

CRITICAL HIT TABLE

DICE ROLL	RESULT	HP LOST	CRITICAL HIT EFFECT
2	Magazine Explosion	ALL	<i>This model is violently destroyed in a massive, eruption of munition and fuel.</i> This model is Destroyed . Any model within 4" of the centre of this model are subjected to an attack with a number of Attack Dice (AD) equal to double the starting Hull Points (HP) of the destroyed model. This explosion has no effect on models that are on the other side of solid terrain that blocks Line of Sight .
3	Shredded Defences	2	<i>The decks and superstructure of the vessel have been blitzed by strafing fire.</i> This model cannot use Ack Ack or Concussion Charges .
4	Raging Fire	2	<i>Uncontrollable flames lap around the claustrophobic confines of the vessel.</i> This model loses 2AP and gains a Raging Fire marker. A model with a Raging Fire marker CANNOT be Obscured . If this model is currently Obscured , it immediately becomes non- Obscured .
5	Systems Offline	2	<i>The generator and gyroscopic systems have suffered a massive malfunction.</i> This model cannot use its Generators and cannot Launch or Land any Tiny Flyer Squadrons.
6	Weapon Damage	2	<i>The weapon diagnostic systems have been taken offline.</i> The Attack Dice (AD) value of ALL Primary and Secondary weapons on this model are reduced by HALF .
7	Hard Pounding	2	<i>A heavy barrage of ordnance shakes the outer shell of the vessel, scattering the marines onboard.</i> This model loses 1D3+1 Assault Points (AP).
8	Engine Failure	2	<i>The main engine block has taken a powerful, jolting shot.</i> The Movement (Mv) of this model is reduced by HALF .
9	Navigational Lock	2	<i>The steering racks and rudder have been warped by the power of the incoming cannonade.</i> This model can only move in a straight line, it cannot turn. This model cannot Submerge while affected by a Navigational Lock. If this model is currently Submerged , it immediately becomes non- Submerged .
10	Fusion Leak	2	<i>Panic spreads as the central power core takes a hit that cracks the main housing.</i> This model's Critical Rating (CR) is reduced to the same value as its Defensive Rating (DR).
11	Chaos & Disarray	2	<i>An unrelenting hail of gunfire beats out a tune of impending death around the crew of this model.</i> This model cannot use its Rocket , Torpedo , or Bomb Ordnance , or Mines .
12	Sturginium Flare	2	<i>This model is teleported into the ether and returned a split-second later.</i> Roll 1D6 for direction (1-2 Fore , 3 Port , 4 Starboard , 5-6 Aft) and 2D6" for distance, from the centre of the model. Then place this model, maintaining current orientation, in that new position and resolve any contact as a Collision, even if this model is Destroyed as a result of the Critical Hit . A model that is moved into Impassable terrain, or off the Game Board, is automatically Destroyed .

Players may attempt to repair **Critical Hit** damage that has been inflicted on any of their models, which are not **Derelict** or a **Prize**, during the **End Phase**. Roll **1D6** for each repair attempt:

- On a roll of **1, 2** or **3**, the repair has been successful and the corresponding Critical Hit effect is removed.
- On a roll of **4, 5** or **6**, the repair attempt has failed and the Critical Hit effect remains on the model.

Important Note: Any **Critical Hit** effect that are marked in **Red** (results **2, 7** and **12**) **CANNOT** be repaired.

REFERENCE

DYSTOPIAN WARS uses a simple turn-based system with each Turn consisting of the following four main phases; **Play Turn Cards**, **Determine Initiative**, **Activate Squadrons** and the **End Phase**.

- 1) Turn Card Phase
- 2) Initiative Phase (*roll 2D6 per player*)
- 3) Squadron Activation Phase (*Movement & Combat*)
- 4) End Phase

SQUADRON ACTIVATION SEQUENCE	
COMMAND SEGMENT	
1	Nominate the Commanded Element of the Squadron, if necessary.
MOVEMENT SEGMENT	
2a	Perform any movement for ALL models in the active Squadron.
2b	Resolve any Rams or Collisions resulting from active Squadron movement.
COMBAT SEGMENT	
3a	Declare ALL attacks from Ordnance and Auxiliary weapons.
3b	<div> Declare ALL counterattacks from Auxiliary weapons and Combat Air Patrol. </div> <div> Resolve any counter-attack Ack Ack, not from Tiny Flyers, against Flying or Obscured models. Resolve any counter-attack Concussion Charges, not from Tiny Flyers, against Diving or Burrowing models. </div>
3c	<div> Resolve ALL Tiny Flyer Combat </div> <div> Simultaneously resolve ALL Ack Ack from Tiny Flyers against Tiny Flyers. Simultaneously resolve ALL Ack Ack from Tiny Flyers against Flying or Obscured models. Simultaneously resolve ALL Ordnance from Tiny Flyers against Surface models. </div>
3d	Resolve ALL remaining <i>Ordnance</i> and <i>Auxiliary</i> weapon attacks by the active Squadron, in any order required.
BOARDING SEGMENT	
4	Resolve Boarding Assaults for active models within 4".
MORALE SEGMENT	
5	Resolve ALL Break Tests.

WEAPON TYPES AFFECTED BY HULL DAMAGE							
Primary Gunnery	Secondary Gunnery	Rockets	Torpedoes	Bombs	Mines	Ack Ack	Concussion Charges
YES	YES	NO	NO	NO	NO	YES	YES

