



# FAQ

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V3.04

## FREQUENTLY ASKED QUESTIONS

All FAQ refer to the latest digital version of the rulebook, which has the same revision number as this document. If your printed rulebook has an earlier revision number, use the relevant Errata in conjunction with this document.

**Sections in blue are important or have changed since the previous Errata.**

### Page 1 – POSITION TRAIT

*Can an Action with a particular Quality that cannot normally affect a particular Position Trait still affect that Unit if a rule states that its Position Trait is ignored (such as the Maritime Patrol rule allowing Attacks with the Aerial Quality to affect a Submerged Unit)?*

Yes.

### Page 2 – SKIMMING UNITS

*If a Skimming Unit is forced to come into contact with another Model outside of its Movement, can it suffer a Collision?*

Yes. See Final Position on Page 18.

### Page 2 – ACTIONS WITH A UNIT

*What is an Action?*

Units make Actions, not Models (unless specified otherwise). Models participate in an Action the Unit makes. A Model is participating if it is either affected by the Action (such as physically moving) or if it contributes dice to an Action Dice Pool. An Action is an interaction by a Unit requiring an Action Dice Pool, such as Attack against a Target, an Assault against a Target, etc. An Action can also be a Unit's Movement, or anything defined as an Action in the rules, such as Launching SRS Tokens.

### Page 12 – VALOUR EFFECTS

*Can I use a Valour Effect to change a dice pool after it has been rolled but before its effects has been resolved?*

Normally no, unless the Valour Effect very specifically states that it can do so (particularly re-rolling or cancelling the dice, which is covered on Page 3 & 4). Otherwise, only apply a Valour Effect to a Dice Pool or Dice Result either before the Dice have been rolled or after the Dice has been resolved. Not during. This prevents strange interactions like removing Critical Dice results before calculating Catastrophic Explosions or repairing damage mid-way through an Attack. *For example: Counting each Exploding Hit as a Heavy Counter in a Defence Roll would have to be declared before rolling the dice. You cannot wait until you see what is rolled before deciding.*

### Page 20 – DAMAGE

*Do you apply damage before working out Critical Damage?*

Players should collaborate on the resolution of an Attack, discussing the effects as they are calculated. It's best to resolve an attack first by grouping your hits according to the Armour of the target and calculating any damage inflicted. Once that has been determined, group the hits again, this time according to the Citadel of the target. Calculate how many times the Citadel is exceeded and apply Critical Damage and Catastrophic Explosions as necessary. Finally, apply any bonus Critical Damage caused by Qualities or other effects.

### Page 21 – STURGINIUM FLARE

*If a Sturginium Flare causes the target to move out of LOS to the Attack but there are still declared weapons to roll Attacks for, what happens?*

Just like moving out of the Fire Arc, moving out of Line of Sight causes the remaining declared weapons to automatically miss. Assume the flare deflected the incoming strike.

### Page 32 – ATTACHED UNITS

*Can you attach a Joining Unit with a Partner Unit that has a different Position Trait?*

No, with the exception Units that have a special rule that specifically allows it in the ORBAT or rulebook. For example, Union Patriots have a rule that allows them to be joined to non-Aerial Units. The rulebook also specifically allows the joining of Submerged Units to a Partner Surface Unit.

### Page 32 – ATTACHED UNITS

*If an Attached Unit consists of a Joining Unit and a Partner Unit with different Position Traits, when does the Attached Unit deploy?*

The Joining Unit deploys at the same time as the Partner Unit does if they are deploying as an Attached Unit.

### Page 34 – MINEFIELDS

*Can multiple Minefield Markers be placed on top of each other? If so, can a single Model trigger them all simultaneously?*

Yes, you can place multiple Minefield Marker overlapping each other. However, they are resolved in sequence and not simultaneously. So, a Mass 1 Model destroyed by a Minefield Marker cannot trigger any other Markers.

### Page 37 – TORRENT QUALITY

*How do Attacks with the Torrent Quality calculate their support value?*

Supporting with a Torrent weapon works exactly like any supporting with any other weapon. The Initial Target must still be in the range band indicated (usually 10" - Point Blank). Only the Lead weapon uses the Torrent template.

### Page 37 – TORRENT QUALITY

*Can Attacks with the Torrent Quality hit Aerial Units?*

In theory if a weapon profile had the Torrent Quality and had values in other Range Bands, it would be possible. However, currently Torrent weapons only have values in their Point-Blank range Band. So even if a Torrent template could touch an Aerial Unit as the Initial Target, it wouldn't have any dice to cause damage.

## GENERAL QUESTIONS

*What scale is Dystopian Wars?*

Dystopian Wars is 1/1200 scale. The height of a person is approximately 1.5mm

*What do my Classic Dystopian Wars miniatures officially count as?*

We won't be making an official 'counts as' list to avoid people confusing miniatures that aren't part of the current range. For official organised play, the rules are designed for the current range of miniatures produced by Warcradle Studios. Of course, you're free to use any other miniatures you want in your own games such as miniatures from the older, classic editions of Dystopian Wars or anything else. Just make it clear to your opponent what they are and resolve any issues fairly. This keeps things clearer for tournament organisers too. If they want to allow classic miniatures, they can do so without any issue. But if they want an official list of sanctioned models, then there will be the current range clearly defined in each Faction's ORBAT.