established.

This order of Initiative is then the order in which Commanders will begin activating their Sections this Turn, and the order in which certain other actions or effects take place.

If you have no Officers left in a Force, your Initiative roll will be the basic **2 BLACK Dice**.

Command Segment

"Our great Kingdom, and its ever-expanding Empire, is forged through the toil of the common soldier. It is their exertions that make Her Majesty's nation the mighty power that it is. However, for them to do their job to the best of their ability, WE need to do ours. It is our responsibility to command them in the field, that they can do their duty in return."

– Major George Stanley, addressing officer cadets. Sandhurst. September 1870.

Command Segment

For soldiers to fight effectively, they need to be able to receive their Officer's orders, to keep their heads under enemy fire, and to keep together as a single unit. As such, the following Steps need to be taken, to ensure that the Section can fight normally during the remainder of its Activation. The first part of a Section's Activation is the **Command Segment**, in which the following Steps happen:

1. Check **Coherency**.
2. **Announce Tactical Action Cards** and resolve their effects where applicable. In addition, any number of **Orders** may be issued in this Step.

1. Coherency

Check to see that ALL models in the Section are in Coherency. To be in Coherency, each model must be no further than their Coherency Distance from another model in the Section. This model must in turn be no further than the Coherency Distance from another model in the Section and so on, until all models are accounted for.

If one or more models are not in Coherency, the Section MUST perform a Movement Action during the Movement Segment of the Activation so that ALL models are in Coherency. If they are unable to do so for any reason, they CANNOT perform ANY other actions this Activation.

COHERENCY DISTANCE		
Infantry	Cavalry, Heavy Infantry and Jetpacks	Ironclads
1"	2"	4"

2. TACs and Orders

Orders are frequently issued and received in this step, and Tactical Action Cards affecting the Section are often played here. See Page 45 for Issuing Orders and Page 35 for Tactical Action Card rules.

The three standing Grenadiers below are within Coherency Distance of each other, but the kneeling trooper is more than 1" away from the others: they must move closer together.

MOVEMENT SEGMENT

One of the key ways in which Models in *Dystopian Legions* differ is the manner by which they move about the Game Board. Most Models are Infantry, who can simply **Walk** or **Run**. Jetpacks on the other hand are able to use their specialised equipment to jump small distances, or even sustain low altitude **Flight**, whilst Cavalry can sacrifice their ability to manoeuvre to give themselves a significant burst of speed.

The great Ironclad vehicles of this alternate 19th Century are even more different; being hulking machines of war weighed down with thick metal plating, their movement is significantly less flexible, but their engines can still generate significant speed.

During the **Movement Segment**, the following Steps occur in order:

1. **Movement Orders and Cards**
2. **Movement Actions**
3. **Movement Consolidation**

1. Movement Orders and TAC Step

During this Step, any **Orders** affecting Movement are issued, and any TACs affecting Movement are played.

2. Movement Actions

During this Step, Models in a Section may perform **ONE** of the **Movement Actions** listed below, that they are eligible to make, depending on the Model Type.

All movement obeys the following rules, unless specifically stated otherwise:

- A Model's movement can be made in **ANY direction**, freely changing direction at any point, as long as the Model does not move further than its **Movement Value**.
- A Section **CANNOT voluntarily** finish its movement with **ANY** of its Models outside of **Coherency** (see Page 63).
- A Model **CANNOT** move through other Models or **Impassable Terrain**.
- A Model **CANNOT** finish its move with its base on top of another Model's base.
- A Model MUST end its movement **at least 1" away** from an enemy Model unless performing a *Charge* Move Action against the enemy Model's Section.
- All Models in a Section are assumed to make the same Movement Action during their Activation.

"Up, up and…. mind that tree!"

MOVEMENT ACTIONS	
Advance	A Model may move up to its Movement Value. The Model may perform a *Fire* Action later in the Activation.
At The Double	A Model may move up to TWICE its Movement Value. The Model may not perform a *Fire* Action. Unless otherwise stated, the Section may not be in *Line Formation*.
Hold Your Ground	A Model does not Move, but may pivot on the spot and Fire.
Charge	A Model may move up to TWICE the model's Movement Value into Melee. The Model may not perform a *Fire* Action. unless otherwise stated, the Section may not be in *Line Formation*.
Embark	(Infantry only) The Model may *Embark* into a Transport/Building with which they are within 4″ of.
Disembark	(Infantry only) The Model may *Disembark* from a Transport/Building in which are *Embarked*.

*Rules on **Embarking** and **Disembarking** can be found on Page 66.

ADVANCE

The most common Movement Action. The Models move up to their listed **Movement Value (Mv)**. Models may perform a **Fire Action** after *Advancing*.

AT THE DOUBLE

The Models **move up to TWICE** their listed **Movement Value (Mv)**. Models may **NOT** perform a *Fire* Action after moving *At The Double*.

CHARGE

The Models **move up to TWICE** their listed Movement Value (Mv). Models may move into **Melee** with an opposing Sections(s) but may **NOT** perform a Fire Action. A Section may only perform a *Charge* action if all conditions below are met:

- At least one Model in the Section has **Line of Sight** to the Opposing Section they intend to *Charge*.
- At least one model in the Section is capable of moving into Base-to-Base Contact with a model in the opposing Section or a piece of Linear Terrain the opposing Section is *Occupying*.
- The *Charger* is not an Ironclad.

Individual Models *Charging* over Difficult Terrain (of any type) **do not move up to TWICE** their listed Movement Value (Mv), and instead may only move their basic Movement Value as they clamber to reach their enemy.

Once the *Charging* Section has completed its *Charge* Move, the defending Models MAY make an out-of-sequence move to bring their un-engaged models either into Base-to-Base Contact with the enemy or into Base-to-Base Contact with a friendly model that is already engaged.

If a Section has an **Elevated Marker** next to it, it may not be *Charged* by a Section, unless that Section also has an **Elevated Marker** next to them.

HOLD YOUR GROUND

The model does not move. A model making a *Hold Your Ground* Action may pivot on the spot about its centre point. This action is available to all Sections.

EMBARK

To *Embark* into a transport/building, a Section makes an *Embark* move action.

To make an *Embark* Move Action:

- A Section must begin its Activation with all models within 4" of the Transport/Building.
- If any models in a Section *Embark*, the whole Section must *Embark*, or the *Embark* movement action fails.
- The Transport/Building must be empty and have sufficient Capacity for the Section to *Occupy* it.
- If the Transport has not already *Activated*, it may *Activate* normally later in this Turn, performing any allowed actions (Advancing, performing Ranged Attacks etc.), but it CANNOT make an *At The Double* move action.

The Section is removed from the battlefield and is considered *Embarked* in the Transport or Building. Place the models to the side and mark the Transport/Building as *Occupied* in a suitable way.

DISEMBARK

To *Disembark* from a Transport/Building, a Section makes a *Disembark* Move Action and the Section is placed within 4" of the Transport/Building:

- This action may not be carried out if the Transport has moved *At The Double* this Turn.
- Once the *Disembarking* models have been placed on the tabletop, the Transport is considered to have completed its own Activation.
- If any models in a Section *Disembark*, the whole Section must *Disembark*.
- If there is not enough room to place all models (due to Terrain or other models), a Section CANNOT *Disembark* voluntarily. If a Section is forced to *Disembark*, any models which cannot *Disembark* without placing their bases within Impassable Terrain or on top of another model's base, are immediately *Killed*.
- Any Transport and Section which has *Disembarked* from it will *Activate* separately from this point on, unless an Officer issues an Order for them to act simultaneously, or the Section re-*Embarks* onto their Transport.

3. Movement Consolidation

In this Step, ensure the Section has the **correct Markers**, and move on to the **Shooting Segment**.

Special Movement Actions

JETPACK MOVEMENT

Models of the Jetpack type may opt to make use of *Cover*, staying close to the ground, and move as Infantry. Alternatively, they may opt to use their Jetpacks at full power and fly over Terrain. When doing so, they may ignore any Difficult or Impassable Terrain they pass over, as they simply fly over it! If they do so, they are assumed to be *Elevated* until their next Activation. Place an **Elevated Marker** next to the unit to remind you.

IRONCLAD MOVEMENT

See the Ironclad Section, Page 107.

Line Formation.

Open Formation.

Formations

Sections of models in *Dystopian Legions* will always be in one of the following Formations – *Open* or *Line Formation*.

OPEN FORMATION

The most common formation in the game is *Open Formation*, where models are able to make best use of the Terrain and respond to threats. Whilst in *Open Formation*, every model in a Section **MUST remain within Coherency** as normal.

LINE FORMATION

Models may only *Advance* into *Line Formation* if Ordered to do so. Models may not move whilst in *Line Formation*, but may move out of *Line Formation* into *Open Formation* without an Order.

Whilst in *Line Formation*, every model in a Section MUST be in Base Contact with at least one other model in the Section, which in turn MUST be in Base Contact of at least one other model in the Section, and so on until all models in the Section are accounted for.

When in *Line Formation*, a model's Line of Sight is NOT *Blocked* by a model it is in Base Contact with, but is *Blocked* by other models as normal.

Important Note 1: Although a model in *Line Formation* can draw Line of Sight past a model it is in Base Contact with, it CANNOT draw Line of Sight through any further models past the first, even if

the subsequent models are also in Base Contact… A model can only 'see through' one model at a time whilst in *Line Formation*!
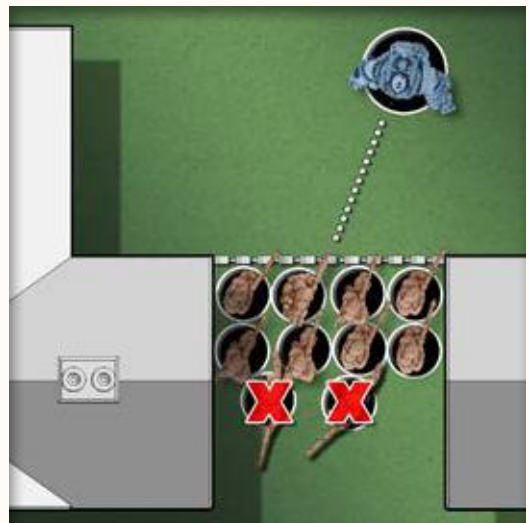
In this example only 8 of the FSA Troopers in **Line Formation** *can fire against the Teutonic Knight, since two of their number are not in Base Contact with a model with clear Line of Sight.*

THE WEAPON PROFILE

NAME	RANGES		RAD		IAD		MARs
	ER	LR	ER	LR	ER	LR	
Service Revolver	0-8"	8-16"	**3 [BLACK]**	**2 [BLACK]**	**1 [BLACK]**	–	CQB Weapon

This is the profile of a typical ranged weapon, in this case the trusted Service Revolver used by many Kingdom of Britannia Officers.

Name:
The weapon is called a **Service Revolver**.

Range:
These are the ranges the weapon can fire at. Most weapons will have an **Effective Range (ER)** and **Long Range (LR)** listed. In some cases a weapon will only have one range listed – most commonly this will be the Effective Range (for weapons that are restricted to firing at shorter distances), but in rarer instances a weapon might only have a Long Range (weapons that specialise in Long Range Bombardment, for example).

RAD – Ranged Attack Dice:
This shows the Attack Dice this weapon adds to the **Attack Dice Pool** when firing at Infantry, Heavy Infantry, Jetpack and Cavalry models.

The **ER** column shows the dice added at Effective Range, whilst the **LR** column shows those added at Long Range. If a column has a dash, this means the weapon is ineffective against that kind of target at that Range and, as a consequence, adds nothing to the Attack Dice Pool!

IAD – Ironclad Attack Dice:
This shows the Attack Dice this weapon adds to the **Attack Dice Pool** when firing at Ironclad models. The **ER** column shows the dice added at Effective Range, the **LR** column those added at Long Range. If a column has a dash, this means the weapon is ineffective against that kind of target at that Range and, as a consequence, adds nothing to the Attack Dice Pool!

MARs – Model Assigned Rules
This final column lists any MARs the weapon has. In this case, like most pistols, it has the *CQB Weapon* MAR, allowing it to be used in the **Melee Phase**.

Mines and Booby Traps

Unlike other weapons, these are not generally used during the battle. Instead, they are placed before the battle is joined by models infiltrating forward under cover of darkness to place them. Minefields and Booby Traps share most of their characteristics, but vary on where they are placed and how they are *Triggered*. *Cover* may not be used against Mines or Booby Traps. In the case of Ironclads, resolve the attack against the Rear Armour.

MINEFIELDS
Minefields are placed as Area Terrain as part of certain scenario conditions, or where both players agree to their use and lethality! The amount of AD rolled against the Section that triggers a Minefield will be noted in the scenario conditions or should be agreed upon by Commanders before the battle starts.

Mines are *Triggered* if a Model moves into Base Contact with the Minefield, or begins their Activation within the Minefield. Once *Triggered*, Minefields are NOT removed from play.

BOOBY TRAPS
Booby Traps are placed where there is cover to conceal them. They are *Triggered* as a Model in a Section moves into the Area Terrain they are in. Only Area Terrain may contain a Booby Trap, and when placed, the entire piece of Area Terrain is considered to be Booby Trapped!

When a Booby Trap is *Triggered*, check the relevant Attack Dice noted, and resolve the Attack against the entire Section of the Model which *Triggered* it. Once Triggered, Booby Traps are removed from play.

Booby Traps are simply Mines that exist in Cover whereas Mines exist out of Cover allowing for the creation of Minefields. In both cases they generate **12 (RED) Attack Dice**. As Mines are NOT removed when *Triggered*, they are a persistent effect.

Line of Sight

The rule mechanics for Line of Sight allow Commanders to determine if models can see one another on the battlefield. This is a vital component of both Terrain and Model interaction.

In the interests of brevity and clarity, regardless of the reasons why a model is trying to determine Line of Sight, when referring to Line of Sight in this Chapter we will use the terms **Firer** and **Target** to denote respectively the Model you are drawing Line of Sight from, and the one you are drawing it to.

All Firing models are treated as individual Elements for determining their own Line of Sight.

The 3 Golden Rules

Rule #1:

If a thin straight line can be drawn **between the centres of both the firing model's base and the base of a model in the target Section**, without crossing any *Blocking* Terrain (Area or Linear), any other model's base or any other piece of generated Cover (such as Smoke), the firing model's Line of Sight is considered to be ***Open***.

Rule #2:

If Line of Sight can be drawn **centre of base to centre of base**, but it must cross a piece of *Linear* Terrain, the **firing model's Line of Sight is considered to be *Open***. However, the target Model(s) gain **Cover Saves**, depending on the *Degree of Cover*, and the position of the Model(s), as described in the **Shooting Segment** on Page 77.

Rule #3:

If a straight line CANNOT be drawn centre of base to centre of base without crossing another model, or a piece of Terrain that is considered to be *Blocking*, the model **CANNOT** make the Ranged Attack.

Weapon Arcs

In *Dystopian Legions* most Models can fire in any direction. In effect, they have a 360 Degree Arc of Fire. However, some Models can only fire through a **Limited Arc** with one or more of their weapons. If this is the case, it will be listed next to the Weapon's name in the **Model's Statistics Profile**.

All Weapons with a Limited Arc will use either a **90**, **180** or **270 Degree Arc of Fire.** Examples of these are shown below.

If the target of a Limited Arc weapon is inside of its specified Arc, the Line of Sight to the target is determined as normal. However, if the target is outside of its specified Arc, the Line of Sight to the target is considered to be *Blocked*.

Here are various weapon fire arcs, with all models facing the top of the page:

180 Degree Fore Fire Arc

90 Degree Fore Fire Arc

270 Degree Fore Fire Arc

Fixed Fore
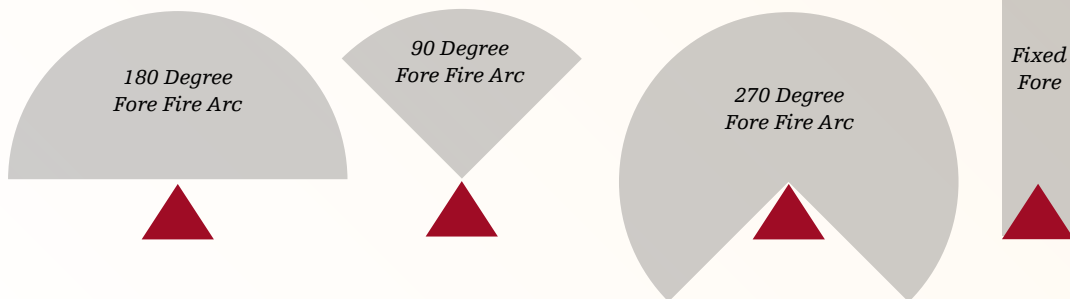
As the Blazing Sun Ashigaru step out, the Cossack Militia opens fire.

The easiest way to talk about Line of Sight is an example. The **Red** Section is firing at the **Blue** Section.

Figure A *is in Base Contact with the wall and can clearly fire over it unhindered to hit* **Figures 3**, **4** *and* **5**. **He can draw a line centre to centre** *on the three figures, without crossing Terrain or another model, and therefore has an* Open *Line of Sight.*

Figure B is not touching Figure A and cannot *draw a line to ANY enemy figure, so therefore cannot shoot.*

Figure C *can draw a line centre to centre to* **Figures 4** *and* **5**, *without crossing Terrain or another model, and therefore has* Open *Line of Sight. The same DOES NOT apply to* **Figures D** *and* **E**. *They can draw a line to* **Figure 3**, *but not an* Open *one. However, thay can draw an* Open *Line of Sight to* **Figures 4** *and* **5**.

Figures 1 *and* **2** *cannot be seen and therefore cannot be shot.*
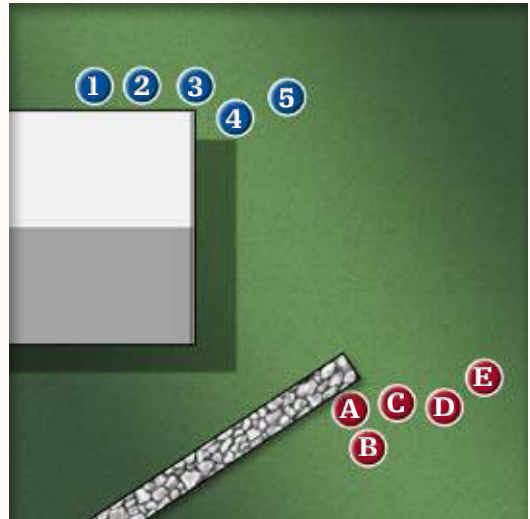
They can't see much… but that's all the well-trained Black Watch need.

More fun to work out, but equally easy:

Figures 1, **2** *and* **5** *cannot be shot at.*
However, **Figures 3** *and* **4** *can be Targeted and shot.*

Figures A, B *and* **C** *can draw a line centre to centre to* **Figures 3** *and* **4**. *This means* ***both Figures*** *are* In The Open *and can be shot.*
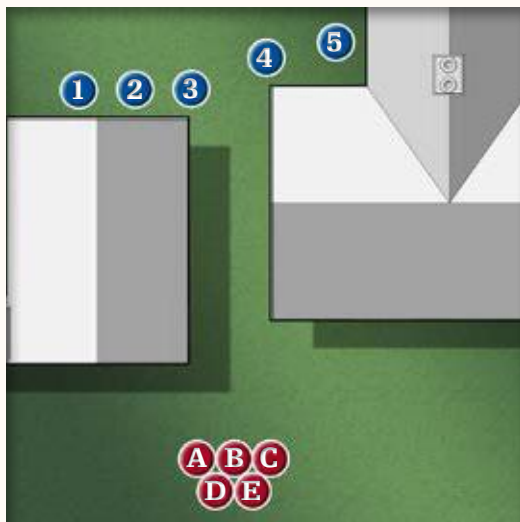
Shooting Segment

"The Sarge, he stood tall and told us to all 'Form Line, keep calm and aim true'. It was amazing really that we survived. But we did. He kept shouting that our Basic Training would keep us alive. He did go on…,"

**Reginald Hawkins, Private,
South Essex Infantry Regiment.**

During the Shooting Segment, Commanders execute **Ranged Attacks** against non-Ironclad Models (such as Infantry), and **Ironclad Attacks** against targets designated as Ironclads (such as Tanks, or Field Guns). In this Section we will focus on **Ranged Attacks**. All **Ranged** Attacks are resolved using the Shooting Sequence below:

1: TAC Card Step

Play any relevant TAC Cards your Deck may hold.

2: Declare Target(s) and Shooting Action

During the Shooting Segment, a Section may declare one **Ranged Attack** using **Ranged Attack Dice (RAD)** AND one attack using **Ironclad Attack Dice** (**IAD**). However, a weapon may only ever contribute to ONE of these attacks, not both!

Certain weapons are always resolved separately to the rest of the Section's fire, such as Snipers and Indirect Fire Attacks. But for the most part all models who can contribute to an Attack should do so to ensure maximum effect.

Commanders should declare which Models in the firing Section are contributing to the Attack. A Section may only fire at an opposing Section if one or more Models in the opposing Section are a **Valid Target**.

	SHOOTING SEQUENCE	
	Step	**Summary**
1	TAC Card Step	Play any relevant TAC Cards.
2	Declare Target(s) & Shooting Action	Declare the enemy Section(s) that are the Target of the Ranged Attack. Sections should also nominate any Shooting Action they are planning to make.
3	Determine Line of Sight	Determine which of the Shooting Models can draw a valid Line of Sight to a Model in the Target Section.
4	Determine Range and the Target Priority Chain	Establish the range between each contributing Model in the Shooting Section to the Target Section and determine the order in which Models will be removed as casualties.
5	Compile Attack Dice Pool	Each contributing Model adds its weapon's Attack Dice to the Attack Dice Pool, making sure to differentiate between different Dice Colours as necessary.
6	Resolve Attack Dice and Allocate Hits	Each roll of a 4, 5 or 6 is usually a Success, and rolls of 6 have varying effects dependent on the Dice Colour. The total number of Successes rolled on all of the Attack Dice are then allocated using the Target Priority Chain, starting with the closest Model first.
7	Resolve Cover/ Shield Saves	The target Section may have access to Cover/Shield Saves, which should be rolled to reduce the total Successes rolled.
8	Apply Damage and Remove Casualties	By comparing the number of Successes rolled to the Injury Ratings of the Models in the target Section, determine how many Life Points may be lost from incoming fire. Repeat the process for any other shooting to be resolved by the Section.
9	Shooting Consolidation	Resolve any Morale Checks, place Game Markers and then move on to the next Activation.

"On my Order… Fire!"

To be a **Valid Target** for a **Ranged Attack**, a Model must:
- Be within either Effective or Long Range.
- Be within Line of Sight – unless an Indirect Weapon is being used.
- Not have the **Non Combatant** MAR.
- Not be engaged in a Melee.

To be a **Valid Target** for an **Ironclad Attack**, a Model must:
- Be within Effective or Long Range.
- Be within Line of Sight – unless an Indirect Weapon is being used.
- Not have the **Non Combatant** MAR.
- Not be engaged in a Melee.

Models are allowed to make a single Shooting Action during an Activation:
- *Open Fire!*
- Set *Overwatch*
- *Spot* for Indirect Fire

Open Fire Action

The Model(s) immediately make a Ranged Attack or Ironclad Attack against a Target Section. This is by far the most common Shooting Action and is resolved using the Shooting Sequence below.

Set Overwatch Action

Overwatch is when a Section has prepared itself to fire at a moment's notice, such as when a Target moves into Line of Sight, out of *Cover* or at some other opportune moment.

Any Models that have moved during this Activation, or that have any **Shaken Markers** on them, may not perform an *Overwatch* action.

The Models do nothing in this Shooting Segment, but may make **ONE *Fire* Action** later in the Game Turn, resolved using the Shooting Sequence below. Place an **Overwatch Marker** next to the Section to remind you that the unit is on *Overwatch*. A Section on *Overwatch* may fire at the end of any subsequent Movement Segment – even an enemy Movement Segment!

- When a Section on *Overwatch* fires, all shots are considered to be *Rushed*.
- All **Overwatch Markers** are removed in the **End Phase**.
- If a Section on *Overwatch* gains a **Shaken Marker**, it immediately loses its **Overwatch Marker** and gains an **Activated Marker** instead.
- Once a Section has fired on *Overwatch*, it loses its **Overwatch Marker** and gains an **Activated Marker**.
- Models may not use *Observed Fire* on *Overwatch*.

OPTIONAL RULE
Breaking Overwatch

A Section that reacts on *Overwatch* does so once an enemy Section has finished its movement, allowing wound allocation to be applied using the Target Priority Chain. Remember, in the 1870s, Sections are trained to fight *en masse*, not individually.

However, the break to this rule comes from any figure that has the **Sniper** MAR that has been placed on *Overwatch*. This Model has the ability to break the **Target Priority Chain** by nominating its preferred target, with ALL Successful Hits being allocated to that target only.

Additionally, if the Firing Model does not move during the Movement Segment of its Activation, any Ranged Attack made with the Sniper weapon is considered a *Placed Shot*.

What this means for an *Overwatch* Action is that a Section, with the **Sniper** MAR, that fires on an enemy Section stops it dead in its tracks at the point that the Firer sees its preferred target. Players will need to manage this interaction carefully, but the Target Section should be moved figure by figure until the Firing Section elects to shoot.

Once the shooting has been resolved, the remainder (if any) of the Target Section can complete its movement.

Note: The Target Model of a Sniper shot DOES NOT get to finish its Movement.

A Section that is on *Overwatch* and which is *Charged* by another Section may make their Shooting Action against the *Charging* Section only, this Shooting Action takes place at the end of the *Charge* Move. All shots are considered *Rushed* and all other aspects of the *Overwatch* rules apply.

In the case where the *Charging* Section has the **Daunting** MAR, the **Morale Check** is made before the *Overwatch* Shooting Action.

3: Determine Line of Sight

Commanders should determine which of the **3 Golden Rules** for *Line of Sight* apply to each firing Model. Some Models targeted in an Attack may be *Blocked* and some may be in the Open. See page 73.

4: Determine Range and the Target Priority Chain

To determine Range, measure along the Line of Sight of every Model in the firing Section who is contributing to the Attack:

- If ONE or more Valid Targets in the Target Section are within the Effective Range, the firing Model contributes Attack Dice to the Ranged Attack Dice Pool with the Number and Colour of Attack Dice listed in the weapon's Effective Range entry.

- If the firing Model's Weapon is within Long Range, the firing Model contributes Attack Dice to the Ranged Attack Dice Pool with the Number and Colour of Attack Dice listed in the weapon's Long Range entry.

- If no valid Targets in the Target Section are within the weapon's Long Range, the Model may not fire at the Target Section.

At this stage, players should also agree on the **Target Priority Chain** within the target Section – starting with the **closest Model** to the firing Section first, **then working back** to the furthest possible casualty. This will be the order in which casualties will be removed. In cases where it is impossible to determine the closest Model (either due to the target Section *Occupying* a building or when Models are equidistant), the target Section's Commander may determine the Target Priority Chain for contested models – **Commanders should remember to play within the spirit of the rules in these cases!**

5: Compile Attack Dice Pool

The player now needs to collect together all of the Attack Dice they are going to roll for the Ranged Attack.

Each Model contributing to the Attack adds a Number and Colour of Attack Dice to the Attack Dice Pool equal to the full amount listed on the profile of the weapon it is using, at the relevant range, as discussed above.

Certain special rules and other game effects may alter the total dice in the pool at this point.

Once the Attack Dice Pool has been compiled, but **BEFORE** these dice are rolled the Target Section may choose to **Hit the Deck** as an Action, if able.

6: Resolve Attack Dice and Allocate Hits

The player then rolls their Attack Dice Pool, performing any re-rolls, or additional rolls from **RED 6s** as necessary, and calculates the total number of Successes.

SOLO WEAPONS

Some weapons never add to a collective Attack Dice Pool and instead must always fire alone – these are referred to as Solo Weapons and will de denoted with the *Solo Weapon* MAR.

QUALITY OF SHOOTING

The roll to hit in *Dystopian Legions* varies greatly, depending on how well the shooting Section has been able to focus on its target. This can be affected by Orders, **Shaken Markers**, and other Factors.

It is divided into three types: *Placed*, *Regular* and *Rushed Shots*.

- *Placed Shots* occur when the Section's fire has been carefully directed, and is able to focus on shooting without any distractions. These shots hit on a **3+**.

- *Regular Shots* are shots under normal combat conditions. These shots will hit on a **4+**.

- *Rushed Shots* are fired under hazardous or stressful conditions, with no time to aim properly. These shots will hit on a **5+**.

Unless otherwise stated, ALL Shooting begins as a *Regular Shot*. Various conditions can change the Quality of a shot. If a shot would have both the *Placed* and *Rushed* conditions applied, instead treat the shot simply as a *Regular* one, ignoring the conflicting conditions.

After rolling the Attack Dice Pool, total the number of Successes. These Successes are referred to as the **Damage Pool**.

If the **total number of Successes** is **equal to or greater than the Injury Rating (IR)** of the closest Model in the target Section, then that Model is allocated the damage sufficient to cause a **Kill**. Any **remaining hits are then carried forwards to the next Model** and the process begins again. Any hits that are insufficient to even cause the loss of a Life Point to the next Model in the Target Priority Chain are left as '**Floating Damage**'.

> **Important Note:**
> **This is an important mechanic –**
> **so do not forget your 'Floating Damage'.**

7: Resolve Cover/Shield Saves

If able, the target Section may attempt to **reduce the Total number of Successes rolled** by the Damage Pool through the use of *Cover* and **Shield Saves**. This is done by creating a *Defensive Pool*. A Model is entitled to add Cover AND Shield Dice to the Section's Defensive Pool if the incoming attack would result in a Life Point/Hull Point being lost by that Model. A Model may only ever add Cover or Shield Dice to the pool once, irrespective of the amount of Life/Hull Points lost.

The Defensive Pool is generated by adding the following:

- *Hard Cover* adds **+2 [BLUE]** Dice to the pool.
- *Soft Cover* adds **+1 [BLUE]** Die to the pool.
- **Shield Saves** confer a Variable number of Dice **[RED]** to the pool – the amount of Dice will always depend upon MARs or game conditions that might apply.

Once the Attack Pool Successes have been determined, the Target should then roll their Defensive Pool and, for each Success rolled, reduce the number of allocated hits in the Attack Pool by the number of Successes rolled by the Defensive Pool, starting with the **Floating Dice FIRST**, then the Damage allocated to the **FURTHEST Model** in the Target Priority that has been allocated hits second, **then work backwards** in the Target Priority Chain.

8: Apply Damage and Remove Casualties

Once the Defensive Pool has removed Damage, the remaining hits should clearly indicate the casualties sustained. Models will then be removed or suffer a loss of Life Points depending on the incoming damage. Remove Models that were *Killed* at this point.

9: Shooting Consolidation Step

Once all Ranged Attacks from a Section have been resolved:

- Any necessary **Morale Checks** should be made, and *Shaken Markers* placed as appropriate.
- The Activating Section should have an *Activation Marker* placed next to them.
- Finally, play passes to the next Activation.

Declare Target
and Shooting Action
Determine Line of Sight

Line Troopers

Sergeant

Specialist
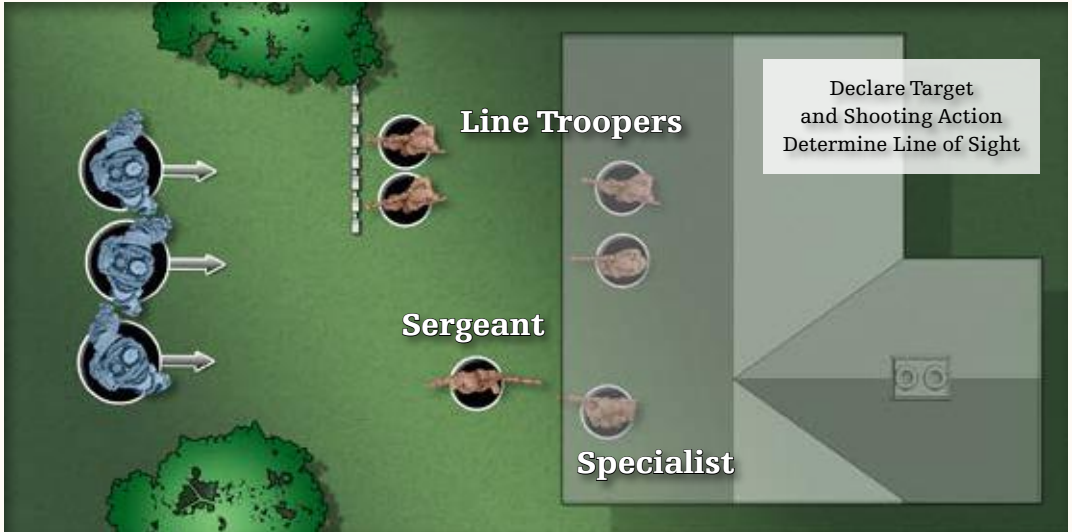
Shooting Segment Example

Here a Section of Teutonic Knights moves into position to fire at a Section of Britannian Line Infantry. The Prussian Player nominates the Line Infantry as a Target for an **Open Fire!** *Shooting Action and determines that all the Models in the Section are in Line of Sight of at least one Teutonic Knight.*

Next the Prussian player determines the range to the target, finding the first Models in the Section to be within 8". Then both players agree on the Target Priority: Trooper 1 and Trooper 2 are equidistant, so the Britannian player nominates which will be the first in the chain (this is important in cases where specialist or NCOs might be targets!). The Britannian Sergeant is third in the chain and the Models in the building are fourth (the Britannian Player nominates the Specialist to be next in the chain since the higher KR for the Specialist will likely soak any excess hits!)

Determine Range and
Target Priority Chain

#2

#1

8"

#3

#4

Compile Attack Dice Pool
= **18 Blue**
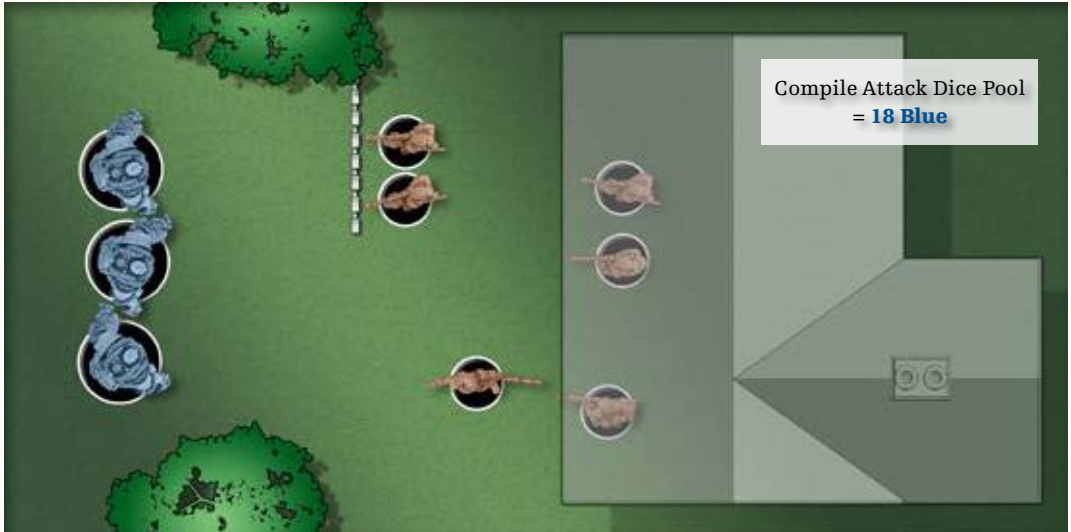
Each Teutonic Knight is armed with a Machine-gewehr-71 Machine Gun which rolls **6 [Blue]** *Dice at the Determined Range. These dice are combined into the Attack Pool to give an impressive* **18 [Blue]** *Dice to be rolled.*

The Shooting Action is neither **Rushed** *nor* **Placed** *so the Prussian player now rolls the Attack Pool, treating all* **6s** *rolled as 2 hits (due to the* **Heavy Dice** *mechanic in play), needing* **4**, **5** *or* **6 [BLUE]** *and scores an astounding 14 hits!... way above average! With 14*

Hits in the Damage Pool, the Britannian Section is in real trouble.

The Damage Pool is then allocated along the Target Priority Chain, starting with the closest Model, allocating hits to Models that are sufficient to **Kill** *them before moving on to the next Model in the chain. In this case Trooper A and Trooper B both take 3 hits each (because they have KR3 on their profile), the Sergeant takes 3+3 hits because he has a KR of 3 and 2 Life Points, and the remaining 2 Hits are left to the side as Floating Hits.*

Resolve Attack Dice
and Allocate Hits:
Damage Pool
= **14 Hits**

+2 Floating Hits

Resolve Cover/
Shield Saves:
Defensive Pool
= **2 Blue**
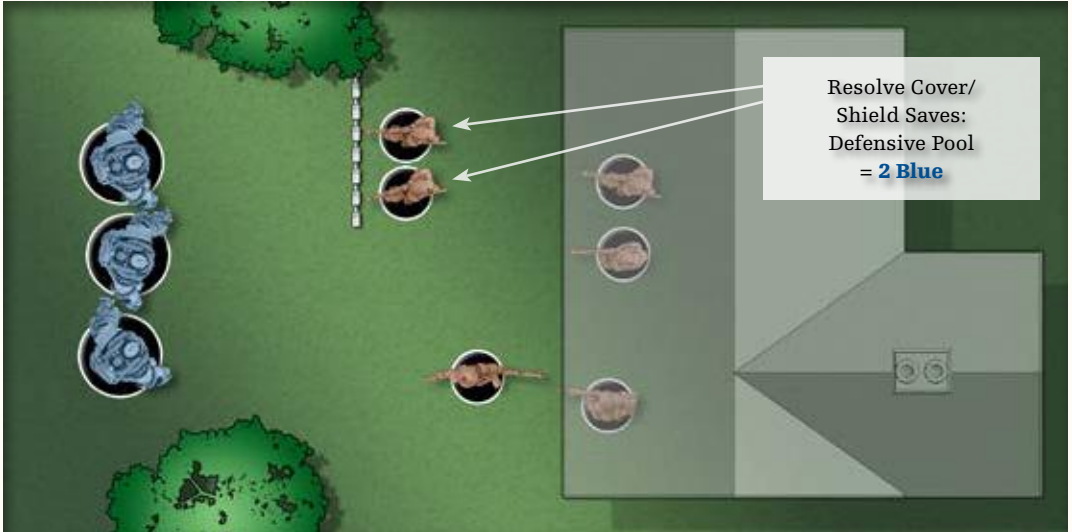
Trooper A is behind a wooden fence and so contributes **+1 [BLUE]** *Dice to the Defensive Pool, as does Trooper B. The Sergeant is in the* Open *so does not contribute any Defensive Dice, and the Troopers in the building are not under threat. This means the Britannian player has a Defensive Pool of* **2 [BLUE]** *Dice. Rolling this pool, needing* **4**, **5** *or* **6** *the Britannian Player scores 3 Successes, reducing the Damage Pool by that amount.*

With the Damage Pool reduced by 3, down to 11 Damage, the Hits are recalculated using the Target Priority Chain so that Trooper A takes 3 hits, and is **Killed**. *Trooper B takes 3 hits and is* **Killed**. *The Sergeant takes only 3 hits and takes a* **Wound Marker**. *The left over Floating Hits are now ignored.*

Fortunately the **Cover** *(not to mention the unfortunate troopers in front of the Sergeant) managed to soak some of the deadly machinegun fire. The Britannian NCO can now reach the safety of the building and organise a counter-attack!*

Apply Damage and
Remove Casualties:
Damage Pool
= **11 Hits**

3
3
+2 Floating Hits
3

Shooting Segment Modifications

HIT THE DECK ACTION

Troopers that come under heavy fire are often better off diving for Cover to minimise their silhouette. Infantry Models that execute a *Hit the Deck* Action generally improve their Cover Save by one, but suffer penalties for doing so (see below).

For a Section to attempt to *Hit the Deck*, all members of the Section must do so.

At the end of their Movement Segment, or when an Infantry Section comes under fire, and before any Attack Dice are rolled, that Infantry Section may declare it has *Hit the Deck*. Place a **Hit the Deck Marker** next to this Section and replace any **Overwatch Marker** with an **Activation Marker**.

A Section with a **Hit the Deck Marker** will improve their Cover Save by one:

- Models in *Open Ground* gain the benefit of *Soft Cover* (**1x [BLUE]** Dice).
- Models in *Soft Cover* gain the benefit of *Hard Cover* (**2x [BLUE]** Dice).
- Models in *Hard Cover* gain no additional benefit.

For the rest of the Turn, the Section will make any Shooting Action as *Rushed* Shots.

If the Section makes any Movement Action other than *Hold Your Ground*, remove the **Hit the Deck Marker** at the beginning of the Movement, otherwise the Marker is removed in the **End Phase** of the Turn. If the Movement Action was *At the Double* or *Charge*, the Section gains a **Shaken Marker**.

A Section that has already Activated, and which comes under fire, may declare that it *Hits the Deck*, but in addition to taking a **Hit the Deck Marker**, that Section will also take a **Shaken Marker**.

The addition of a **Hit the Deck Marker** does not stop a model in that Section from making a *Spotting* Action, as long as that model is able to (it has not participated in a different Shooting Action this turn, etc. As per the normal rules for spotters).

ELEVATED POSITIONS

Elevated Models such as flying models, models *Occupying* Raised Ground or other Elevated Terrain have a wide panoramic view of the battlefield and can weaken the efficacy of Terrain that the enemy might be cowering behind! Elevated models may IGNORE non-Elevated Models for the purposes of determining Line of Sight.

Elevated Models firing at an Non-Elevated Target also gain an Elevated Bonus that reduced the level of Cover the target enjoys by one level. This means that:

- Models in *Soft Cover* are treated as being in *Open Ground*.
- Models in *Hard Cover* are treated as being in *Soft Cover* (**1x [BLUE]** Dice).
- Models that elect to *Hit The Deck* against fire from an Elevated Position ignore the Elevated Bonus and keep the Cover Level they are currently enjoying, prior to *Hitting The Deck*.

All Flying models are considered to be 'Flying-Elevated'. This means they treat all *Hard Cover* as *Soft Cover*, and all *Soft Cover* as *Open Ground*, EVEN IF the Target is also *Elevated* or chose to *Hit The Deck*.

Indirect Fire Weapons (IDF)

Models using weapons with the **IDF** MAR normally fire in a high arc, allowing them to shoot over Terrain, and potentially target areas they cannot draw Line of Sight to. The use of these weapons is not without risk of course, as friendly elements can often be caught in the barrage, so care and planning must be taken to ensure Indirect Fire Weapons can be used effectively.

Indirect Weapons are capable of firing in two different ways: **Over Open Sights** or **Observed Fire**.

- Weapons may only fire *Observed Fire* at a weapon's Long Range.
- If an IDF weapon can draw Line of Sight to the target, the weapon may fire on that target directly *Over Open Sights*.

OVER OPEN SIGHTS

Firing *Over Open Sights* is when an IDF weapon can see its intended target. Firing *Over Open Sights* does not require a Model with the **Spotter** MAR to have a Line of Sight to the Target. *Over Open Sights* Attacks still use the Scatter Mechanic noted below.

OBSERVED FIRE

Observed Fire is when a model with an Indirect Fire weapon uses a Spotting Model to direct fire-power onto a target that they themselves cannot see. In some cases, the spotter may be calling on Artillery from off the board, or even a bombing run from an aircraft overhead. In all cases, the effect is much the same!

SPOTTING

A Spotter may use their ***Spotter*** MAR before, during or after the Section they belong to has activated, as long as they abide by certain conditions: A spotter doesn't have to declare their Spotting action when the Section they belong to is *Activated*; however, if they participate in an *Open Fire* action they may not be used as a Spotter. Conversely, if a model with the ***Spotter*** MAR is used to Spot, they may not participate in any *Open Fire* action their Section undertakes later in the Turn. Use the ***Spotting Markers*** to mark models with the ***Spotter*** MAR that have Spotted, to show they may not participate in another firing action this turn.

Indirect Firing Procedure
1. Nominate an Initial Aiming Point

This is where you **want** the barrage to land. The Initial Aiming Point must be within the Range and fire arc of all the IDF weapons making an attack.

- If firing *Over Open Sights*, the Initial Aiming Point must be in Line of Sight of a Model in the firing Section.
- If using *Observed Fire*, the Initial Aiming Point must be within Line of Sight of a Model(s) with the ***Spotter*** MAR.

A perfectly drilled Britannian gun crew.

2. Determine Where the First Blast Lands

Place the **Blast Template** over the Initial Aiming point, move it the distance indicated below, in a direction determined by the **Random Direction Template**.

- When firing *Over Open Sights*, the Template scatters **1D6"**
- When firing using *Observed Fire*, the initial scatter is **3D6"**.

When firing in an *Observed Fire* attack, roll a **D6** for each model with the ***Spotter*** MAR that can draw Line of Sight to the target point. On a **4**, **5** or **[BLACK] 6** Success rolled, reduce the distance scattered by **1D6"** down to a minimum of **1D6"**.

This is where the first Blast Template lands. It will hit anything under it, friend or foe! For each Section under the Blast Template, place the specified dice in an Attack Dice Pool for that Section.

3. Scatter Remaining Blast Templates.

If the attack has more than one Blast Template, place the second Blast Template so it is **touching but not overlapping** the first Blast Template, in the direction determined by the Random Direction Template. For each Section under the Blast Template, place the specified dice in the Attack Dice Pool for that Section. Repeat for all remaining blasts.

This means a Section under several blasts is hit by each of them, potentially building a truly devastating Attack Dice Pool.

4. Roll Attack Dice Pool

The player then rolls the Attack Dice Pool, performing any re-rolls or additional rolls from **RED 6s** as necessary, and calculate the total number of Successes. This is done separately for each Section hit.

5. Apply Casualties

Casualties are removed in the normal fashion, starting with those nearest the centre of the first Blast Template.

6. Cover Saves from Indirect Fire

The rain of shells from above makes taking Cover against Indirect Fire less effective.

Indirect Fire is always considered to come from a *Flying-Elevated* Position, so will reduce the effectiveness of any Cover Saves available.

Indirect Fire Example

*Left: In this example we have a Russian Mortar Team firing at a Prussian Line Section hiding behind a large building. Ordinarily, these troopers would be safe from incoming fire. In addition to Ordering the Indirect Fire, the Russian Commander notes that one of his troopers with the **Spotting** MAR is within line of sight of the target unit.*

*Right: An Observed Fire Attack scatters **3D6"** from its desired landing point, but in this case a model with the **Spotter** MAR can see the target location and so the scatter is reduced to **2D6"**. Rolling the Direction of Scatter, the mortar shell scatters off and hits BOTH the Prussian Line Infantry AND the Teutonic Knights! ...the Russian Commander couldn't have planned it better!*

The Scatter takes the Mortar shot in Direction 2 ...moving 5"
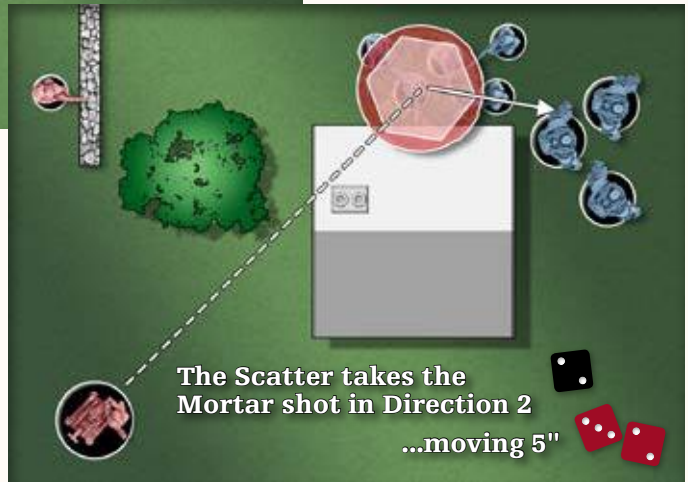
*Right: A Russian Mortar is a powerful anti-personnel weapon, rolling **8 RED** Attack Dice.*

*Rolling against the Line Section, the Russian player scores 6 hits, which are allocated to the Line Section causing 2 **kills** (each Line Trooper has KR3). The Line Section then takes an immediate Morale Check.*

Rolling against the Teutonic Knights, the Russian Commander does less well, scoring only 5 hits, which is unsufficient to cause the Knights to take damage. The Knights need not take a Morale Check because they did not lose any Life Points.
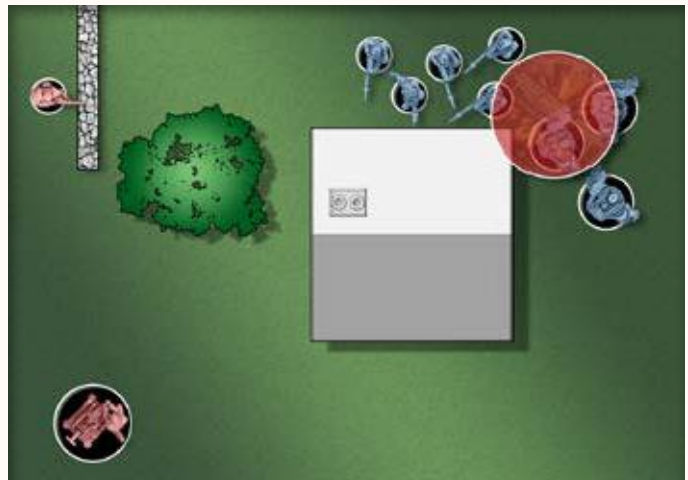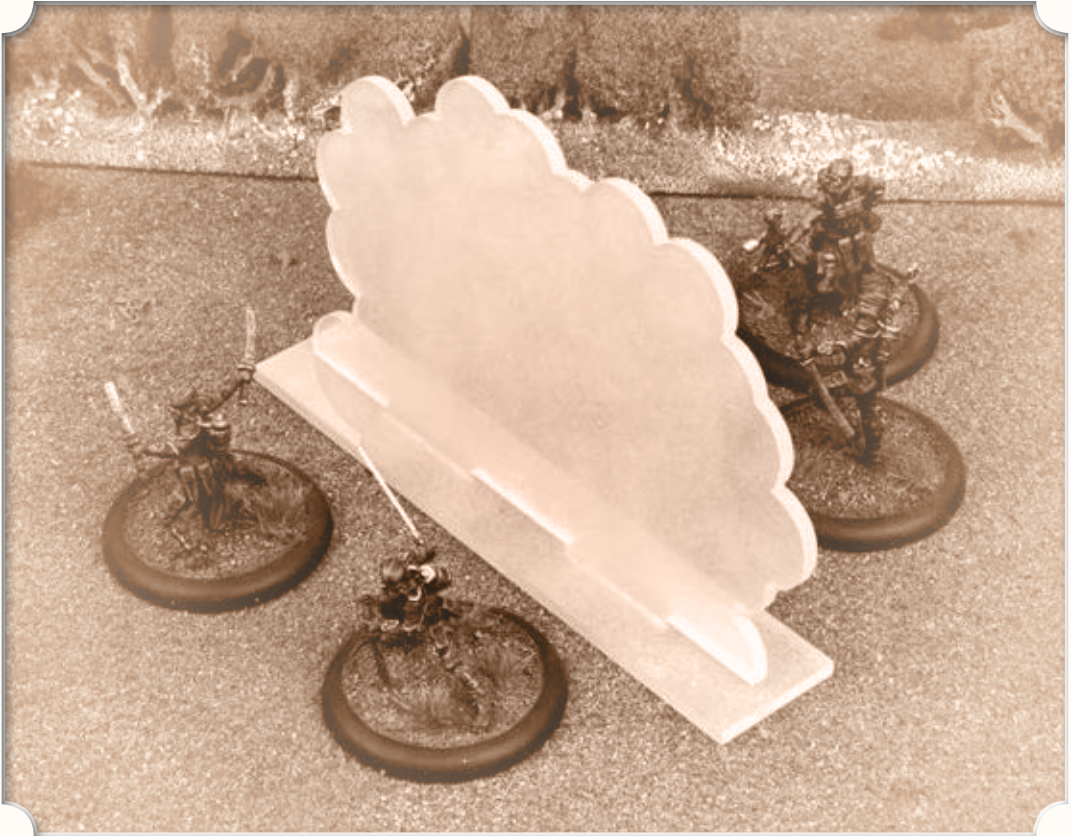
Shinobi advance through a smoke cloud.

USING SMOKE

Smoke can manifest itself as clogging fumes that drift across the battlefield, causing havoc and providing *Cover*. Equally, smoke can be delivered in a focused way, using specialist equipment – this is more unusual, but can be used to devastating effect against enemies attempting to engage.

LARGE SMOKE EFFECTS

Some weapons (such as Mortars) will often be equipped with a limited number of Smoke rounds that can deploy large area effect Templates on the battlefield. These clouds are treated as pieces of Area Terrain and rules for them can be found in the **Area Terrain** section on Page 54. Large Smoke Effects use the circular **5" Smoke Template** and the diameter of the Template is considered to be its full area of effect.

SPECIALIST SMOKE BARRIERS

Some special equipment can be used to deploy smaller smoke effects onto the battlefield that provide a short term defence against incoming enemy fire and even protects against enemy combatants. Smoke Barriers use the rectangular **5" Smoke Barrier Template**. Smoke Barriers are treated as Linear Obstacles for the purposes of Line of Sight and Cover. See page 51.

Summary

Just follow your training, Commander, and follow the Sequence of Shooting as laid out at the beginning of this chapter. Be clear about your ranges, agree the Target Priority Chain (do not forget Cover and Shield Dice) and you are ready to start *Killing* Sections. Good luck!

THE MELEE PHASE

"It is vitally important, whenever you charge into Melee that you keep your nerve. You're no good waving a bayonet around if you don't know what yer doing with it. Lord knows, your enemy will! Get confused and panic and they'll slice you up like chewing tobacco. But pick the man you want to kill and stay calm and it'll be their wives mourning, not yours,"

**Sergeant Theodore Roxwell III,
33rd North Carolina Rifles.**

Once all Sections have Activated, any that have models engaged with an opposing Section, or are in Base-to-Base Contact with an Enemy Ironclad, MUST fight a round of Melee. Each Melee contains the following steps:

- **Melee Orders and Cards**
- **Fight Melee**
- **Melee Consolidation**

If there are multiple separate Melees in a turn, they are considered to be happening at the same time. For convenience, however, resolve the three Steps for one Melee before moving on to the next Melee to resolve and so on. The player first in the Initiative order chooses which Melee is resolved first, then the second player chooses and so on until there are no more Melees to resolve.

Step 1: Melee Orders & Cards

In this Step, Orders relating to Melee are used, as are most Melee **Tactical Action Cards**. Commanders should take an **Opposed Command Check** to determine who has Initiative in this step – the winner issues their Orders and TACs FIRST.

OPTIONAL RULE
Initiative as Originally Diced

If Commanders wish to bypass Step 1's Opposed Command Check, they may simply use the Initiative as already set at the beginning of the Turn.

Step 2: Resolve Melee

Every model in Base Contact with an opposing model, or in Base Contact with a model in its own Section that is in Base Contact with an opposing model, is considered to be **Engaged**.

In this example all bar one of the Linemen are engaged in Melee.

Each Melee is resolved in the following sequence. All players follow this Sequence SIMULTANEOUSLY, so it is important to clearly announce what you are doing at each stage, and when you are going to move on to the next stage.

RESOLVING MELEE SEQUENCE	
1	Nominate Target Section(s)
2	Compile Melee Attack Dice Pools
3	Roll Melee Attack Dice and Apply Casualties
4	Remove Casualties
5	Check for the Victor
6	Gain the *Upper Hand*
7	Move Up Remaining Models

The following describes each step in the Sequence in more detail.
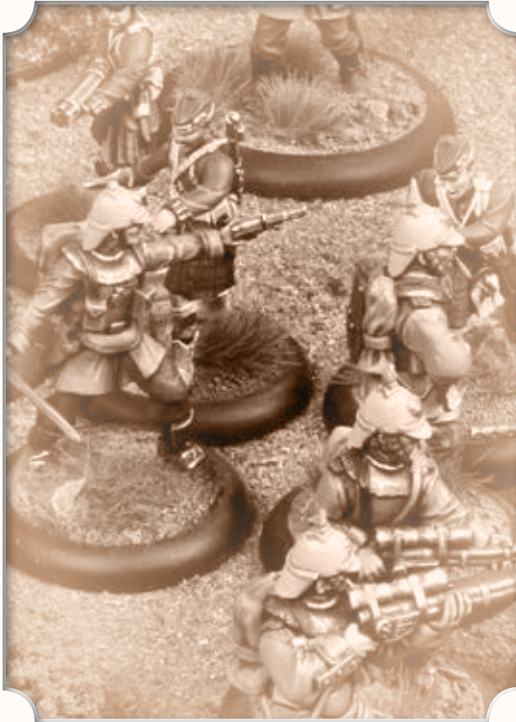
Up close and personal with the Black Watch.

Stage 1:
Nominate Target Section(s)

In a simple combat with just two Sections, the Sections automatically fight each other.

In a more complex situation, with three or more Sections involved, some models may have a choice of enemy Sections they can target with their attacks.

If a Model is engaged with two or more enemy Sections, it may choose which one it attacks.

DISENGAGING FROM A MELEE

Some units are capable of using their speed to break out of a Melee. This is not without peril, however, as only a fool shows his back to the enemy.

This option is only available to Jetpack and Cavalry models that have been ordered to *Disengage*. See the **Orders Section** on Page 47 for more details.

ATTACKING OUT OF SEQUENCE

In some situations, Sections or Models may **Strike First**. The most common reasons for this are:

- The attacker has the **Swift Strike** MAR, or
- The defender is deemed to be in a *Defensible* Position.

In these cases, resolve Stages 1 to 4 of the Melee Sequence for these models then, after any resulting casualties have been applied, all remaining models which did NOT attack out of sequence resolve stages 1 to 4 of their Melee Attacks.

The remainder of the Sequence is then performed together. It is possible that models on both sides will have this ability, in which case they strike simultaneously.

CHARGING A DEFENDED POSITION

Area Terrain: A Section which is *Occupying* Area Terrain is considered to be in a *Defensible* Position if they are *Charged*.
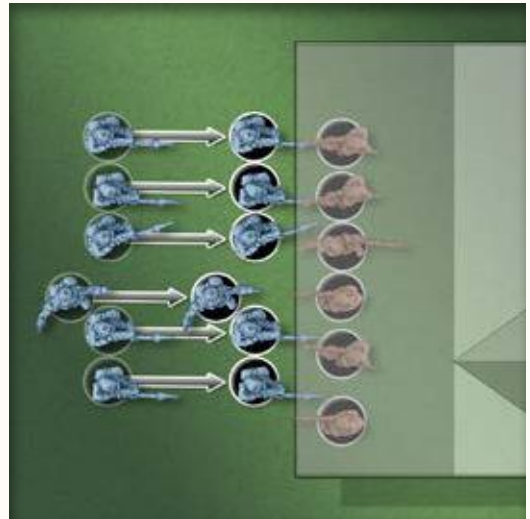
*In this example, the Prussian Line Infantry **Charge** a Britannian Section **Occupying** a building. The Britannian Section gains the benefits of the **Swift Strike** MAR.*

Linear Terrain: A Section which is *Occupying* Linear Terrain is considered to be in a *Defensible* Position if they are *Charged* by an attacker moving into Base Contact with the Linear Terrain Feature, where the feature forms a barrier between the combatants. Should any of the attackers make ACTUAL Base Contact with the defenders the *Defensible* bonus mechanic is lost.

In this example, the Prussian Line Infantry can claim a Defensible Position against the Britannian Line Infantry, due to the fact that the wall is in the way and NO Britannian Linemen have made Base Contact with the Prussian troops.

In this example, the Prussian Line Infantry cannot claim a Defensible Position from the Britannian Line, due to the fact that a Britannian Infantryman has made his way over the wall and is now in Base Contact with the Prussian troops.

Stage 2:
Compile Melee Attack Dice Pool

Players now compile their Melee Attack Dice – (**MAD**). Each model attacking the target Section adds its MAD to its side's Attack Dice Pool, making sure to differentiate Dice Colours as necessary.

There may also be a number of extra MAD if the following conditions apply, or from cards etc.

CHARGE BONUS

The momentum of a *Charge* can be a significant advantage, allowing a *Charging* Section to sweep an opposing Section out the way!

ALL individual models in a Section receive a Melee bonus in the following Melee Phase if they successfully *Charged* an opposing Section:

- Which was not already involved in a Melee.
- Without passing through Difficult Terrain.

Unless otherwise specified, this *Charge* Bonus is **+1 MAD** of their standard Dice Colour per model engaged.

CLOSE QUARTER BATTLE WEAPONS

Some Ranged weapons, such as pistols, will have the **CQB Weapon** MAR. These weapons are particularly useful in Melee. Models with a CQB weapon may add **+1 MAD** of same colour as their weapon's RAD Effective Range Dice Colour – or the IAD, if the Melee Attack is against an Ironclad.

COLD STEEL!

An Officer or NCO in a squad may inspire a Section in combat, leading from the front.

Any Officer or NCO who is engaged in combat may use the Cold Steel Ability. Cold Steel allows Officers and NCOs to spend Command Points to considerably increase their combat potential. For each Command Point spent, add **+1 RED** MAD to the Officers/NCO's Melee Attack Dice.

Note: Cold Steel Dice may not exceed the permitted maximum number of Command Points a model may spend in a turn.

Stage 3: Roll Attack Dice Pool and Calculate Successes

Each player now rolls each of their Melee Attack Dice Pools, performing any rerolls or additional rolls from **RED 6s** as necessary.

Normally every roll of **4**, **5** or **6** is a Success, with rolls of **6** varying in effect depending on the Dice Colour. The total number of Successes each player has rolled against each opposing Section is then calculated.

Sections with Shaken Markers

If a Section currently has one or more *Shaken Markers*, it treats all its Melee Attack Dice rolls as *Rushed*, hitting on a **5** or **6** with any Dice Colour Mechanics in play as normal.

Stage 4: Apply Casualties

Once the total number of Successes against each Section has been calculated, casualties are applied as follows:

If the total number of Successes is **equal to or greater than the Injury Rating (IR)** of an engaged Model in the target Section (chosen by the controlling player), then that Model is allocated damage sufficient to cause a *Kill*.

Any remaining Hits are then carried forwards to the next engaged Model and the process continues until all engaged models have been allocated damage sufficient to cause a *Kill*. After this, damage may be allocated to unengaged models.

Any hits that are insufficient to be allocated to a Model to cause the loss of a Life Point are discarded.

Stage 5: Check for Victory

If one side has had all of its models involved in the Melee *Killed* or *Destroyed*, the other side has won the Melee, and may IMMEDIATELY *Advance* **D6"** in ANY direction, and can act normally in subsequent Turns.

If Sections remain involved in the Melee, proceed with the following stages.
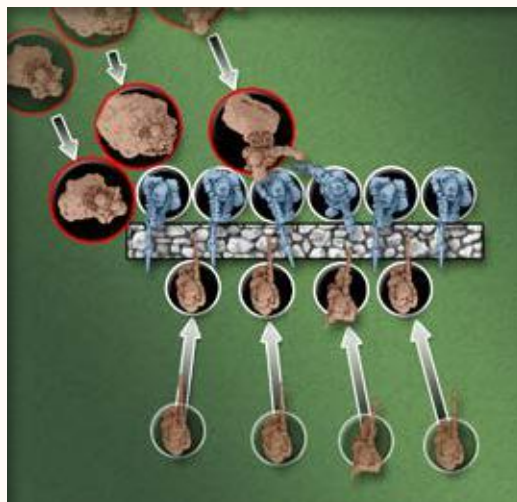
The Prussian Grenadiers are in a bit of a tricky situation here. All was going well when the Britannian Infantry charged in. By virtue of being behind a Defensive Wall when they are Charged, *they would be able to* **Strike First** *(see Page 92). However, before the Melee Phase occurs, they are* Charged *by a Section of Sky Hussars who are NOT attacking from the other side of the Wall. The Grenadiers lose the* **Strike First** *bonus, and all three Sections fight SIMULTANEOUSLY.*

Stage 6: Gain the Upper Hand

Compare the number of Life Points each side lost in that round of the Melee from ALL involved Sections. The side which has lost the LEAST Life Points gains the *Upper Hand*; place an **Upper Hand Marker** next to the relevant Sections.

The **Upper Hand Marker** MUST be expended in the following Melee Phase, and gives each model in the Section +1 Melee Attack Die of their standard Dice Colour.

Stage 7: Move Up Remaining Models

If the Melee has not ended, any models which are not engaged MUST be repositioned so that they are engaged with an opposing Section which is involved in the Melee. Models MUST remain in Coherency when being repositioned in this way.

If no enemy models remain, a Section is no longer involved in the Melee and can *Activate* normally in the following turn.

Step 3: Melee Consolidation Step

In this step, the following actions occur in order.

- Make any necessary **Morale Checks**. Sections that suffer casualties in the Melee must make Morale Checks as normal, even if they hold the *Upper Hand*, or won the Melee.
- Remove any **expired Markers**.
- Check if there are any more Melees to resolve, and if not, go onto the **End Phase**.

Disengaging From a Melee

Sometimes a Section may wish to simply get out of a Melee. This may be done in one of two ways:

UNOPPOSED DISENGAGEMENT

Where one side has a clear advantage in a Melee, they may use this to extricate a Section that does not belong in the Melee.

This may occur when one side has the *Upper Hand*, and has more than one Section in the Melee. It occurs during **Step 6** of the **Melee Phase**. ONE Section moves **D6"** and out of Base-to-Base Contact with all enemy models. The Section is free to *Activate* normally next turn.

OPPOSED DISENGAGEMENT

Some units are capable of using their sheer speed to breakout of a Melee. This is not without peril, however, and only a fool shows his back to the enemy.

This option is only available to Jetpack and Cavalry models that have been ordered to do so. It occurs during **Step 1** of **Melee**, when Target Sections are nominated. See the **Orders** Section on page 47 for more details.

Ironclads In Melee

For details on how Ironclads fight in Melee, see the **Ironclads** Section of this book, on page 107.

Tank Mines

Some models are equipped with Tank Mines. These are hand-held explosives of one kind or other, varying from carefully manufactured grenades, to 'spare' shell propellant stuffed in a sock.

When making a Melee Attack against an Ironclad, a model equipped with Tank Mines increases their MAD Value by **+1 RED** Die.

Flash Bangs

Assault troops who may be called upon to take defended positions will frequently be issued Concussion Grenades, Gas Bombs, Sonic Stunners, or make

their own with a flare in a Ration tin! These devices will all have much the same effect – disorientating troops for a few vital seconds at the start of a Melee.

When an attacking Model equipped with Flash Bangs makes a Melee Attack against a defending Model in Cover, the defender loses any *Strike First* bonuses they may gain from the *Cover*.

HIT AND RUN ATTACKS

This is a special attack that is only available to Models designated as Cavalry. Any Cavalry Model that performs an *At The Double* Move Action that moves the Cavalry past an enemy Section within 2", can perform a Melee Attack WITHOUT becoming engaged. This means the enemy does NOT get the opportunity to attack back!

The Attack Dice Pool is calculated as normal, but the total amount of dice rolled is HALVED.

Example of Melee

In this example we have a Prussian Assault Grenadier Section comprising of one NCO, 2 Specialists and 5 Grenadiers venting their fury upon a stoic Britannian Line Section.

*Prior to the Melee Phase, the Prussian Grenadier Section declares a **Charge** against a Britannian Rifleman Section in front of them.*

*Measuring the distance, the Section is deemed to be within **Charge** range (12") and so the models move in their Activation to be in Base-to-Base Contact with as many models as their **Charge** move allows.*

*After all **Chargers** have been moved, the defender has the option to move any models who are not engaged into the Melee, moving up to 4" so that they are either in Base-to-Base Contact with the enemy or Base-to-Base Contact with a friendly model who is already in Base-to-Base Contact with the enemy.*

Now in the **Melee Phase**, *the combat is fought. Both sides are considered to fight simultaneously since neither side has the* **Swift Strike** *MAR. Each Commander builds their own Attack Dice Pool.*

Prussian Attack Dice Pool
10 BLUE *(5x Grenadiers with* **2 BLUE** *AD each)*
+ **4 BLUE** *(Specialist AD)*
+ **3 BLUE** *(NCOs AD)*
+ **8 BLUE** (**Charge** *Bonus)*
= **25 BLUE** *AD*

Britannian Attack Dice Pool
12 BLACK *(6x Riflemen with* **2 BLACK** *AD each)*
+ **2 BLACK** *(Specialist AD)*
+ **4 BLACK** *(Senior NCOs AD)*
+ **2 BLACK** *(Gun Team's AD)*
= **20 BLACK** *AD* + **2 RED** *AD (from* **Cold Steel** *MAR)*

The Prussian Section has 5 Grenadiers who roll **2 BLUE** *MAD. The 2 Specialists also roll* **2 BLUE** *MAD each, and the NCO rolls* **3 BLUE** *MAD. In addition, each model gains an additional MAD of their respective colour due to the impetus generated by their* Charge. *Sadly, the Prussian Section cannot spend any Command Points to bolster their Attack Dice Pool using the* **Cold Steel** *Ability because the Prussian NCO spent all the Command Points that he could*

use during the Turn. This gives the Prussian Commander an **Attack Dice Pool of 25 BLUE Dice***.

The Britannian has 6 Riflemen who roll **2 BLACK** *MAD. The Specialists rolls* **2 BLACK** *MAD, and the Senior NCO rolls* **4 BLACK** *MAD. Fortunately, the Britannian Section can spend up to 2 Command Points to bolster their Attack Dice Pool using the* **Cold Steel** *Ability because the Britannian NCO did not spend any of the 2 Command Points that he could have used during the turn. This gives the Britannian Commander an* **Attack Dice Pool of 20 BLACK** *Dice and* **2 RED** *Dice*.

Rolling the dice, requiring **4**, **5** *or* **6** *for a Success and using any Dice Mechanics that were in play, both sides roll the following:*

Prussian Successes
= ***15 Hits***
The Britannian Section must allocate the hits. In this case, **5 Riflemen would be Killed** *and removed from play.*

Britannian Successes
= ***10 Hits +2 from Cold Steel***!
The Prussian Section must allocate the hits. In this case, **4 Prussian Grenadiers would be Killed** *and removed from play.*

*The Britannians are in trouble! With the **Britannian Section losing the most Life Points** in the Melee, the Prussian Section now gains an **Upper***

Hand Marker. The Prussian Section then **moves its models up to 4"**, ensuring they bring as many models into Melee as possible whilst still maintaining **Coherency**. If the Britannian Section had any of their models not engaged, they would make a move after this, but since the shattered remnants of both Sections are so close to each other this isn't necessary in this case!

In the following Melee Phase, the Prussian Section MUST be expended to give each model in the Section **+1 Melee Attack Dice** of their standard Dice Colour.

Following this, both the Prussian and Britannian Sections would take a **Morale Check** to determine their willingness to fight after both sides took debilitating casualties, using the rules found on Page 49.

During Operation Iron Scorpion, intense Melee fighting between Covenant and French forces took place.

The End Phase

The **End Phase** of each Game Turn allows the players to collect together their thoughts and plans and ready the Game Board for the next Game Turn. During the **End Phase** of each Game Turn, the following Steps occur in order:

1. **Restore Order Step**
2. **Repairs and Medics Step**
3. **Battle Log Points Step**
4. **Check for End of Game Step**
5. **Remove Expired Markers Step**

1: Restore Order Step

Commanders are likely to have a number of Sections which are disordered by the end of a Game Turn. In this Step, they may try to restore order to these units.

Any Section that currently has a *Shaken Marker* may make a **Morale Check** at this point, which may be improved as normal. If they pass, they may remove a *Shaken Marker*. For **every excess Success** rolled, they may remove another *Shaken Marker*.

2: Repairs And Medics Step

Commanders may have **Specialists** available, capable of repairing Ironclads, or getting troopers back into the fight. During this Step, Models with the *Medic* MAR or *Drone Engineer* MAR act as specified in the relevant Model Assigned Rule.

3: Battle Log Points Step

Commanders earn **Battle Log Points** for **Wiping** out or **Routing Enemy** Sections and for **Holding Objectives**. You should record **Battle Log Points** scored on your Battle Tracker or use a piece of paper.

OBJECTIVES

Each Objective on the Gaming Table will be in one of the following states:

HELD

An Objective is *Held* if there is at least ONE friendly Section, without any *Shaken Markers*, with a model within 1" of the Objective, and there are no opposing Sections without *Shaken Markers* within 1" of the Objective. Ironclad models **cannot** hold Objectives.

If a Commander is holding an Objective during the **End Phase**, they now score the appropriate number of Battle Log Points for it. The value of the Objective will depend on the *Mission Objectives* the Commanders are using. See Page 25.

CONTESTED

An Objective is *Contested* if there is both a friendly Section, without any *Shaken Markers*, with a model within 1" AND an opposing Section, without any *Shaken Markers*, with a model within 1" of the Objective. Ironclad Models **can** contest Objectives.

UNCLAIMED

An Objective is *Unclaimed* if it is **NEITHER** *Held* nor *Contested*.

ENEMY CASUALTIES

Commanders also score Battle Log Points for Opposing units *Destroyed* or *Routed*, with any Transports scored separately to their parent Section.

Opposing Sections	Battle Log Points
Each Section *Routed* at the end of the turn	1
Each Section worth 0 – 150 Points wiped out	1
Each Section worth 151- 250 Points wiped out	2
Each Section worth 251- 350 Points wiped out	3
Each Unit worth 351+ Points wiped out	4

4: End of Game Step

Once Battle Log Points have been awarded, Commanders should check to see if the Game ends due to:

- One Commander achieving their Battle Log Target
- The Scenario's Victory Conditions having been satisfied by either Commander.
- The Commanders running out of time!

Commanders win a game by scoring the required number of Battle Log Points. The required number will depend on the MFV Value used.

MFV Played	Battle Log Target
Up to 1000	10
Up to 2000	20
Up to 3000	30
3000+	Add +10 for each full 1000pts played

In the unlikely event that BOTH Commanders achieve their Battle Log target in the same Turn, the game is a draw; otherwise, the Commander who reached their target first WINS!

5. Remove Expired Markers

Finally, if the game has not ended, any expired effects should be removed.

- Remove all Command Points, **Overwatch Markers** and Game Cards from the Board.
- Remove ONE **Activated Marker** from every Section on the board. If a Section still has an **Activated Marker**, that will mean it will not get to Activate in the upcoming turn!
- Advance the Turn Counter, if you are using one.
- At this point it is worth quickly checking over the game board and making sure everything is tidy and in place, ready for the next Turn.

OPTIONAL RULE
Combat Effective

A Section which has sustained heavy casualties is no longer able to seize or hold Objectives as they do not impose a significant enough threat to the enemy.

A Section is therefore **Combat Effective** if it still **contains HALF or more of its starting number of Life Points** and DOES NOT have ANY **Shaken Markers**.

PROGRESSION SYSTEM
~ The Birth of Legends ~

Dystopian Legions is far more than just a battle game – it is a narrative journey that allows heroic characters and famous groups of soldiers from various nations to rise in prominence, or **notoriety**; and thus elevated by those around them to be recognised as the pinnacle of their nation's military accomplishments.

However, these worthy fellows do not begin their careers as lauded individuals. It takes blood, bravery and butchery to become a legend... and a little luck doesn't hurt either!

The rules below are designed as a launch pad for those with narrative minds to expand their *Legions* gameplay, by taking their forces on a journey from humble beginnings to... who knows what?! This should allow players to follow their forces over a series of games, each becoming more embroiled in their respective adventures!

How To Get Started

The first thing players will need to do is to establish a method of recording the notable actions of their forces as they happen on the battlefield. This is achieved by firstly giving EVERY Section a name.

For example:
Here is a picture of one of ***Spartan Games'*** *most famous Section in a Prussian Force: The 3rd Konigsberg Rifles (let's not talk about the 1st or the 2nd Rifles... they have long since been forgotten, dying in defeat and ignominy...)*

1x NCO
2x SPECIALISTS
5x LINEMEN

It isn't strictly necessary to name each *member* of your Sections for a skirmish game, but it's up to you if you enjoy that level of granularity! However, it is often fun to name Sergeants etc., especially if during a game they manage to do something heroic that might encourage you to promote them to Senior NCOs! A Victoria Cross-wearing Regimental Sergeant, for example.

Below: All these heroes and villains had to start somewhere. Progression allows you to build your Sections' reputation.

SECTION NAME:

☐ Notoriety Starting Point   ☐ Upgrade Point

Battle Notes

Taking Battle Notes should not be too complicated – simply make a note on your army roster if a Section managed to do one of the following during the course of the game:

Notoriety Points Scored from Heroic Actions	
Wipe out an enemy Section	+2
Kill an enemy Officer/Character	+1
Be *Victorious* during the Engagement	+1
Survive an Engagement	+1
Kill a Section with 5 or more Notoriety	+1
Kill a Section with 10 or more Notoriety	+2
Fulfil a certain Scenario Condition	+1

The allocation of Notoriety based on a Model/Section's in-game exploits allows players to figure out who is moving towards greatness and who is forever in their shadow.

So what are Notoriety Points?

Simply put, they are a measure of how famous (or infamous) your named Officer/Character/Section is! These can be recorded in a number of ways, but Commanders might choose to use a simple Notoriety Tracker shown below. For a sheet containing multiple Notoriety Trackers, see Page 126 or visit the Spartan Games website: **www.spartangames.co.uk**.

All Sections start with a single Notoriety Point [coloured in Green] – mostly to represent their ability to make it to a battlefield!

Each point earned will allow the player to tick/colour in another box on the Tracker. When a Section has scored enough points it will be allowed to roll on

the relevant Upgrade Point table for an in-game skill/effect to boost their abilities.

*In the example below, the Konigsberg Rifles Section has achieved **3 Notoriety Points** which will allow it to choose a Skill from the Table that follows (remember it started with 1 for free, in-game it distinguished itself in the Battle of XYZ and **Wiped Out An Enemy Section**, as well as **Killing an important Officer**). It will not be able to choose another Skill until it reaches 8 and then 13 Notoriety Points.*

Post Game Sequence

When using the progression system, Commanders should determine the winner of an engagement, and then move to the following procedure below:

1. Roll for Injuries to Officers and Characters on the appropriate Table.
2. Allocate Notoriety and choose any relevant Skill Upgrades.
3. Discuss with the opposing Commander which Scenario to play next!

1. Roll For Injuries to Officers and Characters

These noble individuals are not necessarily dead… such heroes are not going to let the fact that a Tank ground them into the dust, then crushed them under its tracks, only to have their bodies gnawed upon by wolves, hinder their ability to fight on!

However, it is possible that such a nasty experience might cause them to pick up a debilitating injury or two.

SECTION NAME: *3rd Konigsberg Rifles*

✓ ✓ ✓ ✓

INJURY TO OFFICERS & CHARACTERS

2D6	INJURY/EXPERIENCE	EFFECT
2	Dead. Dead. Dead	The Model is Dead and may NEVER appear in a Force again!
3	Retires from Service	Model loses all the Notoriety generated in the campaign
4	Old Battle Wound	Model must take a Morale Check at the start of each game. If the test is failed, the Model can't be added to the army list – but ANY points spent on it in the Force are still counted.
5	Bad Wound	Model loses 1 Life Point Permanently
6	Light Wound	Model loses 1 Injury Rating Permanently
7	'Just a Flesh Wound!'	Model loses 1 Life Point for the next game only.
8	Back to the Front!	Model is unaffected and returns to active service.
9	Born to Fight	Model gains +1 Command Point Permanently.
10	Never Forgive, Never Forget!	Model may re-roll all missed Ranged and Melee Attacks against the named Section that caused the model to roll on the Injury Table. There's nothing like a good vendetta!
11	Horrible Scar	Model gains the *Daunting* MAR
12	Heroic Escape!	Model executes a daring escape evading their captors! Model immediately gains **D3** Notoriety and can choose ANY Skill in recognition of their adventures!

Using **2D6**, roll for each Officer or Character that was '*Killed*' during the course of the game:

Modifiers on the Injury Table.
+1 if the *Killed* model was part of the winning side. *[Note – This is designed to represent Officers and Characters being properly evacuated rather than being dragged clear of the battlefield by their comrades…. but Commanders may choose to ignore this rule if their campaign does not suit such actions!]*

The Best Care Money Can Buy
An injured Officer/Character may receive expert medical attention to remove the effects of the following injuries: *Bad Wound*, *Light Wound*, *Old Battle Wound*.

Such treatment may only be sought ONCE per campaign and costs D3 Notoriety.

If a character is unable to pay the required Notoriety cost, then the Doctor does not treat their injuries and the model remains wounded. The Model may seek treatment at a later point in the campaign, but the **D3** cost in Notoriety remains, and must be paid.

2. Allocate Notoriety and Decide Relevant Skill Upgrades
Sections, be they Tanks, Officers, Units of Troops or Field Guns, may all benefit from gaining Notoriety at certain points in their career. Once a Section has generated enough Notoriety Points, it is assumed that their acts of daring have caused them to develop additional skills that set them apart from the common soldier. If a Section has scored enough Notoriety to choose an ability from the table overleaf, they should decide which ability to take based upon the narrative of their story.

Example:
Looking at the table, I decide to give my Section the **Hard Chargers** *ability as a skill!*
"I AM partial to melee with my Prussians!" I cry… and the 3rd DID get their Notoriety in the last game by killing an enemy officer in melee.
My Prussian Section can now add **+D3"** *to their* Charge *distance!*

Note: Commanders who abuse this open-ended system run the risk of dragging down the campaign they are part of… so choose wisely, or suffer the wrath of your opponents!

NOTORIETY PROGRESSION ABILITIES

ABILITY	EFFECT
"Have at them!"	Enemy Sections may NEVER gain the *Upper Hand* when fighting this Section in Melee.
Soldiers of Fortune	The Section gains the *Lucky [3]* MAR.
Pinpoint Marksmanship	Each time the Section executes a standard firing action, the Section may re-roll **D3** misses resulting from the Initial roll, accepting the result of the second roll.
Grizzled Veterans	This Section gains the *Battle Hardened* MAR.
Hard Chargers	The Section **+D3"** when determining Charge Distance.
Smooth Reload	The entire Section gains *Rapid Fire [1]* MAR when using Small Arms
Expert Camouflage	Provided the Section did not move, the Section treats all Cover as one level better (in *Open Ground*, they are treated as being in *Soft Cover*, in *Soft Cover*, they are treated as being in *Hard Cover*).
Mad Dogs	The Section gains the *Daunting* MAR
"Not One Step Back!"	Once per game the Section may remove ALL *Shaken Markers* taken during the game and from this point, will not receive *Shaken Markers* for any reason. The Section must have at least one *Shaken Marker* on it to activate this ability. The Section may not move again during the game!
Forward Operations	This may only be taken by an Infantry Section. The Section gains the *Scouting* MAR.
Perfect Drill	The Section need not pass an Order Test to enter *Line Formation*.
Kitted Out	The Section gains Flashbangs and Tank Grenades for no additional cost.
Expert Forward Artillery Observer	This may only be taken by a Section with the *Spotter* MAR. All scatter distance rolled by an attack *Spotted* by this Section HALVES the resulting distance rolled.
Parade Ground Shout!	This may only be taken by an Infantry Section with an NCO. Whilst the NCO is alive, the Section counts as having a *Musician* present.
"They move like ghosts!"	The Section gains the *Sure Footed* MAR.

The next 'level-up' is further down the Tracker, requiring another 4 Notoriety to be earned before a second Skill may be chosen.

3. Discuss With The Opponent Which Scenario To Play Next!

Now, with both players having rolled for casualties and decided upon advancements, the Commanders are free to choose the scenario to play next.

The best way in a narrative campaign is to simply come to an agreement, based upon the story you are trying to tell. Look at the Scenario Generator and rather than spending points, DECIDE between both

Commanders what type of game you would like to play, adding points to the Tracker to give you the type of game that best suits your storyline. You might even choose to add multiple conditions that don't appear in the rules.

Perhaps an Officer was mortally wounded in the previous game and you want to lead a punitive raid into enemy territory to avenge him… or retrieve his father's sword that was taken away as a grisly trophy of war? Or perhaps you want to explore a more *rolling narrative*, whereby you decide upon a flow chart style campaign of your own design with pre-determined scenarios that link into each other.

Really the choice is yours!

Ironclads & Transport

As you might expect, their sheer size, the use of wheels or tracks, and various other obvious differences mean Ironclads do not behave in exactly the same way as other Models.

Ironclad Statistics

Ironclads do not have an **Injury Rating (IR)** or **Life Points (LP)** like other models. Instead they have **Armour Ratings (AR)** and **Hull Points (HP)**; if an attack equals or exceeds an Armour Rating, then the Ironclad may suffer damage that equates to a loss of Hull Points, or may suffer other debilitating effects.

ARMOUR RATING (AR)
An Ironclad's Armour Rating is the number of Successes an attacking Model needs to get to cause a roll on the **Ironclad Damage Table**. Each Ironclad has a separate Armour Rating for its **Front**, **Sides** and **Rear**, denoted in the Model's **Profile** as **F/S/R**.
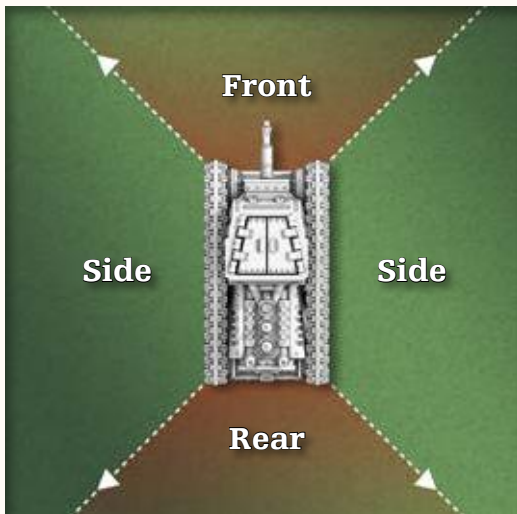
HULL POINTS (HP)
An Ironclad's **Hull Points** are the measure of how much damage it can survive. If an Ironclad loses ALL of its Hull Points, it is **Destroyed**.

Ironclad Movement

Ironclads are less manoeuvrable and are unable to turn freely like other models. Instead, they use a **45 degree Turning Template** when they wish to Turn.

This Turn uses 1" of the Ironclads Movement, but he Ironclad can turn less than the full amount available if wished.

When moving with Ironclads, the 45 degree Template should be placed at the front (or rear) of the model (or the front/rear of the base if it is mounted on one).

If the Ironclad *Advances*, the Ironclad must move straight forwards/backwards for 1" before making each Turn.

If the Ironclad moves *At The Double*, the Ironclad must move straight forwards for 3" before making each Turn. An Ironclad may not move *At The Double* going backwards!
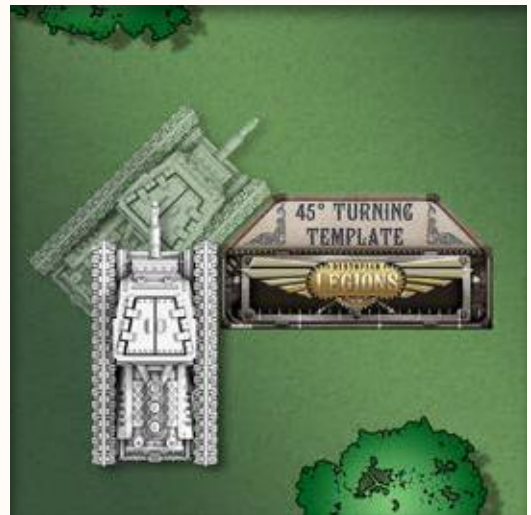
Ramming and Collisions

Ironclads can use their sheer bulk as a weapon, by deliberately running into things! This form of Attack is undeniably crude, but can be highly effective. It is divided into two forms: **Ramming**, where an Ironclad comes into contact with another Ironclad, or **Collisions**, where it comes into contact with other, non-Ironclad models.

RAMMING

A Ram is where an Ironclad makes contact with another Ironclad, friend or foe!

If two Ironclads make contact with each other, resolve an immediate attack against BOTH models! The Attack Dice Pool for each Ironclad is equal to the Armour Value of the arc making contact with the other Ironclad, and Attack Dice roll their damage against the AV of the opposing arc they are making contact with.

If the moving Ironclad was making an *Advance* Move, all Attack Dice used by both sides are **BLUE**.

If the moving Ironclad was making an *At The Double* Move, all Attack Dice used by both sides are **RED**.

Example. A Terrier Heavy Ironclad moving **At The Double***, rams a Kettenkarre Tankette in the side. The Terrier has Front Armour 9, and the Kettenkarre has a Side Armour 5 – the Terrier rolls* **9 RED** *Dice at the Kettenkarre, and the Kettenkarre rolls* **5 RED** *dice back at the Terrier. As you can see, in a Ram, Bigger is Better!*

Following a *Ram*, regardless of how much damage was caused, the moving Model immediately stops.

COLLISIONS

An Ironclad can also plough through non-Ironclad Sections. Unlike Ironclads, non-Ironclad Sections are usually agile enough to simply jump out the way without taking damage, but a rampaging Ironclad moving *At The Double* can place a great strain on unit cohesion, and may cause a Section to become *Shaken*.

Avoiding an Ironclad Advancing

If an Ironclad *Advances* through a Section (friend or foe), any models are assumed to jump out the way as necessary – this is called an *Avoidance Move*. If during the Ironclad's move, the Ironclad makes contact with a non-Ironclad model, move the non-Ironclad model the shortest possible distance so it is not in contact with the Ironclad, maintaining any Section Cohesion where possible. Any Section called upon to make an *Avoidance Move* loses its *Overwatch*.

Avoiding an Ironclad moving At The Double

If one or more models in a Section are in the path of an Ironclad making an *At The Double* action, the Section must make a **Morale Check** after it has completed its *Avoidance Move*.

If the Check is **passed**, the Section is unaffected. If the test is **failed**, the Section takes an immediate ***Shaken Marker***.

The Basset Tankette makes an At The Double *Move through the Prussian Infantry, who are forced to make a* **Morale Check** *once they have completed their Avoidance Move.*

IRONCLAD DAMAGE TABLE

Total	Result	Effect
7 or less	**No effect**	The damage fails to hit anything of any importance. The Ironclad is unaffected.
8-9	**Shaken**	The Ironclad takes a *Shaken Marker.*
10-11	**Stunned**	The Ironclad loses 1 HP, and takes an *Shaken Marker.*
12-13	**Beaten up**	The Ironclad loses 2 HPs and takes an *Shaken Marker.*
14-15	**Knocked out**	The Ironclad loses all remaining HPs, and remains a wreck.
16+	**Explodes**	The Ironclad explodes. All Sections within 4" are hit by an attack with AD equal to highest armour value on the Ironclad, using **RED Dice**, with the *Blast* MAR.

Ironclads and Shooting

Ironclads shoot and are shot at in much the same way as other models. However, unlike other models with multiple weapons, Ironclads may fire all of them in the same Activation.

In addition, some Ironclads have the ***Independent Firing*** MAR allowing them to fire their weapons at multiple targets (see Page 115).

Ironclads in Melee

Ironclads, although heavily armoured, can be very vulnerable at short range, where attackers can swarm all over a vehicle. It is a very foolish Commander who fails to protect their armour from Melee attacks!

Ironclads do not behave the same way as other model types in Melee, as they cannot fight back! As a result, the following exceptions apply to Melees involving Ironclads.

- Ironclads can always choose to Disengage from Melee WITHOUT the need to pass an Order Check, taking any hits against their Rear Armour (see Rules for Disengaging on Page 47).
- Unlike standard Melee, only Models in Base-to-Base Contact with the Ironclad may attack it using their Melee Attack Dice.

Attacking an Ironclad

All attacks against Ironclads, be they Shooting, Melee or something else, are resolved using the following sequence:

Depending on the nature of the Attack, the first three Steps, marked with a *, may become automatic – there isn't any need to measure Range in a Ram, or determine Line of Sight in a Melee.

1. DECLARE TARGET*:
Declare which Models in the Attacking Section are contributing to the attack, and which enemy Ironclad Model will be the Target. Unlike other Models, attacks against Ironclads are always targeted at a specific Model, rather than the Section as a whole.

2. DETERMINE LINE OF SIGHT*:
For Shooting attacks, establish whether or not Line of Sight can be drawn between each Shooting Model and the Target Ironclad. This is drawn to any point on the Target Ironclad or it's base if it has one.

Line of Sight to Ironclads may be *Open* or *Blocked* like other Models.

3 DETERMINE RANGE*:
For Shooting attacks, establish the Range between the Target and the firing Models as per regular Ranged Attacks.

4 DETERMINE ARMOUR FACING:
Establish which Armour Value is presented to the Attacking Models.

- If all Models contributing to an Attack are in the **same Arc,** the **Armour Value in that Arc** is used (Front, Side or Rear).
- If Models contributing to an Attack are **split between Arcs**, the **highest Armour Value** of the applicable Arcs is used (Front, Side or Rear).

5. COMPILE ATTACK DICE:

Each model contributing to the Attack generates the number of dice of the appropriate Dice Colour, which are placed in the Attack Dice Pool. The dice generated are:

- Ironclad Attack Dice if it is a Ranged Attack, taking into account range and any other modifiers or MARs.
- Melee Attack Dice if it is a Melee Attack.
- The specified Attack Dice if it is Ram or other unusual attack.

6. ROLL ATTACK DICE POOL AND CALCULATE SUCCESSES:

The Ironclad Attack Dice Pool is now rolled and 'to hit' modifiers are applied where appropriate. As normal, each roll of a **4**, **5** or **6** is usually a Success, and rolls of **6** have varying effects dependent on the Dice Colour. The total number of Successes are then added up to find a final total. This may be modified by *Cover*, MARs or Game Cards.

Cover

Ironclads can benefit from Cover, but don't do so in the same way as regular models. Even a solid wall is unlikely to totally stop an Anti-tank weapon, but it may reduce its effectiveness.

- If an Ironclad is in *Soft Cover*, reduce the number of Successes rolled by an attack by **D3-1**.
- If an Ironclad is in *Hard Cover*, reduce the number of Successes rolled by an attack by **D3+1**.

7. DETERMINE ARMOUR PENETRATION:

Compare the total number of Successes to the Ironclad's relevant Armour Value adding any modifiers that might be pertinent.

- If the number of **Successes is LESS** than the Armour Rating the Attack has **no effect**.
- If the number of **Successes is equal to or greater** than the Armour Rating, **roll 2D6** and add the results together, **adding one** to this total for every Success rolled over the target's Armour Rating. Compare this total to the **Ironclad Damage Table** to determine the effect of the Attack, and apply the indicated damage.

You also apply the modifiers to the roll:
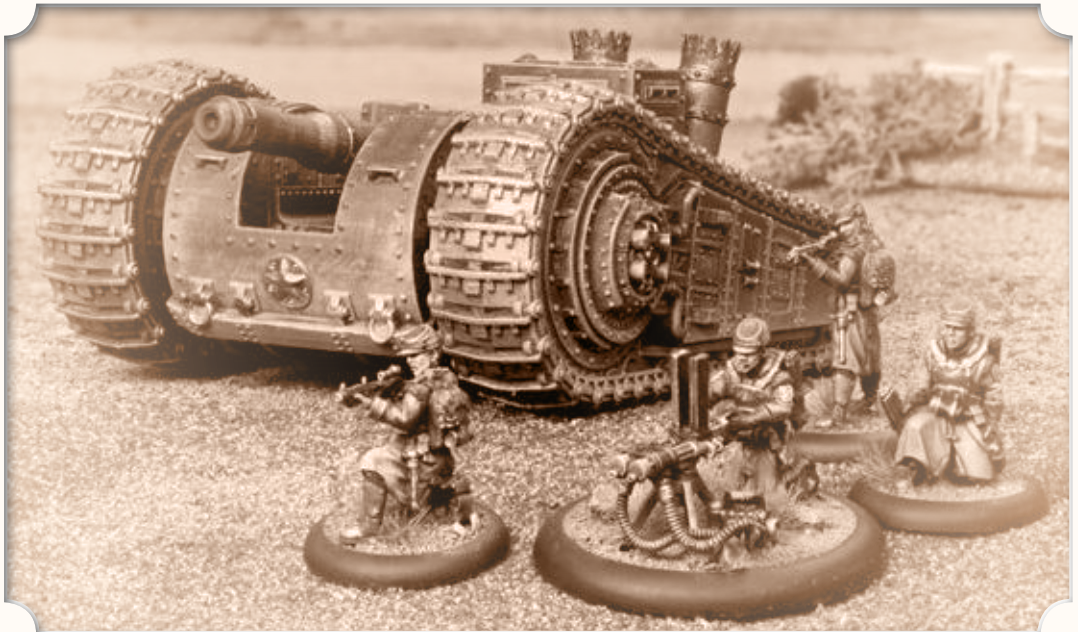
FSA Trenton Ironclad

Armour Penetration Modifiers	
Hits in the Attack in excess of the relevant Armour Value	+N
The attack has the *Armour Piercing [N]* MAR	+N
Ironclad has the *Open Topped* MAR	+1

Example 1: An Ironclad suffers 8 hits against its Side Armour with an Armour Value of 9. The Attack bounces off harmlessly!

*Example 2: An Ironclad suffers 8 hits against its Rear Armour with an Armour Value of 5. The Attack has beaten the Armour Value by 3, so a roll is made on the **Ironclad Damage Table**. The result of the **2D6** roll is 7, plus 3 as the armour was beaten by 3. The total is 10, and so the Ironclad is* **Stunned***, losing 1 Hull Point (HP) and gains a* **Shaken Marker***.*

*Example 3: An Ironclad suffers 15 hits from a powerful anti-tank weapon against the Front Armour with an Armour Value of 8. The attack has beaten the Armour Value by 7, so a roll is made on the **Ironclad Damage Table**. The Attack also has the **Armour Piercing [2]** MAR.*

*The result of the **2D6** roll is 8, plus 7 for the number of successes in excess of the Armour Rating, plus a further 2 for the **Armour Piercing** MAR. The total is therefore 8+7+2=17, and so the Ironclad explodes! The highest armour value of the Ironclad was 9, so all Sections within 4" of the Ironclad suffer an attack by **9 RED** AD with the **Blast** MAR (see below).*

Destroyed Ironclads

If an Ironclad is reduced to Zero Hull Points by any means, the Ironclad is *Destroyed*. Unlike other model Types, it should be left in place, as it may still impede the movement or Line of Sight of other models. Models *Embarked* upon a *Destroyed* Ironclad MUST immediately *Disembark*.

A Section *Embarked* on an Ironclad that Explodes will suffer damage as per any Section with 4" (see the *Explodes* result on the **Ironclad Damage Table** on page 109): being hit by an attack with AD equal to the highest armour value on the Ironclad, using **[RED] Dice**, with the **Blast** MAR.

If the Ironclad is made a Wreck (it loses all its HP), any *Embarked* Models are immediately *Disembarked*, and an **Activated Marker** is placed next to the Section.

Prussian Kettenkarres advance in column.

Transports

Transports are models with the **Capacity [Type, Value]** MAR. They can carry as many models of the Type specified as the Value listed in the brackets will allow. This is always specific as Transports are deliberately equipped to carry particular types of models.

A model with the **Capacity [Infantry, 8]** MAR may only hold up to 8 Infantry. A model with the **Capacity [Cavalry, 3]** MAR may only hold up to 3 Cavalry models etc.

A Transport Ironclad will normally be purchased as an Attachment for a Section of Infantry. This Section MUST begin the game *Embarked* within the Ironclad. Whilst *Embarked*, they are treated as a single Section and will always *Activate* at the same time.

OPEN TOPPED TRANSPORTS

Open Topped Transports are those with the **Open Topped** MAR, and have a number of advantages and disadvantages. A Section may fire whilst *Embarked* in an Open Topped Transport but are affected by the following rules:

- All shooting actions taken by the *Embarked* Section are considered to be *Rushed* (the *Rushed* stipulation may not be altered under any circumstances).
- Up to Half the models *Embarked* upon an Open Topped Transport may fire.
- All Range and Line of Sight is determined from any point on the Transport.
- The *Embarked* Section may be the target of Ranged Attacks and are treated as being within *Hard Cover* and are assumed to be in *Line Formation* for the purposes of game effects like the **Blast** MAR. Any casualties caused amongst the *Embarked* Section are assigned as chosen by the target's controlling player.
- After a Section has *Disembarked* from an Open Topped Transport, it may also make a special *Charge* Move. However, the *Charge* Move is reduced to the Model's listed Movement Value (not double the movement value as per a normal *Charge*) – this is due to the time spent *Disembarking*.

The Kote Armoured Carrier provides excellent cover for Blazing Sun troops.

MODEL ASSIGNED RULES

A **Model Assigned Rule** is commonly abbreviated to **MAR** in the rules. They are special rules attached to Models, weapons and other game elements to enhance their abilities over and above those inherent in the statistics in their Profile.

Model Assigned Rules will frequently change or conflict with a standard rule. In these cases, the MAR takes priority, as they are deliberate exceptions to the main rules.

ADJUTANT [VALUE]

This Element is not an Officer and may not issue Orders, but does increase the overall **Command Pool** assembled in the **Pre-Turn Phase** by the value listed in the bracket PROVIDED the Officer they are attached to is alive!

ARMOUR PIERCING [RANGED/MELEE, VALUE]

If an Ironclad Attack has an **Armour Piercing** Weapon, add the bracketed listed value to any roll made on the **Ironclad Damage Table** resulting from the Attack.

If an Attack contains more than one **Armour Piercing** weapon, use the highest value. Multiple instances of **Armour Piercing** are not cumulative.

BATTLE HARDENED

A Section with the **Battle Hardened** MAR always counts as having the *NCO [2]* MAR in the unit for the purposes of **spending** Command Points but do not generate Command Points on their own.

The **Battle Hardened** MAR does not stack, so if multiple models in the Section have the MAR, the Section still counts as having a single *NCO [2]*.

BLAST

When a model makes a Ranged Attack with a Weapon with the **Blast** MAR, the Attack Dice for this Weapon are considered to be a *Placed Shot* if the target Section is in *Line Formation*.

Charge!

BRUTAL CHARGE [VALUE, DICE COLOUR]

A Model with the **Brutal Charge** MAR gains additional Melee Attack Dice of the Value and Dice Colour listed in the bracket INSTEAD of their normal *Charge* Bonus.

CAPACITY [TYPE, VALUE]

A Building/Ironclad with the **Capacity** MAR may transport a number of models of the listed Type, up to the Value listed in the bracket.

CHARGE DOORS

After a Section *Disembarks* from a Transport with **Charge Doors** they may declare a *Charge* as if it were an Open Topped Transport. See the **Ironclad** Chapter for more on *Disembarking* and *Charging* on Page 107.

CQB WEAPON

Assuming the owning Model is *Engaged*, this weapon adds an additional dice to the **Melee Attack Pool**, with of the same Colour as the weapon's **Effective Range**. See Page 71 for details.

COMBAT ARMOUR [VALUE]

A model with **Combat Armour** increases its Injury Rating by the number listed in the bracket when engaged in Melee.

CUMBERSOME

A weapon with the **Cumbersome** MAR may not be fired from the back of an Open Topped Transport.

DAUNTING

When a target Section is successfully *Charged* by a model with the **Daunting** MAR, the target Section must take an immediate Morale Check.

DRONE

Models with the **Drone** MAR may not use the *Overwatch* Order, nor may they benefit from the *Hit the Deck* action.

DRONE ENGINEER [X+]

Whenever a Drone Section containing a model with the **Drone Engineer** MAR suffers one or more Casualties from a Melee or Ranged Attack, do NOT remove the models if they have the **Drone** MAR; instead carefully place them on their side, place *Wound Markers* on them, or otherwise mark them as Casualties. The Section may still be called upon to take a Morale Check for suffering casualties as normal, counting models tipped or with Tokens as if they had been lost.

During the **Repairs and Medics Step** of the **End Phase**, if the Section is not engaged in Melee, roll a **D6** for each casualty. If it equals or exceeds the **X+** listed in the brackets, the Drone model recovers to having ONE Life Point remaining. If the roll is lower than the **X+** listed in the brackets the model is removed from the table as a casualty.

DRONE CONTROLLER

Whilst a model with the **Drone Controller** MAR is present in a Drone Section, all models within the Section have the **Fearless** MAR and the Drone Sections may go on *Overwatch* as normal. Drones may not benefit from *Hit the Deck*, but any other members of the Section may do so.

DUAL WIELDING

A model **Dual Wielding** may fire two weapons during its Activation. They must be used as part of the same Attack; a model cannot make one attack with one weapon and then a second attack with another.

ELUSIVE TARGET

Any Ranged Attacks against a Section where all Models have the **Elusive Target** MAR are considered to be *Rushed Shots*.

A Covenant Heavy Weapons unit opens fire.

ENERGY WEAPON

Weapons with the **Energy Weapon** MAR cause any Shield Saves taken by a target to use **[BLACK]** Dice.

EXPERIMENTAL WEAPON

An **Experimental Weapon** rolls the listed number of Dice to determine how many Attack Dice it rolls. This is determined EACH time a model with the weapon makes an Attack.

FEARLESS

Models with the **Fearless** MAR do not take Morale Tests for any reason. If a Model with this MAR is part of a Section, ALL Models in the Section are considered to have this MAR.

GAS GRENADE

If a Section including one or more models with **Gas Grenades** is *Charged*, the *Charging* unit does not gain any *Charge* Bonus.

IDF WEAPON

An **Indirect Fire (IDF) Weapon** obeys the rules for Indirect Fire Weapons, found on page 85.

INDEPENDENT FIRING

A Model with the **Independent Firing** MAR may resolve Ranged Attacks independently with each weapon and is not limited to firing a single RAD and single IAD attack in its Activation. Independent Targeting may NOT be used on *Overwatch*.

INSPIRING

If a model can draw Line of Sight to a model with the **Inspiring** MAR, that model and its Section may add **+1 RED Die** to all Morale Checks.

LETHAL

If all weapons in a Ranged Attack have the **Lethal** MAR, and the number of Successes rolled for the Attack equals or exceeds the target model's Injury Rating, the model is *Killed*, regardless of how many Life Points it had remaining.

The **Lethal** MAR does not work against Ironclads,

The deadly alchemist, Tonegawa hurls Gas Grenades.

as they have neither Life Points nor an Injury Rating value.

LUCKY [VALUE]

A model with the **Lucky** MAR starts the game with a number of *Luck Tokens* (see page 124) equal to the value listed in the MAR.

Each Luck Token may be spent at ANY point to allow the model with **Lucky** to re-roll any single Dice rolled by the model. A Dice CANNOT be re-rolled more than once, and the second result MUST be accepted.

The number of *Luck Tokens* that the model has available for the duration of the game is determined when the model is deployed.

A model CANNOT regain spent *Luck Tokens* during a game, but Sections may GAIN this MAR in-game through the use of TAC and scenario effects.

MEDIC [X+]

Whenever a Section containing a model with the **Medic** MAR suffers one or more Casualties from a Melee or Ranged Attack, do NOT remove the

Musicians help Sections pass Checks.

models, but instead carefully tip them over on their side, place *Wound Markers* on them, or otherwise mark them as Casualties.

The Section may still be called upon to take a Morale Check for suffering casualties as normal, counting models tipped or with Tokens as if they had been lost.

During the **Repairs and Medics Step** of the **End Phase**, if the Section is not engaged in Melee, roll a **D6** for each casualty. If it equals or exceeds the **X+** listed in the brackets, the model recovers to having ONE Life Point remaining. If the roll is lower than the **X+** listed in the brackets, the model is removed from the table as a casualty.

Note: This MAR has no effect on Ironclads or models with the **Drone** MAR.

MOVE OR FIRE

A Model with the **Move or Fire** MAR cannot make a Ranged Attack if it has performed any Move Action except *Hold Your Ground* this Activation.

MUSICIAN

Any Command Check performed by a Section containing a **Musician** may reroll any rolls of a **1** in the **Initial Roll**. Any Moral Test performed by a Section containing a **Musician** may reroll ONE Die in the **Initial Roll**.

NCO [VALUE]

An **NCO** generates Command Points up to the value listed in the bracket every Turn. **NCO**s may give orders.

NON-COMBATANT

A **Non-Combatant** model CANNOT be the target of an Attack of ANY kind and as a result CANNOT be *Destroyed* or *Killed*. If ONLY **Non-Combatant** models remain in a Section, the Section MUST be removed from the Game Board.

Non-Combatant models do NOT Block Line of Sight. If a Section containing a **Non-Combatant** is *Charged* or declares a *Charge*, after *Charge* Reactions are resolved, but BEFORE the *Charging* models are moved, any **Non-Combatants** should be repositioned so that they do NOT interfere with the Melee in any way, but are still within Coherency of their Section.

If the only model that a *Charging* Section can move into Base Contact with is a **Non-Combatant**, it is repositioned out of Base Contact, and the *Charge* is regarded as a failed *Charge*.

Non-Combatant models do NOT count towards the number of models in a Section for determining Morale Effects or Transport Capacity.

OPEN TOPPED

This is an Open Topped Vehicle. See Page 112 for full details.

POLITICAL OFFICER [VALUE]

A **Political Officer** generates a number of additional Command Points equal to the value listed in the Bracket. A **Political Officer** may not issue Orders, but may use the Command Points it generates to bolster Command and Morale Checks made by the Section it belongs to, as per the rules on Pages 44-45.

If any Friendly Section fails a Command or Morale Check within 12" of a **Political Officer**, IMMEDI-ATELY **subtract D3-1 Command Points** from the Command Pool.

RAPID FIRE (VALUE)

During the Ranged Attack Segment, a model with the **Rapid Fire** MAR may reroll a number of Initial Ranged Attack Dice equal to the Value listed in the bracket.

RUN AND GUN

A Section of models with the *Run and Gun* MAR may perform an *Open Fire* Shooting Action BEFORE they make their Movement Action or in the **Shooting Phase** as per the normal rules. A Section selecting to make a Shooting Action before they move is not permitted to make a second Shooting Action in the **Shooting Phase**; they are, in essence, taking their **Shooting Phase** early. If a Section with the *Run and Gun* MAR makes a Shooting Action before they move, they may not make an *At the Double* Move Action.

SCOUTING

A Section containing one or more models with *Scout* MAR deploys during the **Scouting Deployment Step**.

SHIELD [VALUE, COLOUR]

A model with a *Shield* may always add dice to the **Resolve Cover/Shield Saves Step** of the **Shooting Phase**, adding the number of Coloured Dice listed in the Value within the bracket to the **Cover/Shield Save Dice Pool**.

For Example: *A unit of Britannian Dragoons* **Occupying Hard Cover** *is fired upon with all three members under threat. The Dragoons have the* **Shield [1, RED]** *MAR, and so may add* +3 RED *Dice to the* +3 BLUE *Dice rolled for the* **Hard Cover** *(which is degraded to* **Soft Cover** *due to the fact that the Dragoons also have the* **Towering** *MAR).*

SKIMMING

Skimming Models float a small distance above the ground using a multitude of technologies. Models with the *Skimming* MAR have the following properties:

- They always have the *Towering* MAR.
- They may pass over any Terrain, at any speed, but may not end their move on Terrain that would normally be impassable to a model of their type.

SMALL ARMS

Small Arms will allow certain effects to be triggered by the use of specific Tactical Action Cards, and as a result of certain Orders.

The FSA have some of the finest Scouts in **Dystopian Legions**.

FSA units are fond of throwing lead around.

SMOKE LAUNCHER [VALUE]

A model with the **Smoke Launcher** MAR may deploy a finite number of **Smoke Barrier Markers** up to the Value listed in the Bracket, anywhere within 4" at the END of the **Movement Phase**, in the **Movement Consolidation Step** and after any Overwatch Fire has been resolved.

SNIPER [X]

Sniper Weapons may ignore the Target Priority Chain and may instead nominate the preferred target in Line of Sight, with ALL successful Hits rolled allocated to that target ONLY. Additionally, all Sniper Weapons are always considered to have the **Solo Weapon** MAR.

SOLO WEAPON

This weapon may only fire alone and NEVER be used to contribute dice to an Attack Dice Pools with other weapons. In situations where a Solo Weapon is within a Section without the MAR, resolve the Attacks in any order.

SPOTTER

This model may *Spot* for **IDF** weapons. See Page 85 for full details. A model with this MAR may make an *Advance* move, even when the Section they belong to is given a *Hold Your Ground* Move Order. The Spotter must remain in Coherency with their Section in order to use their **Spotter** MAR.

SPRAY AND PRAY

If a Ranged Attack includes only **Spray and Pray** Weapons, any Cover the target Section is benefiting from is reduced by one level; so *Hard Cover* becomes *Soft Cover*, and *Soft Cover* becomes *Open Ground*.

STEADFAST

Models with this MAR ignore scenario-based/mission conditions that give negative penalties on Morale Checks, such as the *Battle Weary* Battlefield Condition. Specific application of this MAR will be detailed in campaign books and scenarios.

Models with the **Steadfast** MAR ignore the **-1 Die** penalty when making Morale Checks for a Section below half its initial Life Points. (See page 49).

Silent and deadly. The Shinobi…

STEALTHY

A Section with the ***Stealthy*** MAR may not be targeted by weapon at Long Range. This has no effect on **IDF** weapons.

If a Section contains one or more models without the ***Stealth*** MAR, the MAR is ignored.

SURE FOOTED

Sure Footed models may move *At The Double* though Terrain classified as Difficult. Additionally, the Models retain their *Charge* Bonus when *Charging* through Terrain classified as Difficult.

SUPPRESSION

If a Ranged Attack containing any weapons with the ***Suppression*** MAR causes the loss of one or more Life Points, the target Section requires an additional Success when taking a Morale Check.

SWIFT STRIKE

A model with the ***Swift Strike*** MAR gains the *Strikes First* ability in the first round of a Melee.

TOWERING

Models with the ***Towering*** MAR may not perform a *Hit The Deck* Action. Any Cover Saves this model makes are treated as being one level worse than normal. This means that when this model is in *Soft Cover*, it is instead considered to be in *Open Ground*, and when it is in *Hard Cover* it is instead considered to be in *Soft Cover*.

UNIQUE

A model with the ***Unique*** MAR may only appear ONCE in a Commander's Force list.

UNRELIABLE

After Declaring an Attack with an ***Unreliable*** Weapon, roll a **D6**: On the roll of a **1** the weapon malfunctions and may not be used during the declared attack. On the roll of a **2-6**, the weapon works without mishap.

WALKER

Ironclads with the ***Walker*** MAR count as Cavalry for the purposes of moving through Terrain.

PRACTICAL TERRAIN

Following is a list of Terrain Types common to the battlefields of a Dystopian Legions world. The list is intended more to advise Commanders on the types of Terrain used, rather than dictate what they should use on the Gaming Table.

The **Recommended Dimensions** listed are purely that – recommendations.

Area Terrains

BUILDINGS
"Once assured that it is vacant of all non-combatant occupants, a humble building becomes a major asset to an Officer in the field. Even the most modest house will provide excellent protection to anyone within against enemy fire, giving them opportune position from which to bring their own fire to bear against the enemy."
Recommended Dimensions:
Width 8-12", Length 8-12"
Capacity: This one can be a thorny issue for players, so you probably need to resolve this before a game. If you have a small house, say 5" x 5", you could agree it accommodates 1 full Section ranging from 6 to 10 Models. A Larger house could perhaps be allowed 2 Sections, or maybe even a Section per floor if it is a multi-level house. This needs to be decided by players before play commences to avoid disagreements.

RIVER, LAKE OR DEEP WATER
"Rivers, lakes and coastal waters are all but impassable to forces on the field and will need to be either avoided or circumvented."
Recommended Dimensions:
Width 6-12", Length 6-12"

ROADS
"Nowadays, even in the most backward corners of the furthest colonies, road networks are appearing, connecting every town and city in a great worldwide spider's web of transport infrastructure. With this progress comes a great wartime advantage. Ironclads and Cavalry travelling down a road need not worry about the difficulties of crossing open ground, and can freely travel at high speed."
Recommended Dimensions:
Width 6", Length 12-18"

RUBBLE
"The debris of destroyed buildings can be used as very effective cover by infantry, who can squeeze in amongst the fallen bricks and other rubble with ease. Terrain of this type is less favourable to vehicles and cavalry, however, who find it difficult to navigate with little or no benefit."
Recommended Dimensions:
Width 6-12", Length 6-12"

STREAM OR FORD
"Narrow streams and shallow fords across rivers provide but the slightest of obstacle to a man attempting to cross them, hardly slowing their gait. Officers should note, however, that wetting the feet of the men under your command can have a detrimental effect on one's popular image."
Recommended Dimensions:
Width 4-6", Length 8-12"

WRECK
"The shattered, burning remains of a destroyed Ironclad are impassable to everything, too heavy for an ironclad to barge aside and too dangerous to be clambered over by infantry."
Recommended Dimensions:
The size of the *Destroyed* Ironclad.

WOODLAND, CROPS, & BROKEN GROUND
"Areas of Woodland, Crops before the harvest, and areas of ground shattered by recent fighting all provide a very similar tactical situation to an officer. On the one hand, having men or machines traverse these mild hazards will slow them as they struggle forward, whilst on the other hand, the cover and concealment of trees, thickets, shrubbery, rocks and swaying crops is invaluable for protecting men as they advance."
Recommended Dimensions:
Width 8-12", Length 8-12".

Linear Terrains

BARBED WIRE

"Barbed Wire – nothing more than fence wire littered with sharp barbs – but it is nasty stuff to deal with on a battlefield! It has a terrible effect on infantrymen attempting to cross it, tangling them amongst it and scoring deep into their flesh. The effects are even worse for Cavalry and Steambikes. Currently the only solid tactic for conquering this foul weapon is to crush it with an Ironclad, tearing it away and opening up a gap for your troops."

Type: Linear
Recommended Dimensions:
Width 1", Length 6"

HEDGES AND FENCES

"Virtually every road and field is bordered by either a low hedge or a fence. These can be of consider-able utility to our soldiers, providing them with readily available cover from enemy fire."

Type: Linear
Recommended Dimensions:
Width 1", Length 6-12"

TANK TRAPS

"Tank Traps are the simplest way to deal with enemy ironclads. Large stones, concrete 'dragons teeth' or even just heaps of logs, they are all totally impassable for ironclads. There is no real way to deal with these other than to go around them."

Type: Linear.
Recommended Dimensions: Width 3", Length 3-6"

TRENCHES

"Trenches are a proven and effective form of field fortification. Nothing more than an extended man-made ditch they can be created wherever they are needed in a very short space of time. Despite the dank conditions, soldiers will soon appreciate these simple earthwork structures."

Type: Linear.
Recommended Dimensions:
Width 3-6", Length 8-12"

WALLS AND SANDBAGS

"Walls, sandbags and other such obstacles can provide good protection for soldiers taking cover behind them, whilst still allowing them to freely return fire. Some walls are just too high for a man to see over. Much like the shorter variety, high walls are very resistant to gunfire, however their real value to an officer comes in that they will block the enemy's field of vision, allowing troops to manoeuvre freely behind them."

Type: Linear.
Recommended Dimensions:
Width 1", Length 6"

SUPPLEMENTAL RULES

The following rules are ones that, for various game reasons we left out of the core game. In most instances it was due to our goal of speeding up gameplay, or the fact that we wanted more time to hammer out these Supplemental Rules.

However, that does not prevent us from giving you access to them and therefore allowing *Dystopian Legions* Commanders to '*house rule*' them if they feel so inclined. These Supplemental Rules should only be used if all Commanders involved agree to have a dabble.

Updates and additional Supplemental Rules to the *Dystopian Legions* rules will be posted on our website: **www.spartangames.co.uk**

Succeses	Result
3+	**Clear**: The *Mine or Booby Trap Marker* is Removed without being Triggered.
1-2	**No Luck**: The Mine or Booby Trap is neither Removed or Triggered, and remains in place.
0	**Catastrophic Failure:** The Section triggers the device they were attempting to disarm, and suffer the hits specified in the weapon entry.

Bogging Down

If an Ironclad attempts to cross Difficult Terrain it MUST perform a *Bogging Down* Test, which represents the possibility of an Ironclad becoming stuck, or stalling when attempting to cross Difficult Terrain.

The test is an opposed roll: one player rolls on behalf of the Difficult Terrain with **2 [BLUE]** Dice and the player controlling the Ironclad makes a roll of TWO dice, the colour determined by the Quality of Section. The roll with the most Successes wins.

If the Ironclad has the most Successes it simply rolls over the Difficult Terrain using the recommended Movement penalties. If the Terrain 'wins', the Ironclad has *Bogged Down* and cannot make any further movement during its Activation.

The Ironclad must carry out another Bogging Down Test at the beginning of its next Movement Segment to see if it can free itself. Command Points can be used to bolster this roll.

Make that Safe!

This **Order** may be issued during the **Orders Step** of the currently activating **Section's Command Segment** to any friendly non-Ironclad Section within Command Range.

The Section may attempt to disarm a **Mine** or **Booby Trap** within 2". Make a **Command Check**, and consult the table above.

Order of March

Some Commanders enjoy carefully planning in advance the precise order their various Sections will activate in. If you wish to do this, then during the **Pre-Turn Phase**, and in between the **Late Arrivals and Initiative Steps**, add an **Order of March Step**. During the Order of March Step, both Commanders should secretly record the order in which their Sections will activate. They can do this by writing the Order of March down, or you could simply use a set of normal playing cards with the card numbers corresponding to Sections on a force list (if you are a *Dystopian Legions* Veteran player, you could also use the Activation Cards that were created for version 1.0 of the rules.)

During the Section **Activation Phase**, instead of choosing a Section to activate, Commanders MUST activate the first Section on their **Order of March** list. If a Section is unable to activate for any reason (such as being engaged in a melee), instead activate the next Section on the list that is able to activate.

During the Commander's next Activation, they must activate the next Section on the list able to activate, and so on until all Sections have activated.

TOKENS & TEMPLATES

ACTIVATION MARKER
This Game Marker is used to denote models that have *Activated*, or been forced to *Activate*.

SHAKEN MARKER
This Game Marker is used to denote models that have suffered debilitating Morale effects during the battle.

COMMAND POINT
This Token is used to show the finite amount of Command Resource a Force has at its disposal – probably one of the most important aspects of the game.

HIT THE DECK MARKER
This Game Marker is used to denote models that have thrown themselves into the dirt to lessen their silhouette against incoming gun fire!

ELEVATED MARKER
This Game Marker is used to denote models that are able to dominate the battlefield from their raised positions or models that are flying!

LIFE POINT LOST MARKER
This Game Marker is used to denote models that have suffered personal damage to a lesser degree

DOUBLE LIFE POINT LOST MARKER
This Game Marker is used to denote a Section that is dominating a Melee.

LUCKY MARKER
This Game Marker is used to denote models that have used their **Lucky** MAR in some way.

MINE/BOOBY TRAP MARKER
This Game Marker is used to show areas of the Battlefield that are defended by explosives and other nasty surprises.

DISARMED MARKER
This has been included for use in scenarios and campaign games.

OVERWATCH MARKER
This Game Marker is used to denote Sections that are lying in wait, ready to fire upon targets that cross their field of vision.

SPOTTED MARKER
This Game Marker is used to denote Sections who have been *Spotted* by forward observers, making them ripe targets for bombardment this turn!

UPPER HAND MARKER
This Game Marker is used to denote a Section that has gained the Upper hand, giving them a decisive edge in Melee.

OBJECTIVE MARKER
This Game Marker is used to denote a part for the battlefield that is considered to be an Objective for forces to fight over!

This is the **Smoke Barrier Template**.

Progression Charts

SECTION NAME:

SECTION NAME:

SECTION NAME:

SECTION NAME:

SECTION NAME:

SECTION NAME:

SECTION NAME:

SECTION NAME:

SECTION NAME:

SECTION NAME:

Notoriety Starting Point   Upgrade Point

Dystopian Legions Core Rulebook 2.0

Right: The outer ring is the **Large Smoke Template**. It is used when a weapon deploys a smoke barrage.

Within it is the **Blast Random Determination Template**, *used when a situation requires a scatter effect to be executed, or when Blast Weapons are used.*
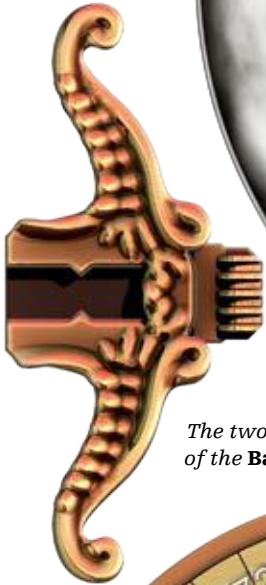
The two pieces of the **Battle Log**.

Below is the **45-degree Turning Template**, *used when moving Ironclads.*

INDEX

In this index we have tried to keep things within nested hierarchies so that any item listed should nest within a group related to the part of the game it relates to. Anything to do with Shooting should be found beneath Shooting, anything to do with Melee should be found under Melee and so on.

DYSTOPIAN LEGIONS

Crowley hid in the rubble.
Across the shattered street a pulsing beam burst
from the Automata's energy weapon. Shell fire, bombs, machine guns,
shots, screams; the sounds were a cacophony of death and destruction.
The Automata fired again, then turned and moved off with half a dozen others.
The grind of tank tracks and roaring hiss of steam bikes could be heard nearby,
and the drummers. Crowley licked his lips, hardly daring to move,
he stretched for the strap of his Metford Rifle. Those drummers?
That tattoo? That was the 13th Regiment of Foot. He might just
survive his first trip to the battlefields of France after all…

Dystopian Legions 2.0 is an action-packed platoon level game designed to be played using the Spartan Games range of high quality 32mm scale miniatures. These rules have been designed to support a fast-flowing and highly tactical game, where commands are as vital to game play as your Sections of Line, Support, and Elite Infantry, together with Cavalry, Ironclads and Characters fight to win vital battlefield objectives.

Play as the Kingdom of Britannia, Federated States of America, Republique of France, Russian Coalition, Empire of the Blazing Sun, Prussian Empire or Covenant of Antarctica, along with their Allies and Mercenaries.

Dystopian Legions takes place in the same world war setting as the hugely popular fleet miniatures game *Dystopian Wars*. With this book, Commanders of these great nations can now play their games of Victorian Super Science Fiction at the Platoon level, carrying out skirmish-scale operations and actions vital to winning the larger war.

This is the infantry's war – this is *Dystopian Legions*!

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