



THE

ADMIRAL'S

TOURNAMENT

**ORGANISED
PLAY EVENTS**

2023 SEASON

A decorative flourish featuring a gear icon with a central symbol, surrounded by floral and scrollwork patterns, is positioned at the bottom of the large gold box.

**WARCRADLE
STUDIOS**



THE ADMIRAL'S TOURNAMENT

Welcome to the 2023 Season Admiral's Tournament guide. This guide is intended to help participate in Organised Play for Dystopian Wars. The Admiral's Tournament is a great way for clubs and communities to grow by challenging each other in friendly competition. Admiral's Tournament events are designed as one-day or full weekend competitions that are easy for players of any skill level to participate in. There are a variety of awards that can be won in the Admiral's Tournament for all player types, from those who focus on the gameplay itself to those who enjoy the social and hobby aspects of Dystopian Wars. These events use 2,000-point Forces unless specified otherwise by the Event Organizer (EO), and take place over several games known as Matches. The Admiral's Tournament encourages participants to have a great time and perhaps make some new friends along the way.





EVENT STRUCTURE

ADMIRAL'S TOURNAMENT

Players face off in a series of Matches with their list chosen as normal using the rules found in the latest version of the Dystopian Wars rulebook and their Faction's Order of Battle (ORBAT). The version of the rules and ORBAT used is recommended to have been published on the Dystopian Wars website at least 30 days prior to the Tournament.

REQUIREMENTS:

- *Tournament participant minimum:*
Four players

- *Suggested Qualifiers:*
(confirmed by the EO)

- *Suggested Format:*
2,000 points on a 48"x72" table





- *Suggested Time per Match:*
Three hours

FORCES

Players must prepare their Force List before the Tournament and submit them by the date set by the Event Organiser (EO). That Force must be used for all Matches of the Tournament. No weapons swaps, Unit upgrades or other changes may be made to the Force List once submitted. The Force List must remain the same for the duration of the Tournament. Forces may be below the points limit of the Tournament, but may never exceed it.

ENCOUNTERS

Prior to each Match the EO will determine which Encounter will be used for the Match. We recommend the Common Encounters (C1 to C6), the Desperate Encounters (D1 to D6) and the Perilous Encounters (P1 to P6) found in this event guide. The EO may instead rule that the Encounter is randomly determined by rolling an Action Die for the column and then another for the row to obtain the result.

	 	 	 
	C1: Fog of War	D1: Ambush	P1: Live to Tell the Tale
	C2: Hold at all Costs	D2: Dance with the Devil	P2: Survey Under Fire
	C3: Salvage Rights	D3: Escalation	P3: The Cyclone
	C4: Oil Fields	D4: Outpost Assault	P4: The Rescue
	C5: Rule the Waves	D5: Research Station	P5: The Big Freeze
	C6: The Tempest	D6: Sabre Rattle	P6: Eye of the Storm



NUMBER OF MATCHES

During a Match in the Admiral's Tournament, a Player gains 5 Tournament Points for a win, 3 for a tie and 1 point for a loss. The Tournament runs until one Player has more Tournament Points than any other Player at the end of a Match. Once this condition is met, the Tournament ends without additional Matches.

The number of Players in the Tournament determines the maximum number of Matches usually required to determine a winner, as shown in the following table:

PLAYERS	ROUNDS
4 to 8	3-Match Tournament
9 to 16	4-Match Tournament
17 to 32	5-Match Tournament (Two Days)
33 to 64	6-Match Tournament (Two Days)

FIRST-MATCH PAIRINGS

Randomly determine all of the Player pairings for the first Match. If there is an odd number of Players, see "Byes & Odd Number of Players" below. Once the pairings are completed, Players must write their opponent's name on their Player record sheet in the indicated section. When the Match ends, record the Tournament Points (5 for a win, 3 for a tie, 1 for a loss).

SUBSEQUENT PAIRINGS

From the second Match onwards, players should be randomly paired against other players that have the same number of Tournament Points to form a Match. If there is an odd number of players with the same Tournament Points, randomly select one player from the next lowest

Tournament Point bracket to be the pair up. EOs should avoid pairing the same players together multiple times during an Admiral's Tournament if possible.

BYES & ODD NUMBER OF PLAYERS

In the case of an odd number of players, one Player receives a bye each round. A Player who receives a bye does not play in the current round. Instead, he receives 5 Tournament Points. In the first round, the Event Organiser (EO) randomly determines which Player receives the bye. In each subsequent round, the EO selects a Player randomly from those with the lowest placed Admiral's point totals. A Player should not receive a bye more than once per tournament.

CLOCKING OUT & DICE DOWN

Once the Match has ended the EO will call "dice down" all play should stop immediately and VPs be recorded as they are during the current state of play. If this happens resulting in a draw then you may add the end-of-round VPs as if that Round of the Encounter had ended normally and see if that determines a winner. Otherwise the Match is a draw.

ADMIRAL'S TOURNAMENT AWARDS

Players have a shot at winning three Admiral's awards during an Admiral's Tournament: Victory Laurels (Most Tournament Points), Gilt Lily (Best-Painted), and Chivalrous Favour (Most Sporting). EO's are free to add additional prize categories and awards as they wish. The aim should be to reward fair play and effort.

Only one Player can win each award. While it is technically possible for the same Player to win all three awards in a single event, at the discretion of the Event Organizer (EO), it is acceptable to announce at the event's start that a Player can only win one



Admiral's Tournament Award. When the EO chooses this option, a Player eligible to win more than one award claims one of them, and the next best Player in the other category wins that award.

GILT LILY (BEST-PAINTED)

At the beginning of the event, the EO determines a category for which the Gilt Lily award will be chosen, such as Best Single Model, Best Battlefleet or Best Unit. It is up to the EO to choose a category that will work well for the Players in the event.

At the end of the event (or at a suitable point decided by the EO) Players should submit their eligible painted model entries to the EO. There are two ways the winner of the Gilt Lily award can be determined: the EO can choose the winner, or all participants in the event can hold a blind vote. When using a blind vote, the EO must display all submitted entries to the participants. Participants write their choice on a piece of paper, keeping it secret from others, and give that paper to the EO. A Player cannot vote for his own submission. The EO counts the votes and announces the winner. In the case of a tie, the EO must break the tie by either choosing the

winner or holding a second blind vote among only the tied entries.

CHIVALROUS FAVOUR (MOST SPORTING)

Playing tabletop wargames is ultimately about having fun with friends (and foes) as you destroy each other's carefully crafted Battlefleets. Good sportsmanship creates an environment of mutual respect and fellowship that ensures both Players have a great time during their battle.

At the end of the event, the EO should announce the winner of the Chivalrous Favour award. The winner should be determined using either of the two methods described above in the Gilt Lily award section.

VICTORY LAURELS (MOST TOURNAMENT POINTS)

Tournament Points are earned throughout the Tournament. Please refer to the Tournament Structure above to see how Tournament Points are scored. When the event ends, the Player with the most Tournament Points wins the Victory Laurels award. In the unlikely event of a tie, then both Players share the Victory Laurels.





PLAYER RULES & RESPONSIBILITIES

PLAYER RESPONSIBILITIES (MINIATURES, MODELLING AND PAINTING LIST ETC)

Players attending a Tournament should make sure they have access to the following:

1. A copy of their Force List, either hardcopy or digital for the Event Organiser (EO) and other Players to look over if they choose. The Force List must be presented to the EO before the beginning of the event and may not be altered once the event begins.
2. The appropriate latest version of the ORBAT for their Force, published at least 30 days before the Event. This may be hardcopy, printed from the Dystopian Wars website or digital on a mobile device. If a device runs out of power during the event, and there is no other way of gaining access to a Player's list, etc. the Match ends as if that Player had no Models in the Play Area as described on page 14 of the Dystopian Wars Rulebook. This should be considered a method of last resort if there is no other way to access the ORBAT (borrowing them, or a working device from another Player, for example).
3. An official deck of Victory and Valour cards is required to play the Match. They may be sleeved but may not be otherwise altered in any way. Players may use copies as printed from the Dystopian Wars website but they must be one copy of each card as intended with no repeats of the same numbered card.
4. Any dice, templates, measuring tools and tokens needed to play the Match. These

may be official, such as those provided in the Gubbins Box or third party but must be recognisable and accurate. They can be scrutinised at any point of any Match by your opponent or an EO. Tokens should be used in the Match as necessary to clearly show which Models or Units are suffering conditions, have taken damage etc.

5. Warcradle Studios encourages Players to have a fully painted Force on the table. Matches with painted armies enhance the experience for all. Although painting is not required, Players are encouraged to show off all aspects of the hobby. These must be official Warcradle miniatures though they can be converted with no more than 1/3rd new parts.

Conversions: *A Player cannot use a model as a proxy (stand-in) for another model. Using a converted Cruiser miniature as a Mass 3 Flagship would be an example of an illegal conversion. If converted, they must be on the correct base size, if one is supplied with the model. Models cannot be converted in such a way that any part of the model represents the intellectual property of any party except Warcradle Studios, including copyrighted logos, symbols, iconic elements, or other iconography. Paint schemes are not conversions. Any conversions must be clearly pointed out to the opponent before the Match, and the end result of any conversion must be clearly identifiable as the intended model. The golden rule of converting models for organised play is simply this: If the EO cannot independently, easily, and accurately determine which model your conversion represents, the model is not legal for organised play purposes.*



EVENT ORGANISER (EO) RESPONSIBILITIES

LOGISTICS

The EO is responsible for running the event as smoothly as possible. This will include some preparation ahead of time. The EO must ensure that they have an appropriate amount of available tables and terrain as well as sufficient gaming space in which to play. In preparation for the event, the EO must decide upon the event start time, the Match timings, the finish time, and any potential prize pool. The EO must be aware that between Matches they must allow an appropriate length of time for data entry, publishing of new Match pairings, and the subsequent movement of Players between tables.

TERRAIN

Before the Tournament begins it is the EO's responsibility to arrange the terrain for all Play Areas used during the Tournament. The EO must endeavour to create balanced play environments using the Play Area Guide found in this event guide. Bear in mind, while it is the EOs responsibility to source this, they

may ask for help in providing these things. It is rare for a single person to have the terrain for multiple gaming tables.

JUDGES

The EO must ensure that an appropriate number of Judges are available to adjudicate Matches and assist with data entry. This could be as little as one; the EO themselves. In most events, the EO will serve as the Head Judge, however, the EO may also nominate another person to serve as Head Judge. When making decisions, Judges should refer to the current Dystopian Wars Rulebook and the Dystopian Wars Errata and FAQ document. If they cannot come to a decision based on these sources of information, they should refer the question to the Head Judge. If any Player disagrees with a ruling made by a Judge, they may request that the Head Judge be brought over to the table. The Head Judge's word is final, however, and any Player who does not submit to the Head Judge's ruling will immediately forfeit the current Match.





ADMIRAL'S TOURNAMENT

SEASON 2023 ENCOUNTERS

On the following pages are the Encounters used in the 2023 Admiral's Tournament 2023 Season. These can also be used freely in friendly gaming outside of an organised play event. There are some additional rules that are used when playing these Encounters such as Fog of War which is detailed below and the

Terrain rules outlined at the end of this guide. These additional rules are freely available to be used in Dystopian Wars regardless of whether it is part of the Admiral's Tournament or not. Certainly, we make use of them when playing in the Studio, giving us even more depth, excitement and variety to our gaming.

FOG OF WAR

RULES EXPANSION

Some Encounters will use the Fog of War rules. This could represent an Encounter that takes place at night, in a rolling bank of fog or any other weird and wonderful effect that will limit the visibility of the crews aboard the ships involved in the Encounter.

If an Encounter states that it uses Fog of War (including the Fog of War Common Encounter) then use the following rules. Alternatively, Players should feel free to use Fog of War in any Encounter.

- **FOG OF WAR** – For each attack made, all Hit and Heavy Hit results initially rolled in the Action Dice Pool are Cancelled, before any re-rolls or Exploding Hits are applied (see The Rules p.4).
- **BLOOM** – If a Target Unit has already made a Shooting Attack in this Round, then they reveal their position by creating a visible Bloom. The Fog of War rule is ignored and normal Line of Sight rules apply against Initial Targets with a Bloom that Round. Attacks made with the Torpedo or Bomb Quality do not create a Bloom.
- **PROXIMITY** – The Fog of War Rule has no effect on any targetted Unit that is within 5" of an Enemy Unit or has Enemy SRS in base contact.
- **THE FOG LIFTS** – Unless specified otherwise in the Encounter, at the start of each Round the Player with initiative rolls a number of Action Dice equal to the Round number. If two or more dice have the same result, once the dice are rolled, the Fog of War rules cease to be applied for the remainder of the Encounter.



COMMON ENCOUNTER C1:

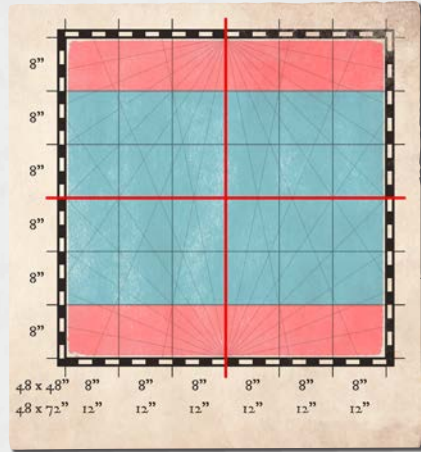
FOG OF WAR

Fleets clash in a heavy bank of fog reducing visibility and causing chaos.

Divide the Play Area into four quarters as shown on the deployment map.

SPECIAL RULES:

Fog of War (see p.8 of this guide)



OBJECTIVE:

In the End Phase of each Round, each player scores 5 VPs for each quarter of the enemy side of the Play Area that has one or more of their Units completely within it, with no enemy Models completely within the same quarter.

Additionally, at the end of the Encounter, each player scores 5 VPs for each quarter where they have one or more of their Units in the quarter of the Play Area with no enemy Models in that quarter.





COMMON ENCOUNTER C2:

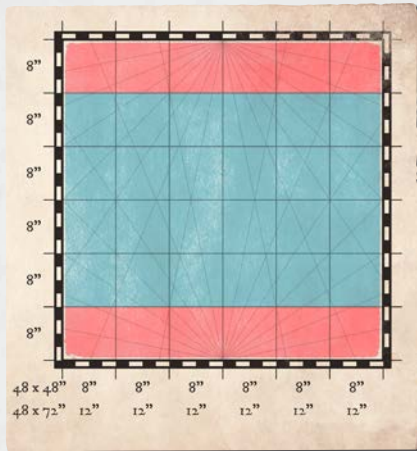
HOLD AT ALL COSTS

Admirals must fend off a rival Force preventing them from advancing beyond their position.

Lay the Play Area out as shown on the deployment map.

OBJECTIVE:

At the end of the Encounter, each player scores 2 VPs for each Unit they have in their opponent's deployment zone. If there are no enemy Models within 10" of that Unit, they score 3 VPs instead.



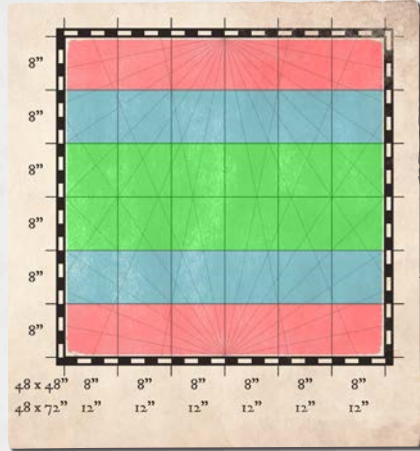


COMMON ENCOUNTER C3:

SALVAGE RIGHTS

A recent battle has left a sizable debris field scattered across the shallows. There will be technology, fuel, cargo and other treasures ripe for the picking just below the surface.

Each player takes 3 small Wreck Markers (Approx 2" in diameter). Each player alternately places one of the Wreck Markers in the green area of the Play Area, no closer than 6" from another Marker.



OBJECTIVE:

If a Model is within 1" of a Wreck Marker at the start of its Activation, they can make a single attempt to search: Roll an Action Die. On a Blank, the Wreck Marker is nothing of

value. On a Counter or Heavy Counter score 3 VPs. On a Hit result or Heavy Hit, the player gains 5 VPs. On an Exploding Hit result, the player gains 10 VPs. After Rolling the dice, remove the Wreck Marker.



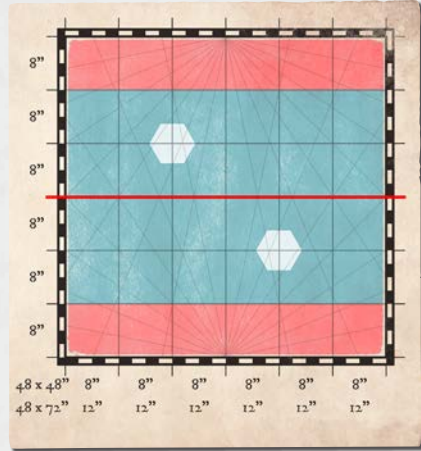


COMMON ENCOUNTER C4:

OIL FIELDS

Ownership of the seas are constantly being contested and the placement of oil platforms is just as contentious. Such platforms can change hands many times in a single month and patrols will regularly encounter enemy fleets attempting to take control of the valuable fuel sources.

Place two Mass 3 Inactive Platforms (see Terrain rules p.29) on each of the two hexagonal points marked on the map.



OBJECTIVE:

At the end of each Round, if you have a unit within 3" of the Oil Platform closest to your Deployment Zone gain 3 VPs. At the end of

each Round, if you have a unit within 3" of the Oil Platform closest to your Opponents Deployment Zone gain 5 VPs.



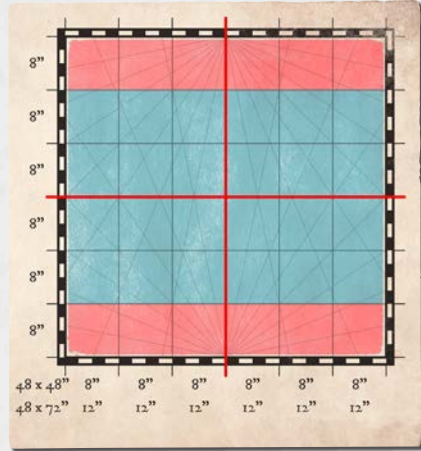


COMMON ENCOUNTER C5:

RULE THE WAVES

When two fleets collide on the open seas the victor is usually the fleet who are able to smash through the enemy lines to wreak havoc from the rear.

Divide the Play Area into four quarters as shown on the deployment map.

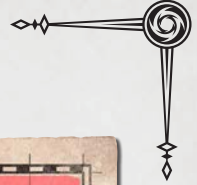


OBJECTIVE:

In the End Phase of each Round, each player scores 5 VPs for each quarter of the Play Area that has one or more of their Units completely within it, with no enemy Units completely within the same quarter.

Additionally, at the end of the Encounter, each player scores 10 VPs for each quarter of the Play Area where they have one or more of their Units in the Opponent's Deployment Zone.



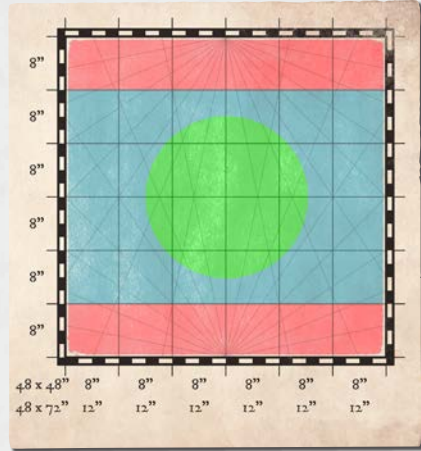


COMMON ENCOUNTER C6:

THE TEMPEST

Two fleets brave a storm in order to race to a rendezvous in the middle of the Ocean.

Lay the Play Area out as shown on the deployment map. At the start of the encounter, the Aetheric Storm is in effect.



OBJECTIVE:

At the end of the Encounter score 5 VP for each Unit that has a Model within 12" of the centre of the Play Area.

AETHERIC STORM:

While the Aetheric Storm rages, drift is doubled in the Play Area for all Units. Additionally, when a Unit activates within 12" of the centre of the Play Area (marked in green above) roll a Critical Damage

dice. If the result is a Shredded Defences or Generator Shutdown, apply that against all Models in that Unit as they are struck by lightning.

At the start of every Round the player with initiative rolls a number of Action dice equal to the Round number. If two or more dice have the same result, the Aetheric Storm has lifted and the Special Rule no longer has an effect on the Encounter.





DESPERATE ENCOUNTER D1:

AMBUSH

The inky blackness of the open sea was peaceful, the only sounds were the low rumble of engines and the break of waves against ship hulls. These were supposed to be safe waters but nervousness still flitted from cabin to cabin. The new moon and thick cloud cover made people imagine something out in the darkness, waiting to attack at a moment's notice. If they only knew how right they were.

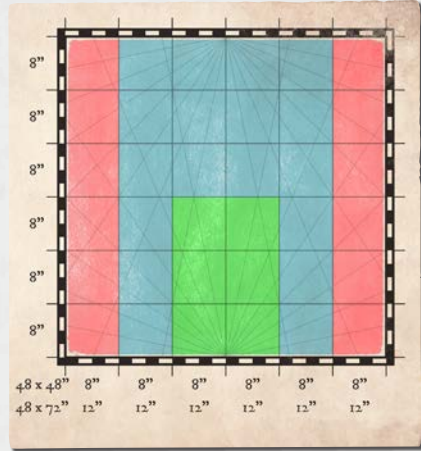
SPECIAL RULES:

This Encounter assumes a well-orchestrated attack so neither Player may hold units in Reserves at the start of the Encounter unless it is compulsory in their special rules. (The Rules p.16).

Player A - Deploys into the **Red Zone** and
Player B - Deploys into the **Green Zone**.

OBJECTIVE:

When a Unit 'Launches an Assault' and you determine the 'Assault Resolution' (both page 24 of 'The Rules') the Assaulting Player Scores VPs based on the result:



ACTION	RESULT
COUNTER ASSAULT	The Defender gains 3 VPs.
DRIVEN BACK	No VPs are scored.
HAVOC	Gain 1 VP
BRUTAL	Gain 2 VP
CATASTROPHIC	Gain 3 VP
CARNAGE	Gain 4 VP





DESPERATE ENCOUNTER D2:

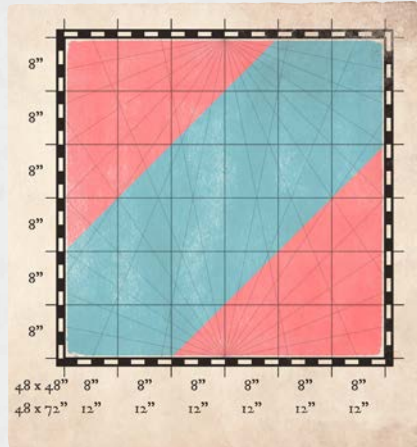
DANCE WITH THE DEVIL

This location was vital to the war effort. All they had to do was stay here. If they could hold out against the enemy until morning then they could keep it for the foreseeable future. The dawn couldn't come fast enough.

SPECIAL RULES

NIGHT FIGHTING):

- Follow the Fog of War Rules (see p.8 of this guide)



DESIGNERS NOTE:

This is an unusual Encounter as the two Forces need to be as defensive and 'quiet' as possible because they gain points for Battle Ready Models/Units at the end of the game. Do you go for big hits to destroy Models or is it not worth exposing your Units to return fire? Play the scenario out to see which which tactic works for you.

OBJECTIVE:

Each Player gains 5 VP at the end of the encounter for each Unit that is still composed of at least one Battle Ready Model, rounded down if necessary.



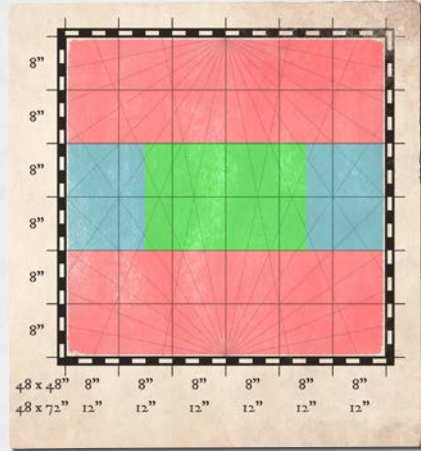


DESPERATE ENCOUNTER D3:

ESCALATION

It didn't matter how unexpected it was, the enemy was here now. Reinforcements were on the way, more meat for the grinder. Orders were simple; cause maximum destruction. Poseidon himself would bear witness to this battle.

During Deployment only one third of the Units in each Force is deployed, as per normal rules, in each Deployment Zone. The remainder of each Force **MUST** be kept in Reserve.



OBJECTIVE:

At the end of each Round, Players score VPs equal to the total mass of their models Completely Within the central Green Objective Zone (see image above).





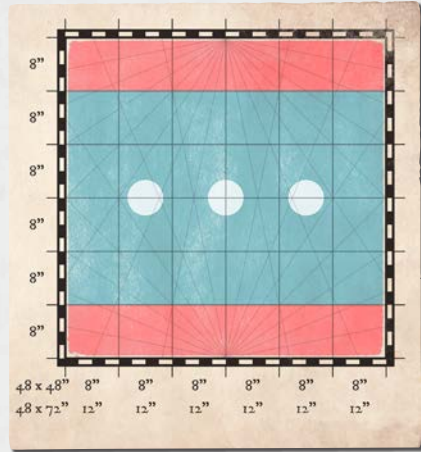
DESPERATE ENCOUNTER D4:

THE RESCUE

As the men floated in their lifeboats, discussion began to turn towards the macabre. Would they be rescued at all? Their vessels had been sunk by an aerial battlefleet two nights ago and the fresh water rations were running low. The enemy had made the decision not to finish them off, whether a sign of respect for the fight they had put up or a sentence to be left in their own aquatic hell, they didn't know.

A shout went up as someone with a telescope managed to see the silhouettes of friendly ships on the horizon. They were saved. From another lifeboat there was a cry of despair as someone had spotted enemy ships approaching from another heading. They were ants being fought over by giants. Those who had faith prayed that they wouldn't be crushed beneath the wakes of those huge ships.

Place 3 Wreck Markers along the centre of the Play Area as shown. These could represent previously sunken vessels, scientifically interesting wreckage, or other valuable debris.



OBJECTIVE:

A Unit with at least one of its Models within 4" of a Wreck Marker may forgo its Shooting Step to instead bring the Wreck aboard. If it does so, the Controlling Player scores 5 VP. Once the Player has scored, roll an Action Die. On the result of a Blank, remove the Wreck Marker.

If a Model is the Initial Target of an Attack while within 4" of a Wreck Marker, roll an Action Die. On the result of a Blank, the Wreck Marker is destroyed by the Attack and removed from play.



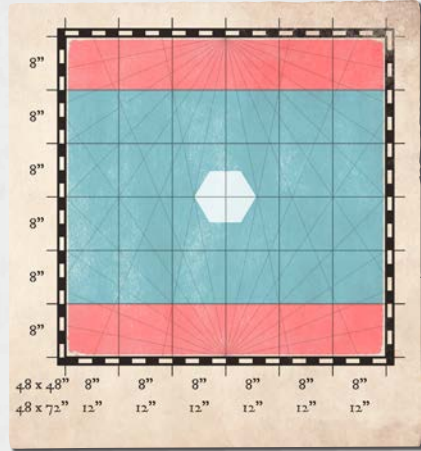


DESPERATE ENCOUNTER D5:

RESEARCH STATION

Observations showed the independent platform on the horizon. Orders were to capture, not destroy. It would be an easy task with this battlefleet. The commanding officer relaxed in his chair on the bridge. That is, until a claxon cry blared. The enemy was spotted on an intercept course. Perhaps this would not be so easy after all.

Place a Mass 3 Inactive Platform in the centre of the Play Area. This represents the 'Research Station'.



OBJECTIVE:

During the 'Check for Victory' step in the End Phase of each Round, the Player that 'occupies' the Research Station gains 5 VPs.

THE STATION:

In the Assault Step, a Unit may Launch an Assault against the Research Station with the purpose of Occupying it. Follow the rules for Launching an Assault with the following changes:



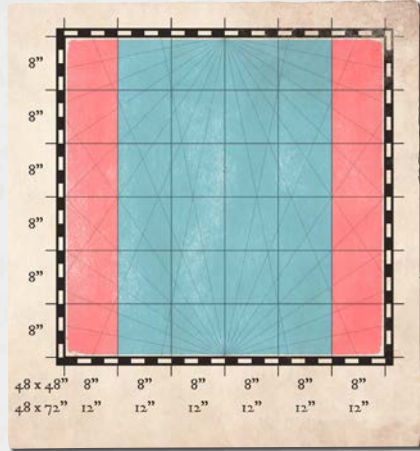
- At the start of the Encounter the Research Station is unoccupied and considered to have a Citadel of 10.
 - **Counter Attack/Driven Back:** the Assaulting Unit suffers from the appropriate consequences with no other effect to the Research Station.
 - **Havoc/Brutal:** the Assaulting Player Occupies the research Station (place a token or other marker to signify this). From this point it has a Citadel of 8, representing their fragile control of the Station.
 - **Catastrophic/Carnage:** the Assaulting Player Occupies the research Station (place a token or other marker to signify this). From this point it has a Citadel of 12, representing their full control of the Station, battering down the hatches and defending it with marines.
- Once a Player Occupies the Research Station it is considered to have activated until the following turn. When Occupied a Player may Activate it to use its three Heavy Gun Batteries with a 360° field of fire (for stats see the ORBATs). No other Actions may be performed by the Research Station.



DESPERATE ENCOUNTER D6:

SABRE RATTLE

There was little in these waters to gain but victory. Both sides were ready for conflict and were actively looking for battle. Only a spark was needed to ignite the encounter into full scale combat.



OBJECTIVE:

At the end of the Encounter, each Player scores 2 VP for each enemy Unit completely destroyed and one Victory point for each enemy Unit that is completely Crippled.

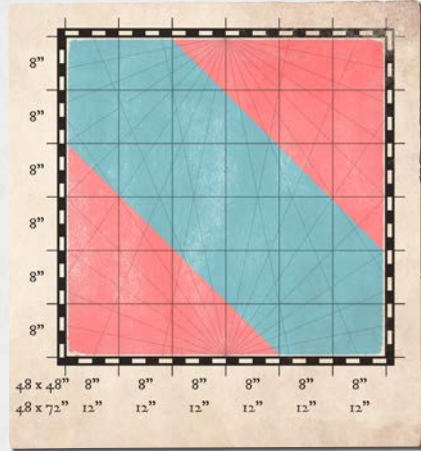




PERILOUS ENCOUNTER P1:

LIVE TO TELL THE TALE

The roving patrol had hoped for the best but were prepared for the worst. The crews of all the ships in the fleet were on tenterhooks, nervous that current peace would be cracked asunder. Orders to battle stations rippled across the fleet, as the enemy began to make their move. As both sides started to engage, each quickly assessed that this patch of ocean was not worth dying over. Better that they return to base if significantly damaged to make repairs and retaliate with a more powerful strike later on. Then the thunder began...



OBJECTIVE:

For each Unit that “Successfully Retreats” (see below), the controlling Player scores 5 VP.

SPECIAL RULES:

A Player may choose to Retreat a Unit once the majority of its Models have been Crippled or Destroyed. They do this by moving off the Play Area via part of the table edge that was included in their Deployment zone at the start

of the Encounter (see image above). By doing this they are not considered Destroyed for the purposes of VPs, contrary to the Dystopian Wars rulebook (see Withdrawing p.18). It is only considered a “Successful Retreat”, and therefore scores VPs if a Model in the Unit Retreats via part of the table edge that was included in their Deployment zone at the start of the Encounter (see image above).

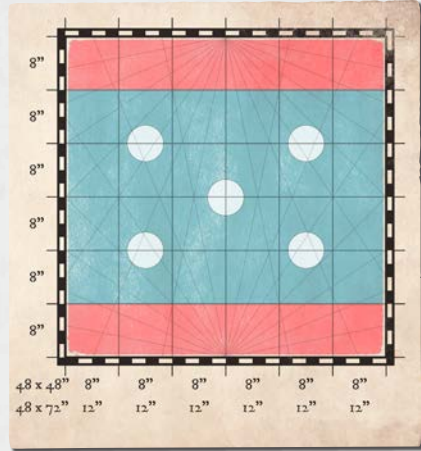




PERILOUS ENCOUNTER P2:

SURVEY

This particular island chain had been reported as being uninhabited but the view ahead told a different story. Smoke rising from metal structures showed signs of industry and beach outposts suggested that, wherever now lived here, they were willing to defend themselves. They could be independent or any of the Great Powers using a proxy Force to conceal their hold in the area. A systematic survey of the area must take place immediately, though that would be made more difficult with the enemy on their heels.



OBJECTIVE:

There should be five areas of Land in the Play Area as shown above and a way of marking the islands once a Player has ‘Surveyed the Area’. This might be as simple as using an action die. For each island with a ‘Surveyed the Area’ marker, the controlling Player scores 5 VPs.

SPECIAL RULES:

A Unit with at least one of its Models within 4” of a terrain piece may forgo its Assault Step to instead ‘Survey the Area’. If it does so, the Controlling Player rolls an action die and consults the following table:

ROLL	RESULT	DESCRIPTION
	NOTHING HAPPENS	—
	CONTACT:	Place a ‘Contact’ Token (feel free to use the Hunkered/Submerged Token) on the Island. Next time someone places a ‘Survey the Area’ Token they instead remove a ‘Contact’ Token. An island may never have more than one ‘Contact’ Token.
	SURVEY ONGOING:	The Unit that forgone its Assault Step receives a Disorder Token, then the controlling Player has ‘Surveyed the Area’. Mark it as such for the rest of the game (see above). Once a Player has successfully ‘Surveyed the Area’ another Player may not attempt it.
	SURVEY COMPLETED:	The controlling Player has ‘Surveyed the Area’. Mark it as such for the rest of the game (see above).

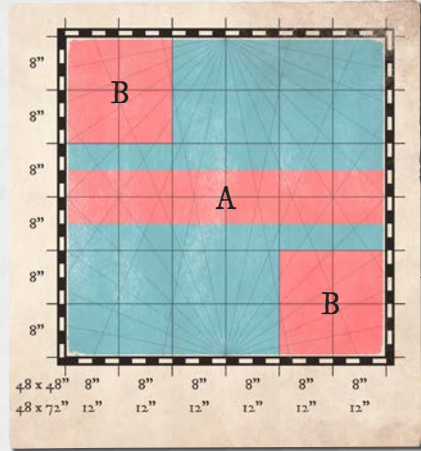


PERILOUS ENCOUNTER P3:

THE CYCLONE

The cyclone was worse than any one had anticipated. Record winds whipped the sea into a chaotic mass of spray. One force has been separated and the other has found itself between the two halves. Not only do both sides have to survive the cyclone, but they have to survive each other too.

- **Player A** will deploy their Force in a strip 4" either side of the centreline.
- **Player B** will Deploy in either corner of the Play Area as above with no more than half the number of Units in their total Force in each corner.



OBJECTIVE:

Each Player gains 5 VP for every friendly Battle Ready Unit in the Play Area at the end of the Encounter, and 3 VP for each friendly Crippled Unit at the end of the Encounter.

THE CYCLONE:

All Units must also Drift at the end of their Activation, even if they do not usually have to Drift.

Targets of an Assault Action are considered to be 2" further away for the purpose of launching an Assault.

During the Operations Step, when a Unit would 'Launch SRS Tokens' (see The Rules p.16) they may only be placed in Base Contact with a Unit within half the normal range. The same applies to Special SRS Tokens.



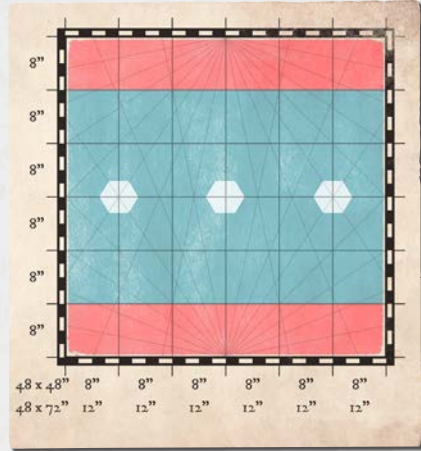


PERILOUS ENCOUNTER P4:

OUTPOST ASSAULT

This location held strategic importance to the region. The platforms that lay ahead criss crossed the horizon, the closest thing to a landmass for miles around. If they could be controlled, a foothold could be gained in the area and the enemy would have to update their charts. Today, the marines would be tested like never before.

Place three Mass 3 Platforms as shown in the map right.



OBJECTIVE:

During the End Phase of each Round each Player gains 5 VP if they have a Friendly Unit within 5" of a Platform and that there are no Enemy units within 5" of that Platform.

SPECIAL RULES:

For the Platforms used in this Encounter, use the Active Platform rules in the Play Area Guide (on page 29 of this guide).



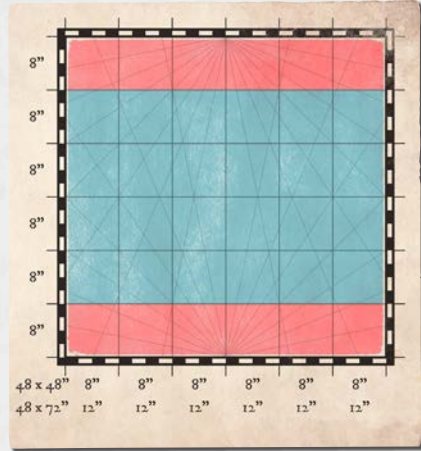


PERILOUS ENCOUNTER P5:

THE BIG FREEZE

The winter had been cruel so far but this latest turn in the weather had caught both sides by surprise. Freezing fog banks have reduced visibility down to almost nothing and before the crews knew what was happening they were on top of each other.

During Deployment only one-half of the Units in each Force are deployed, as per normal rules, in each Deployment Zone. The remainder of each Force **MUST** be kept in Reserve.









OBJECTIVE:

For each Opponent's Destroyed Units, that Player scores +1 VP.

SPECIAL RULES:

At the start of each Round, roll an action and consult the following table. This is the weather for the remainder of the round until it is rolled again at the start of the next turn.

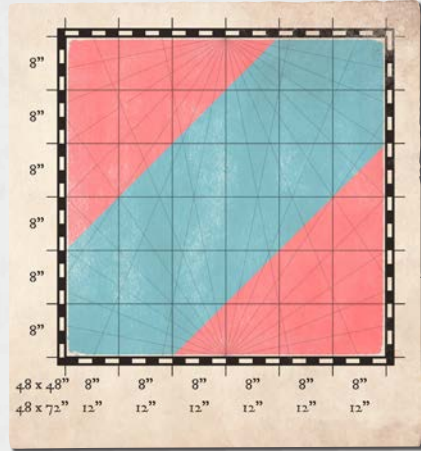
ROLL	CONDITION	RESULT
 	CALM SKIES	No effect.
 	THICK FOG	Follow the Fog of War Rules on page 8.
 	SUDDEN FREEZE	If there are less than 5 Icebergs in the Play Area each Player takes turns placing two Mass 2 Iceberg Obstacles. Iceberg Obstacles may not be placed within 5" or another Model. These Iceberg Obstacles follow the rules for Moving Terrain on page 27 and cannot cause damage to Aerial Units.



PERILOUS ENCOUNTER P6:

EYE OF THE STORM

No one knew why there was such chaos on the seas at this time. It might have been the remnants of an unusual storm, perhaps an Enlightened facility in the area had performed some unnatural experiment. It didn't matter now, the enemy were at hand and must be destroyed. Could some semblance of sense be made from this chaos?



OBJECTIVE:

For each Opponent's Destroyed Units, that Player scores +1 VP.

SPECIAL RULES:

At the start of Round 2, a 12" 'Storm Zone' is marked from each edge of the Play Area. From now on, each Unit in the Storm Zone gains a point of Disorder at the start of its Activation. Also, Drift is doubled for all Aerial and Skimming Units. At the start of Round 3, expand the Storm Zone by another 6".





ADMIRAL'S TOURNAMENT

PLAY AREA GUIDE

The Play Area is divided into several distinct categories of Terrain to reflex the environment that the Encounters take place in. As each Player's collection of terrain will vary, it is recommended to discuss before the Encounter what each type each Terrain feature will be classified as. The size of the Terrain is important too, as while Mass 1 Terrain is likely about the size of a small ship such as a destroyer or frigate, Mass 3 might be as long as a battleship or as high as a colossus. The important thing is that both Players agree before deployment.

Any given 24" x 24" area should contain enough terrain to at least add up to Mass 7 if combined. However, you should not put Terrain in deployment zones unless indicated by the Encounter.

Important: The entire Play Area is assumed to be Open Water unless agreed otherwise.

OPEN WATER: Any open, flat regions of the Play Area are considered Open Water and do not impede movement at all. The vast majority of the Play Area will be Open Water (except in particularly challenging Encounters). Open Water is Impassable for Models with the Ground Unit Trait (unless they also have the Amphibious Special Rule).

DESTROYING TERRAIN: Normally in Dystopian Wars the Terrain cannot be destroyed. Though gun batteries, mortar shells and death rays will churn up the ground, boil the sea and cause impressive pyrotechnics, any Terrain present will still largely be unaffected. Should an Encounter require Terrain to be destroyed to complete an objective, the Encounter will specify how this can be done.

MOVING TERRAIN: Encounters may feature Terrain that moves. These might be represented by floating Sargasso, iceberg Obstacles jostling across the ocean or some esoteric aether-storm.

During the End Phase, roll an action die for each piece of Moving Terrain. The Terrain is moved 5" in the direction of the blank facing. If the blank facing is either facing up or down on the die then the terrain does not move that Round. Some Encounters may have additional effects for such facings (such as becoming aerial Terrain if facing upwards or being removed from the Play Area). Such differences will be detailed in the Encounter.

If Moving Terrain comes into base contact with a Model or Terrain that has Mass, resolve a Collision unless the Model or Terrain cannot trigger such a Collision. The Terrain then continues the rest of its movement unless it collided with Land in which case it stops moving for the remainder of that Round.

HAZARDOUS TERRAIN: Regardless of any additional areas designated as Hazardous Terrain in the Encounter, Treacherous Water and all areas within 1" of Obstacles and Land are considered Hazardous Terrain to all Units



except those with the Skimming Unit or Aerial Unit Positional Traits. Units in base contact with Hazardous Terrain at any point of their activation gain a Level of Disorder. A Unit may only gain a single Level of Disorder in this manner regardless of how often they come into base contact with Hazardous Terrain in their Activation). Hazardous Terrain can be combined with other terrain types to make them even more dangerous. Aerial Terrain that is made Hazardous causes a Level of Disorder to Aerial Units only.



TREACHEROUS WATER: Some parts of the Play Area, such as harbours, shallows, coral reefs or even a sunken wreck are considered as being Treacherous Water.

Treacherous Water is Hazardous Terrain. Furthermore, Models with the Submerged Unit or Surface Unit Positional Traits have their Movement cost double when moving through Treacherous Water.

Models with the Submerged Unit or Surface Unit Positional Traits have their Movement cost double when moving through Treacherous Water. In this manner, every 1" moved counts as 2". If such Models move over both Open Water and Treacherous Water during the same Movement Phase, then their movement over Open Water is calculated as normal and only movement over Treacherous Water counts as double. It is suggested that if only some of a Unit's Models will pass through Treacherous Water, then these are moved first to make maintaining Coherency easier. Treacherous Water is Impassable for Ground Units (unless they also have the Amphibious Special Rule).

IMPASSABLE: Some parts of the Play Area will be of the Impassable type. This usually represents terrain that is to be avoided rather than traversed. If a piece of Terrain is considered Impassable for Models with a specific Positional Trait then such a Model coming into contact with that Terrain piece immediately resolves a Collision. See Collisions & Rams (The Rules p.29)





LAND: This type of Terrain is at least Mass 4 and is Impassable for all Models with the Submerged Unit or Surface Unit Position Traits. The Play Area within 1" of Land Terrain is considered hazardous to all Units except those with the Skimming Unit or Aerial Unit Positional Traits. When a Model suffers a Collision with Land Terrain (such as an island) the Active Player immediately rolls a number of Action Dice equal to the Model's Mass Attribute. The Model suffers a Point of Damage for each Hit rolled and two points of damage for each Heavy Hit or Exploding Hit rolled.

Common Examples of Land include islands (Mass 4 or larger), shores and beachheads.

OBSTACLES: These are objects on or just under the surface that are a danger to Models that come into contact with them. Usually, Obstacles affect all Units except those with the Aerial Unit or Skimming Unit Positional Traits. However, if they only affect a specific Positional Trait then they will include the Trait in their name, such as Barrage Ballons (Aerial Obstacle). The area 1" around Obstacle is considered Hazardous Terrain. Obstacles are categorised by Mass in the same way as Models. When creating terrain pieces to represent such Obstacles, Players should use Models of a similar physical size as a guide to Obstacle Mass. As always, it is whatever is agreed between Players that determines the Mass of Obstacles.

When a Model suffers a Collision with an Obstacle it is resolved exactly as though the Model had collided with Land. Furthermore, while Obstacles are a type of Terrain and cannot normally be destroyed, an Obstacle is removed from the Area of Play if it is of the same Mass or smaller than the Model that suffered a Collision with it.

Common Examples of Obstacles include islands (Mass 3 or less), wreckage, sandbars and icebergs. Another common type of Obstacle are Platforms and these have additional rules detailed below.

PLATFORMS: These are a special type of Obstacle, and like all Obstacles, the area 1" around all Platforms is considered Hazardous Terrain. There are two kinds of Platforms that are taken as Terrain in Encounters. Terrain Platforms are designated as Active or Inactive. These should not be confused with any platform-like Units included as part of a Player's Force. Such Units are detailed fully in the Faction Order of Battle (ORBAT).

Inactive Platforms are the simplest to use and treated as Mass 2 Obstacles. Larger Platforms are classed as Mass 3 (or even greater), but use your judgement depending on the size of the miniature used.

Active Platforms Active Platforms are treated as Mass 2 Obstacles (or larger exactly like Inactive Platforms). Active Platforms use the following rules, however they may have specific rules detailed in an Encounter.

HOSTILE: Active Platforms are armed and will make a single Shooting Action at the start of the End Phase before SRS Resolution. The Attack is resolved against the closest Model within 10" Roll a number of Action Dice equal to the Platform's Mass (usually 2). The Target suffers a Point of Damage for each Hit rolled and two points of damage for each Heavy Hit or Exploding Hit rolled. Furthermore, as it is an Attack, the Exploding Hit generates an additional die. See Exploding Hit (The Rules pg 3)

STORM THE PLATFORM: Any Unit may Assault an Active Platform. Perform an Assault as usual. The Platform has a Defence Action Dice Pool of 10 + its Mass. If the Assault Outcome has 1 or more Hits, the Platform becomes Inactive. Otherwise treat it as a Driven back result. Terrain does not receive Disorder Levels.