DYSTOPIAN WARS

THE RULES

DYSTOPIAN AGE

v3.05

WARCRADLE STUDIOS ®

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DYSTOPIAN WARS

WHAT IS DYSTOPIAN WARS?

Dystopian Wars is a tabletop wargame of naval battles using highly detailed miniatures to represent huge engines of destruction on, above and below the high-seas. Set in an alternate late-Nineteenth Century called the Dystopian Age, super-science fuelled nations clash over resources and power. Pick your Faction and fight for dominance over the seas and skies with incredible machines of war fuelled by extraordinary technology - dread marvels of the Dystopian Age.

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IMPORTANT TERMS

The following explanations highlight some of the common rules and terminology within Dystopian Wars. If a common rule is ever contradicted by a Special Rule, then that Special Rule takes priority.

MODEL: A Model is a single miniature used in the game. If the miniature is mounted on a base, then any reference to the Model should be assumed to also refer to its base.

UNIT: Usually, a Unit consists of a single Model. However, some Units may contain multiple Models. Largely they behave exactly like a Unit of a single Model, but there are some important additional rules. References to Units always apply to the entirety of the Unit and not to a single Model.

TRAITS: These are important keywords that associate those Traits to this Unit. Examples include the Unit's Faction, nomenclature, nation etc.

POSITION TRAITS: These particular Traits identify how the Unit interacts with the Play Area. From simply floating on the water, to operating on the ground, in the air or submerged under the surface. For example, a rule that applies to a Submerged Unit will apply to all Units with the Submerged Unit Trait. The Position Traits are as follows:

- **Surface Unit:** Most of the Units in Dystopian Wars are waterborne ships. Models in this Unit cannot move over Terrain such as Land and will suffer a Collision if they come into contact with it.

- **Ground Unit:** Models in this Unit cannot move unless indicated otherwise in the Encounter.

- **Aerial Unit:** Models in this Unit cannot cause a collision with any other Models. After their Movement is complete, Models in this Unit must not be touching any other Models but may touch terrain features.

  Occasionally a Model that does not have the Aerial Unit Trait would temporarily find itself underneath a Model that has the Aerial Unit Trait. In these rare instances, you may temporarily remove the Aerial Model for ease of play, complete the other Model's Movement and then, once it reaches its Final Position, Replace the Aerial Unit. *See Placing and Replacing (p.2).*

  Models with this rule are usually considered to be at one Range Band further away when they are the Initial Target of an Attack. So, a Target actually at POINT BLANK is considered at CLOSING and a Target actually at CLOSING range is considered at LONG Range when they are the target of an Attack. Attacks actually at LONG Range remain at LONG range. Attacks from Aerial Units ignore this rule.

- **Submerged Unit:** Models in this Unit cannot Collide with any other Models. After their Movement is complete, Models in this Unit must not be touching any other Models or terrain features. Submerged Units are Obscured.

- **Skimming Unit:** This Unit moves over any terrain or Models during its Movement without causing a Collision. After they complete their Movement, Models in this Unit must not be touching any other Models but can be placed on top of terrain. Terrain over which this Model has been Placed is ignored when determining Line of Sight to or from this Model.

PLAY AREA: Dystopian Wars is usually played on a flat 48" x 72" Play Area with any given 24" x 24" area containing enough terrain to at least add up to Mass 7 if combined. *See Mass (p.7)*

Often players may want to use a gaming mat or play on a specially designed gaming table so that their battles can take place in an area that matches the look of their miniatures. Experienced players should feel free to experiment with different Play Area sizes regardless of the Encounter played.

MEASURING: In Dystopian Wars measurements are made in inches ("). Players are allowed to measure any distance in the play area at any time. Measuring is always between the closest points of Models, Units, or Tokens. A Model's base, if it has one, is included when measuring distances. You may always measure how far weapons can shoot, how far your opponent's weapons can shoot, the distance from terrain pieces, and line of sight.

ENCOUNTER: An Encounter is the specific set of rules for deployment, narrative and objectives which determine the parameters of the game to be played. The Encounter is randomly generated by players at the beginning of each game or by a tournament organiser in competitive play. The Encounter includes objectives for winning, deployment and the terrain pieces that will be placed. Unless otherwise noted on the Encounter, games last for five Rounds. *See Common Encounters (p.38)*

ROUNDING UP: At times players may be required to perform an action with half a given value, such as half of a Force, half of the Units in a Battlefleet or half the Movement of a Unit. When required to use half a value, always round up to the closest whole number.

PLACING AND REPLACING: Occasionally Models or Tokens are Replaced or Placed in a new location in the Play Area as a result of a rule or other interaction. Placing or Replacing a Model is not considered Movement and does not necessarily cause it to be in its Final Position. There must be room for the Model (and its base if it has one) in the location in the Play Area that the Model is Placed on. A Model cannot be Placed in Impassable Terrain, outside of the Play Area or within its Drift distance of the edge of the Play Area. A Model cannot be Placed with any part of it overlapping part of another Model. If possible, you must maintain Coherency for the Unit when Placing. When Replacing a Model, the facing and position of the centre of the new Model must be in the same facing and centre of the Model it has Replaced. You must reposition a Replaced Model the minimum distance to avoid touching another Model or Terrain Feature if the Model it Replaces was similarly not in contact with another Model or Terrain Feature. *See Final Position (p.18)*

DICE

Dystopian Wars is played using custom six-sided dice known as Action and Critical Damage dice. Each side has a special symbol which relates to a result but for those who do not have these dice to hand, we also equate those results to a number:

ACTION DICE

1		**Exploding Hit**
2		**Heavy Hit**
3		**Hit**
4		**Heavy Counter**
5		**Counter**
6		**Blank**

CRITICAL DAMAGE DICE

1		**Shredded Defences**
2		**Sturginium Flare**
3		**Navigation Lock**
4		**Reactor Leak**
5		**Magazine Explosion**
6		**Generator Shutdown**

DICE POOL: This is the term given to the quantity of dice a player rolls when performing an action. Modifiers to your Dice Pool are applied before you roll Exploding Dice and as such any additional dice generated are unaffected by any Dice Pool modifiers.

HIT: When making an Attack, each Hit result adds one Hit to the result of the Attack.

HEAVY HIT: When making an Attack, each Heavy Hit result adds two Hits to the result of the Attack.

EXPLODING HIT: When making an Attack, a roll of an Exploding Hit counts as two Hits. In addition, a new Action die is rolled and added to the pool. This new die may generate an additional die if it also rolls an

Exploding Hit. New dice are added to the pool for every Exploding Hit rolled until eventually, the result is not an Exploding Hit. A roll of an Exploding Hit does not generate a new die whilst rolling in Defence.

COUNTER: When rolled in Defence, each Counter result usually removes one Hit from the Attack Action Dice Pool.

HEAVY COUNTER: When rolled in Defence, each Heavy Counter result is equal to two Counters and so usually removes two Hits from the Attack Action Dice Pool.

RE-ROLLING DICE: Some rules give you the ability to re-roll one or more dice. This usually means you get to roll one or more dice again. Some re-rolls are forced onto a Dice Pool, and these must always

be applied first. Then any optional re-rolls may be applied if the Players choose, starting with the Player with the Initiative. However, no die can be re-rolled more than once, regardless of the reason. Like all modifiers to Action Dice, re-rolls happen before rolling Exploding Dice. As such any additional dice generated cannot be re-rolled.

CANCELLED RESULTS: Some rules call for particular dice results to be Cancelled.

This means that the results of those dice are immediately removed from the Dice Pool before any other rules may affect them. Cancelled dice may never be re-rolled and any results from them are ignored.

CRITICAL DAMAGE: When a Model takes a Hit to its Citadel it suffers Critical Damage. A Critical Damage Die is rolled, and the result is left next to the Model as a Critical Damage Marker. *See Critical Damage* (*p.21*)

FORCES, BATTLEFLEETS AND UNITS

In Dystopian Wars a Force consists of one or more Battlefleets. All Units included in a Force must be part of a specific Battlefleet. The composition of each Battlefleet available to your Force are detailed in your Faction's Order of Battle (ORBAT)

A Battlefleet usually consists of a leading Unit, which will have the Flagship Trait, and a number of other Units. Most Players will find that the Faction Battlefleet allows them to include a wide range of Units in their Force, though specific Battlefleets may allow for greater numbers of particular Units or provide special rules. *See Building a Force* (*p.11*)

ANATOMY OF A UNIT

All Models in Dystopian Wars have their rules summarised in the Faction's Order of Battle (ORBAT). Each Unit exists in one of two states: Battle-Ready or Crippled.

BATTLE-READY: Models may be carrying a certain amount of damage on them but are not sufficiently impaired as to affect their internal function or battle capability. Once the Model has taken damage equal to its Hull Attribute, it changes its status to Crippled.

CRIPPLED: Models that have suffered considerably more damage and as such will suffer a reduction in their overall statistics. These reductions take the form of Attributes and weapon effectiveness being reduced, Special Rules being amended or even removed from the Model.

TRAITS: These are important keywords that associate those Traits to this Unit. *See Important Terms (p.1)*

SPECIAL RULES: This section lists any Special Rules that affect this Unit. Special Rules are things such as Obscured Unit (which makes the Unit more difficult to Hit).

WEAPONS: These are the various armaments that the Unit is equipped with. *See Weaponry (p.9)*

ATTRIBUTES OF A UNIT

Attributes are the defining characteristics of a Unit. They indicate its relative strengths and weaknesses as well as how it is likely to perform in encounters compared to other Units. Of course, the Attributes are not the entire story when it comes to the value or effectiveness of a Unit as there are special rules and other gameplay interactions that play a major role. But at a glance, a Unit's Attributes are a good indicator of power.

ARMOUR (A): If a Model suffers enough Hits to reach or exceed this value it is considered to have suffered a Damaging Hit and suffers a single Point of Damage. If a Model in the Unit suffers sufficient Hits from a single Attack equal to double (or more) this Armour rating, the affected Model suffers a further Point of Damage for each multiple of this value

CITADEL (C): The core of any Model, the citadel contains magazine spaces, critical machinery, as well as its command and control systems. In addition to suffering damage as outlined above, should a Model with Mass 1 suffer enough Hits to equal or exceed this attribute, the Citadel has been penetrated and the Model is immediately destroyed.

A Model of Mass 2 or larger is not Destroyed if their Citadel is penetrated and instead such a Model suffers Critical Damage. When resolving Critical Damage, the attacker rolls a Critical Damage die and the affected Model receives a Critical Damage Marker. *See Critical Damage (p.21)*

Should the number of Hits in the Attack be enough to double (or more!) the value of a Unit's Citadel, the affected Model also suffers a Catastrophic Explosion. A Model suffering a Catastrophic Explosion suffers a further two Points of Damage and gains a Disorder Condition. *See Disorder Conditions (p.28)*

DEFENCE (D): This represents the Model's ability to counter enemy Shooting Attacks with the Aerial or Submerged Quality. Depending on the nature of the Attack, these countermeasures use one of two values:

- **Aerial Defence (ADV):** This first value is used against weapons with the Aerial Quality and against assaults from Aerial Units.

- **Submerged Defence (SDV):** The second value is used against weapons with the Submerged Quality and assaults from Submerged Units.

FRAY (F): This is used when assaulting an enemy. This could represent troops attacking from the air with rocket packs, mighty blows from a towering simulacra's fists, submerged infiltrators or fiendish mechanical tentacles rising from the depths.

HULL (H): This shows how many Points of Damage a Model can sustain before it is forced to change its status from Battle-Ready to Crippled (or from Crippled to Destroyed). When a Model changes status any Damage received that exceeds this number is carried forwards to its new status. Mass 1 Models or Crippled Models that suffer damage equal to or greater their Hull attribute are Destroyed.

MASS (M): Every Unit in the game has a Mass Attribute. They are ordered in increasing value from Mass 1. Land Terrain features such as Land are usually considered to be Mass 4, while Obstacles such as sandbars and ice floes are usually considered Mass 2. Variation must be agreed between players beforehand.

SPEED (S): This is the maximum distance in inches each Model in the Unit can move. This is in addition to the distance a Model must move directly forwards that is equal to its Mass Attribute. This is known as Drift. A Model does not have to move further than this Drift. Models cannot usually turn during their Drift unless they have a special rule that allows it.

TURN LIMIT (T): The maximum number of Turns the Model may make during the Movement step of their Activation. *See Turning (p.18)*

RULES OF A UNIT

CENTRE POINT: The Centre Point of a Model means the exact centre (or as close as can be approximated by the eye) of the Model. By drawing 2 imaginary lines that split the Model into symmetrically equal halves from Bow to Stern and from Port to Starboard, the point where these lines intersect is the Centre Point.

ACTIVATION: When activated all Models in the Unit must complete the same Step from the Phase before you can proceed to the next Step or Phase.

ACTIONS WITH A UNIT: An action with a Model in a Unit must be completed in full before commencing the action with the next Model in that Unit.

COHERENCY: Each Model within a Unit must remain within 4" of another Model in the Unit to maintain coherency. In this manner every Model in the Unit is connected together to form a single chain where no Model is more than 4" from another in the same Unit. A Model which is outside of Coherency at the end of the Movement Step gains a Disorder Condition. During its next Activation it must use all its Speed to try to get back into Coherency. If the Unit remains out of Coherency for two consecutive Movement Steps all the Models gain a Disorder Condition until they restore Coherency. *See Movement (p.18), Disorder Conditions (p.28)*

SHOOTING AT A UNIT: If a Model in a Unit is declared as an Initial Target, once the Model is destroyed, if there are any declared Attacks remaining that would have been directed against the destroyed Model, they may immediately be reallocated against another Model in the Unit provided it is within Line of Sight of the Attacking Model and within 5" of the Initial Target. *See Line of Sight (p.10)*

VICTORY POINTS: Victory Points for crippling or destroying a unit are only earned once the last Model in the Unit has been destroyed or crippled. *See Common Encounters (p.38)*

SOLE SURVIVOR: Often, a Unit that begins an Encounter consisting of multiple Models may be reduced to a single Model. If this happens, the remaining Model immediately receives a Disorder Condition. Thereafter it reverts to acting as a single Model Unit and therefore does not need to check for Coherency. *See Disorder Conditions (p.28)*

SQUADRON KILLER BONUS: Destroying a Unit of multiple Models is of greater strategic value than destroying a single Model Unit. Consequently, you immediately receive +1 Victory Point for each Unit of multiple Models you have destroyed in your opponent's Force. *See Common Encounters (p.38)*

BASE CONTACT: Base contact means that the Model in question must have their base physically touching something (usually Short Range Squadron Token or a template). Some miniatures are mounted on bases and some are not. Whenever there is reference to base contact, it refers to the physical edge of the miniature itself including the base if it has one.

WITHIN: If a rule refers to a Model being 'Within' a certain distance or a point in the Play Area, then a part of that Model (or base if it has one) must be equal to or within the distance given. Example: Within 3" means that part of the Model or base must be equal to or within 3" of the target. Completely within 3" means that all of a Model or all the Models in a Unit must be within 3" of the target.

WEAPONRY

Each Weapon's stats has the directions it may be fired in relative to the Model itself. These are called Fire Arcs. Each Fire Arc is measured as 90 degrees from the centre of the Model as illustrated in this diagram (right).

In rare instances during the Shooting Step, an Initial Target may be in two Fire Arcs for an attacking Model. Declare which Fire Arc the Target will be considered to be in for each of the Models in the In Play Unit. *See Shooting Step (p.19).*
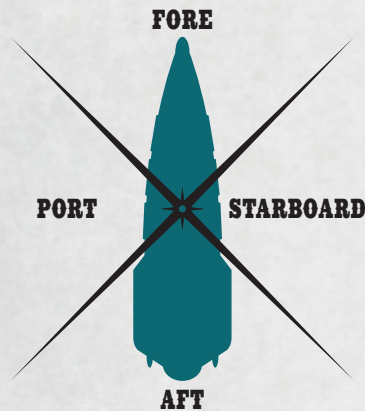
The exact position of the weapons on the miniature is not important, it is assumed that regardless of how modelled, the Unit may fire the weapons on its Unit profile within the Fire Arcs indicated

TYPICAL FIRE ARCS	
360°	These weapons can fire in any one Fire Arc.
P & S	This Fire Arc is most commonly used when firing a weapon such as a Broadside. These Fire Arcs are unusual as they permit a Model to fire this weapon twice in the same Activation – once to the Port and once to the Starboard.
F/P/S or A/P/S	This weapon arc is most commonly used for weapons trained to fire to the Fore (or Aft), Port or Starboard. It may normally only fire in one of those Fire Arcs each Activation.
F or A	In rare occasions, powerful weapons will be restricted to firing in a single Fire Arc (usually to the Fore). It may normally only fire in one of those arcs each Activation.

MEASURING RANGE: Weapons receive a number of Action Dice based upon the distance to the enemy target. Should the closest point of a target lie between two Range Bands (at exactly 10" for example) players should consider it is in the closer of the two bands. This distance to target is defined by three Range Bands of 10" each:

- **POINT BLANK** (0"to 10")
- **CLOSING** (Over 10" to 20")
- **LONG** (Over 20" to 30")

All weapons indicate the Action Dice they contribute to an Attack Dice Pool with two values – The first refers to the weapon firing as the Lead Weapon in an Attack, with the second number (shown in brackets) being used if the weapon is supporting a Lead Weapon during an Attack.

Range is always measured from the closest point of the Attacking Model to the closest point on the target Model (including bases if either has one).

INITIAL TARGET: When a Model makes an Attack against an enemy Unit, an Initial Target must be declared. The Initial Target is the chosen Model in the targeted Unit that the Attack is intended to be resolved against.

ADDITIONAL WEAPON RULES: Most weapons in the game will have one or more Qualities allocated to it that differentiate it from other types of ordnance rolling the same dice. *See Dice Pool Qualities (p.36)*

LINE OF SIGHT (LOS): Line of Sight may be checked at any time. Line of Sight is drawn from the centre of a Model to the centre of its Initial Target (including a base if it has one). The LOS to the Initial Target is blocked by an intervening Model or piece of Terrain that has a Mass value equal to or greater than the Initial Target. Even if part of the Model can physically be seen over the top of such intervening Terrain or Models, it is still blocked. If the Line of Sight to the centre of an Initial Target is blocked but LOS can be drawn to another part of the Initial Target to the side of intervening Terrain or Models, then the Initial Target is still in LOS for the Attack. In such cases, the Initial Target is treated as Obscured for the duration of that Attack. *See Obscured (p.10)*

Aerial Units (Units that have the Aerial Unit Trait) never block Line of Sight to other Units. Aerial Units only have their Line of Sight blocked by Aerial Terrain. Line of Sight when Attacking an Aerial Unit is only blocked by Aerial Terrain.

Submerged Units (Units that have the Submerged Unit Trait) only block Line of Sight to and from other Submerged Units.

Important: If Line of Sight to an enemy Model is completely blocked by Models or Terrain of equal or greater Mass than the enemy Model, then it cannot be made the Initial Target of an Attack.

OBSCURED: Exploding Hits rolled against an Obscured Model do not provide additional dice.
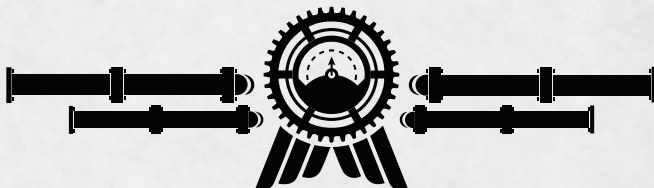
BUILDING A FORCE

Part of the fun of playing Dystopian Wars comes from brewing up new and exciting lists with which you intend to sink your opponents in a future game. Building a Force in Dystopian Wars is straightforward and emphasises allowing you to take miniatures from your collection that fit the themes you want to build.

BUILDING A FORCE

1. Agree Points Limit
2. Choose Faction
3. Choose a Battlefleet
4. Add further Units and / or upgrades to a Battlefleet if desired
5. Repeat 3 & 4 until you run out of Points.

POINT LIMIT: Both players agree on a maximum number of Points for the upcoming game. While both players will have the same Points limit in the Common Encounters found in this rulebook, this does not always have to be the case with other kinds of Encounters.

FACTION CHOICE: Players must choose a Faction for their Force. Their Faction will be one of the eight great power blocs that vie for supremacy in the Dystopian Age. Any Battlefleets included in your Force must have the Trait of the chosen Faction.

ORBAT: The Units available to a Force can be found in its Order of Battle (known as an ORBAT). Each Faction ORBAT is available separately from the Dystopian Wars website, along with Unit Cards.

BATTLEFLEETS: Each Force must include one or more Battlefleets. There are a number of Battlefleets available to every Faction and each will have a theme such as their Nation or other distinguishing characteristic.

The most common Battlefleet will have the name of your Faction in its title such as a Union Battlefleet. Other less common Battlefleets provide additional restrictions on what Units can or cannot be included, but reward such thematic Force building with bonuses and additional abilities.

Each Battlefleet has the following restrictions unless stated otherwise in the Battlefleet itself:

- You cannot include more than one of any specific Unit.
- You cannot include more than one Unit with the Flagship Trait.
- In addition to the Flagship, you cannot include more than one Unit with the Aerial Unit Position Trait.
- In addition to the Flagship, you cannot include more than one Unit with the Submerged Unit Position Trait.
- Any Units forming Attached Units must come from the same Battlefleet.

UNIQUE: Each Unit that has the Unique Trait may only be included once in your force.

FLAGSHIPS: Each Unit with the Flagship Trait that is crippled or destroyed by the end of the Encounter awards your opponent a Victory Point.

UNIT UPGRADES: Many Units have access to upgrades in their Faction ORBAT which enable players to add different weapon systems, generators, escorts, and a host of refinements. Refer to your Faction ORBAT for specific rules and points costs for upgrading Units.

VICTORY & VALOUR CARDS

These cards have two uses in a game and should be kept secret until played. They may be played for either their Victory Conditions or Valour Effects, but never both, and the card is discarded after that single use. Each player has their own deck of Victory & Valour cards. Winning an Encounter is often as much through strategic use of the Effects of Victory & Valour cards as it is completing the main Objective.

VICTORY CONDITIONS: Certain Victory Conditions may require Crippling all the Models in a Unit to score the points. This is awarded when only Crippled Models remain in a Unit (of course some Models in the Unit may have already been destroyed). Victory Conditions are resolved immediately when they occur. So, in the same example, if an Attack cripples and then destroys a Unit, the points would be awarded the instant the Unit is crippled. If the Unit it is later repaired or somehow returned to play, the Victory Effect and points are still scored, and any future Attacks on that Unit may potentially earn Victory Points from other cards or Victory Conditions. A player can play any number of cards for Victory once a specific objective has been achieved. The player is immediately awarded the Victory Points indicated on the cards. Though small in number, these Points accumulate as further victories are achieved. Though achieving the main objective for the Encounter will provide the lion's share of the Victory Points in a game, it is possible that a player that seeks these minor victories above all other concerns might still win the Encounter.

VALOUR EFFECTS: At the other end of the card is its Valour Effect. The bonus provided by Valour is immediate and is achieved at the expense of the Victory Points that may otherwise have been obtained. Each Player may only apply a single Valour Effect to each Action (a Unit's Movement, a Shooting Attack, an Assault etc). Furthermore, while a player may apply as many different Valour Effects as they wish in a Round, a Unit may only attempt a Valour Effect from a specific card or special rule once per Round. Valour Effects often provide a bonus to an Attribute for an Activation or can even change the results of Action Dice during an attack. Some rules allow Units to make an Action as a Valour Effect. This means the Player plays a card from their hand to make the Valour Effect as normal, but the rule replaces the Valour Effect text on the card. Valour Effects can be cancelled as outlined below. *See Crossing the T (p.19)*

CANCEL VALOUR EFFECTS: Some special rules specifically enable a Player to Cancel Valour Effects. Unless stated otherwise, to Cancel a Valour Effect, you must discard a number of Victory & Valour cards from your hand with combined Initiative numbers that exceed the value of the Initiative number on the Valour card being cancelled. The cancelled card is then discarded, and its effect ignored. Note: You cannot Cancel Valour Effects without a rule that specifically allows you to do so.

FIGHTING A COMMON ENCOUNTER

Unless they are playing through a campaign or competing in a tournament, players usually battle over one of the Common Encounters found later in this book. These rules govern the set up, deployment and win conditions for the game. When taking part in a tournament, the organiser would normally select the Encounter beforehand and usually set-up the tables for the players to use. *See Common Encounters* (*p.38*)

DECIDE ON YOUR GAME SIZE: Players should decide on what size Encounter they wish to play. It is recommended that 1500 - 2000 points is enough for a night's gaming on a 48" x 72" Play Area. Encounters of 1000 points or less will find that a 48" x 48" Play Area should be suitable. For larger games, players may wish to proportionally increase the Play Area.

SELECT YOUR FORCE: Players should build their Force using one or more Battlefleets, as per the Building a Force rules.

ROLL FOR ENCOUNTER: Players decide on the Encounter type to roll for. Common Encounters are listed later in this book. Future expansions will give other Encounter Types to consider. Once a Type has been agreed on, roll an Action Die and select the corresponding Encounter from the Type chosen. Alternatively, if players prefer, they can choose their own Encounter.

SET UP TABLE: The chosen Encounter will state what size board will be used for the game. Players should then set up scenery in a mutually agreeable manner, ensuring neither side of the board has an unfair advantage. *See The Play Area* (*p.33*)

COMMON ENCOUNTERS

1	Fog of War
2	Hold at All Costs
3	Salvage Rights
4	Oil Fields
5	Rule the Waves
6	The Tempest

DEPLOYMENT: Both players shuffle their Victory & Valour decks and reveal the top card. The player with the highest card number found in the top left-hand corner chooses who will be Player A and who will be Player B.

Player A retains their card until after deployment, Player B discards their card forming a discard pile for their cards.

The Encounter describes the deployment zones, usually shaded in red and on the opposite sides of the Play Area from each other. Submerged Units are always the last Units to be deployed.

Starting with Player A, Players alternate deploying Aerial Units into their deployment zones until there are no Aerial Units left to deploy. Then, starting with Player B, Players alternate deploying Units into their deployment zones until there are no Units left to deploy except Submerged Units.

Next, starting with Player A, any Submerged Units are deployed, alternating as above.

Lastly, any Units with the Vanguard Special Rule can take a move action, again starting with Player B and alternating until all Vanguard Units have moved.

RESERVES: When deploying their Force, a player may choose to keep up to half the number of Units in their Force as Reserves. When a Unit is chosen to be deployed to the Play Area it can instead be deployed to Reserves. Some Units must be placed in Reserve. These are always in addition to the limitations detailed here. Unless otherwise noted, Units containing Models with a Speed of zero may not be placed in Reserve.

Units in Reserve are brought into play as a Special Operations Action. *See Operations Step (p.16)*

VICTORY POINTS: The Encounter specifies each of the ways that a player can earn Victory Points. In addition to these Encounter-specific methods, players can always earn Victory Points by using Victory & Valour cards as well as the Squadron Killer (p.8) and Flagship bonuses (p. 11). Please note, that you can claim either the Squadron Killer Bonus or the Flagship Bonus by destroying a Unit, but not both.

From the third Round onwards, if one player no longer has any Models in the Play Area by the Check for Victory Step in the End Phase, their opponent scores an additional 5 Victory Points, and the game immediately ends. *See End Phase (p.26)*

THE GAME ROUND

Each round of Dystopian Wars is broken down into the following three separate phases:

PHASE	ACTIONS
1: Initiative	Determine Initiative, Draw Victory & Valour cards
2: Activation	Operations: Launch SRS Tokens, Special Operations, Reserves
	Movement
	Shooting: Declare Target, Shooting Resolution
	Assault: Launch Assault, Assault Resolution
	Repair
3: End	SRS Resolution, Jury Rigged Repair, Check Victory, Maintenance

Players take alternate goes activating Units, making sure that before proceeding to a new phase, each Unit has been activated and has completed all of the actions for that phase.

ACTIVE PLAYER: The player who is currently performing actions is known as the Active Player.

READY UNIT: Any Unit that has yet to be Activated in a Phase is known as a Ready Unit.

BEGINNING A GAME: Unless indicated otherwise by an Encounter, Player A has the Initiative for the first Round of the game. However, if Player B was the first player to finish deploying their Units they can choose to draw a new Victory & Valour Card and compare the number in the top left corner to the card Player A retained during deployment. If the card is equal or higher then Player B may choose to have the Initiative for the first Round instead.

Regardless of the outcome, both players now discard their Victory & Valour Card face down to form (or add to) their discard pile. Players are now ready to begin the first Round of the game starting with the Initiative Phase.

INITIATIVE PHASE

- Determine Initiative
- Draw Victory & Valour cards

DETERMINE INITIATIVE: On each Round after the first, both players place a Victory & Valour Card from their hand face down opposite their opponent. At the same time, both Players reveal their cards and the player with the highest number in the top left-hand corner gets Initiative for this round. Once revealed, both cards are discarded.

If a Player does not have any Victory & Valour Cards in their hand or elects not to place one, they are assumed to have placed a card with a zero value. If a Player is not going to place a card, they must announce it before the cards are revealed and allow their opponent the opportunity to replace their card with another.

In cases of a tie Initiative goes to the player who did not have the Initiative in the previous Round.

DRAW VICTORY & VALOUR CARDS: After deciding Initiative for the Round, both players draw a number of Victory & Valour Cards from their own decks. In Common Encounters this is based on the agreed Force Point Limit. This number of cards is the maximum number of Victory & Valour Cards a player may hold at any time. At the start of each Round, both players should draw enough cards to bring their hand up to the limits shown here:

FORCE POINT LIMIT	HAND SIZE
749 or less	4
750 to 1499	5
1500 to 1999	6
Every Additional 1000	+1

HOLDING YOUR NERVE: Whenever a Player has the Initiative and needs to Activate their first Unit of the Round, that player may elect to Hold Their Nerve, draw a Victory & Valour card and allow their opponent to Activate a Unit instead. Only the player with the Initiative may Hold Their Nerve at the start of the Round. You may exceed your hand limit with a Victory & Valour card gained in this manner.

ACTIVATION PHASE

During this phase, each player will alternate activating Units and performing actions with them. The Active Player first selects a Ready Unit, this is known as the In Play Unit. Once selected the Unit is considered Activated and the Active Player performs each Step with every Model in the Unit before moving onto the next Step until all Steps are completed in order.

After the Active Player has completed all of a Unit's Operations, Moving, Shooting and Assault Actions, play then moves to the opposing player who becomes the Active Player and must Activate a Ready Unit. If the player has no Ready Units left to Activate the other player may continue to Activate their Units until all their Ready Units have Activated. After this, play moves to the End Phase. *See End Phase (p.26)*

OPERATIONS STEP

During Operations each Unit is able to perform a variety of actions. Typically, Units will launch fighters and bombers, submarines may set their dive-planes to go into deep running, or Aerial Units may go into a steep climb to rise up into the clouds.

The Operations step of the Activation Phase consists of the following Actions that an In Play Unit may perform (in this order):

1. Launch SRS Tokens
2. Special Operations
3. Reserves

LAUNCH SRS TOKENS: During this step a Unit may Launch a number of Short Range Squadron (SRS) Tokens equal to the Battle-Ready/Crippled number indicated after their SRS Capacity Special Rule, depending on their state. Any number of the available Tokens may be placed in Base Contact of a friendly or enemy Model within 40" of the Model with the SRS Capacity rule. The Active Player may elect to divide the number of Tokens into as many groups as they wish and place each separately. *See Short Range Squadrons (p.30)*

SPECIAL OPERATIONS: Units may conduct any of the Special Operations Actions available in an Encounter, such as searching for sunken treasure or rescuing stranded civilians. Other Special Operations Actions may be granted by Special Rules. *See Special Rules (p.6)*

FULL REVERSE!: Another Special Operations Action a Unit may perform is to move backwards by declaring it is running at Full Reverse.

For the remainder of its Activation, the Unit has a Drift distance of zero. The Unit may move up to half its Speed value in the reverse of its normal direction of movement. Models with a Mass of 3 or greater are considered to have a Turn Limit of 1 while at Full Reverse. Mass 2 Models have a Turn Limit of 2. Mass 1 Models do not receive a Turn Limit. Units that make a Full Reverse Special Operations Action immediately gain a Disorder Condition. *See Drift (p.18), Disorder Conditions (p.28)*

RESERVES: Units held in Reserve are Activated as normal each Round. However, a Unit that is held in Reserve may only be Activated once all of the Active Player's other In Play Units have been Activated.

Units arriving from Reserve cannot launch SRS Tokens or perform Special Operations, they may however continue the rest of their Activation as normal. To deploy from Reserve, roll a single Action die, known as a Reserve Roll and depending on result the following occurs:

In the first Round, any result other than an Exploding Hit causes the Unit's Activation to immediately end and it remains in Reserve. With an Exploding Hit result, the Unit is immediately deployed. The rear of each Model in the Unit must be in contact with any edge of the Area of Play, except the edges in the opponent's deployment zone.

From the second Round onwards, on a result of a Blank or Counter the Unit's Activation immediately ends and it remains in Reserve. On the roll of a Hit the Unit is immediately deployed. The rear of each Model must be placed in contact with the edge of the Area of Play. A Hit or Heavy Hit allows a Unit to be deployed from any edge except the edges in the opponent's deployment zone. An Exploding Hit allows a Unit to be deployed from any edge including the edges in the opponent's deployment zone.
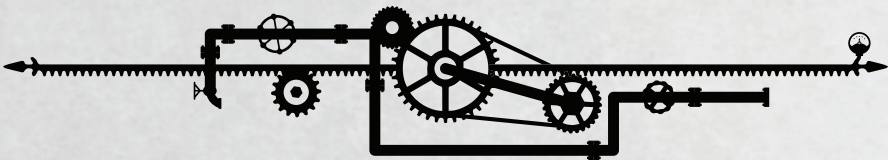
MOVEMENT STEP

During the Movement Step, all Models in the Activated Unit move up to a maximum distance as indicated by its Speed attribute. Models within a Unit are free to move independently of each other and can move different distances and in different directions as long as they maintain coherency.

DRIFT: At the start of a Unit's Movement Step, each Model in the Unit must move directly forward a number of inches equal to its Mass Attribute unless a special rule indicates otherwise.

SPEED: Once a Unit has completed its Drift each Model in the Unit may move up to its Speed value in inches. This must be in a straight line directly forward unless it is Turning (see below).

WITHDRAWING: Unless a Victory Condition specifically allows it, if any part of your Model leaves the Play Area, it is Withdrawing and is considered to have been Destroyed by the closest enemy Unit for Victory Point purposes.

TURNING: Usually only possible during the Movement Step after the minimum distance of the Model's Drift has been travelled. Most Units capable of movement use the Turning Template when they enact a Turn. The small 'pips' around the edge of a Turning Template are called Navigation Points and are spaced 1" apart.

The Turning Template is placed next to the edge of the Model closest to its centre point, called the Turning Point, and then lined up with a Navigation Point. The Model is advanced 1" around the Turning Template so that the Turning Point is lined up with the next Navigation Point. Each advance reduces the remaining Speed of a Model by 1". A Model can always Turn less than the angle between two Navigation Points but will still reduce its remaining Speed by 1".

In this diagram the Alliance Cruiser measures its Turning Point from the second Navigation Point. After two turns it ends up on the fourth Navigation Point and has lost 2" from its remaining Speed.
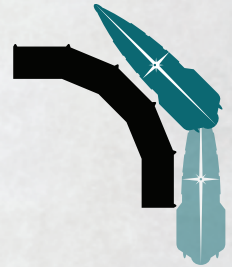
Important Note: Once a Model in a Unit has completed its Movement in the Play Area it should be considered final and should not be taken back because subsequent Models find themselves poorly positioned or colliding with each other. Dystopian Wars is as much a game about strategic positioning as it is firepower.

FINAL POSITION: After its movement is completed, the final position of a Model must not be in contact with a terrain feature or another Model. If it does so refer to the Collision rules below. If a Collision is triggered the In Play Model must be repositioned the minimum distance to avoid touching another Model or terrain feature and it receives a Disorder Condition. *See Collisions and Rams (p.29), Disorder Conditions (p.28)*

Please Note: Once a Model has assumed its Final Position remember to move any Tokens or Markers it has with it. This includes any SRS Tokens.

SHOOTING STEP

In the Shooting Step the Active Player must first declare all enemy Units being targeted by the In Play Unit and with which weapons it will be using. Once every weapon in the Unit is accounted for the Attacks are resolved.

DECLARING INITIAL TARGET: With the In Play Unit, declare where each weapon is being targeted. The targeted Model chosen in the enemy Unit is called the Initial Target. The Active Player must also declare at this stage if any other weapons on the Model (or any other weapons from Models within the same Unit) are Supporting the Attack or will be firing separately.

The Weapon selected to make the Attack is known as the Lead Weapon whilst any weapons adding their firepower to the Attack are known as Support Weapons.

Each weapon may only be used once per Activation either as a Lead Weapon or a Support Weapon, but not as both. There is a particularly common exception to this rule however, Broadside weapons may be used once in each Fire Arc and may be a Lead or Support weapon in either Fire Arc (but may not be both in the same Fire Arc).

SUPPORT WEAPONS: To be included as a Support Weapon, a weapon must be mounted on the same Model or Model within the same Unit as the Lead Weapon. Support Models must be in range and be able to draw line of sight to the target. Obscured or other Line of Sight based effects are only determined by the Line of Sight from the Model with the Lead Weapon, not the Support Weapons.

Important: Only weapons with exactly the same Qualities as the Lead Weapon may be included as Support Weapons. If a weapon has one or more Qualities that are different to the Lead Weapon then it cannot be used in Support. *See Dice Pool Qualities (p.36)*

Example: A Medium Gun Battery can be used as a Support Weapon with a Heavy Gun Battery as the Lead Weapon because they both have only the Gunnery Quality. It CANNOT be used as a Support Weapon with a Heavy Rocket Battery as the Lead Weapon as the Heavy Rocket Battery has the Aerial Quality.

Important: If Line of Sight to an enemy Model is completely blocked by Models or Terrain of equal or greater Mass than the enemy Model, then it cannot be made the Initial Target of an Attack.

CROSSING THE T: Any Surface Unit or Skimming Unit may make the following Action as a Valour Effect in their Activation. In Attacks where the Lead weapon has the Broadside Quality and is in the Fore or Aft Arc of the Initial Target, the Attacking Unit may only Support with weapons that have the Gunnery Quality. In such an Attack, ignore all the Qualities stated for the Gunnery and Broadside weapons. The Dice Pool instead has the Sustained Quality. *See Valour Effects (p.12)*

SHOOTING RESOLUTION

Each weapon's Attack (plus any Support Weapons) made by the Unit should be fully resolved before proceeding to the next, in an order specified by the attacker. Each Attack follows the same steps:

1. **Determine Action Dice from the Lead Weapon**

2. **Add Action Dice from any Supporting Weapons**

3. **Declare whether Defences are being used**

4. **Roll all Action Dice for the Attack and Determine Hits**

5. **Determine and Resolve Counters, Roll Defensive Dice Pool if appropriate and resolve against Hits.**

6. **Apply final number of Hits against Initial Target's Armour Attribute**

7. **Check if number of Hits equals or exceeds the Initial Target's Citadel Attribute**

ACTION DICE AND HITS: Weapons have Action Dice allocated to them based upon the distance it is away from its Initial Target, this distance is defined by the Range Bands.

Attacks are not simultaneous. A Unit may resolve its Shooting Attacks in any order it wishes to, but cannot normally change its declared targets or weapons being used in Support once Shooting Resolution begins. This allows for Shooting to be staggered to best effect. This is important when dealing with targets that are about to be Hit with weapons that have the Aerial or Submerged Qualities as these can be countered by a Model's Defences. *See Defences (p.23)*

The number of dice rolled for an Attack is called the Action Dice Pool. To work out how many dice are in the Action Dice Pool, first take the Lead Weapon's value for the Range Band that contains the Initial Target. Add to that number the bracketed number for each Support Weapon. The total is the number of dice in the Action Dice Pool.

HITS, HEAVY AND EXPLODING: To find out if a target has been damaged, add up the number of Hits rolled. Heavy Hits count as two Hits and Exploding Hits count as two Hits and Explode (*See Dice p.3*). Certain Unit Special Rules may require you to ignore certain hit results.

DAMAGE: The number of Hits rolled is applied against the Initial Target's Armour Attribute. Should the Attack have enough Hits to equal or exceed this value, the Initial Target suffers a single Point of Damage. If the number of Hits in the Attack is double (or more) than the Initial Target's Armour rating, the affected Model suffers a further Point of Damage for each multiple of this value.

Once the Initial Target has received damage equal to or greater than its Hull Attribute, it changes status. Battle Ready Models change to being Crippled (with excess Damage from the Attack carrying forwards) Models that are already Crippled (or Battle-Ready Mass 1 Models) are Destroyed and removed from play.

Please Note: Critical Damage is still applied even if the Attack causes enough damage to destroy the target.

CRITICAL DAMAGE

In addition to suffering damage as already outlined, when a Model of Mass 2 or larger receives an Attack with Hits equal to or greater than its Citadel Attribute it is considered to have also suffered Critical Damage. The attacker must roll a Critical Damage die and applies a Critical Damage Marker to the affected Model. Treat duplicate Critical Damage Markers as a Catastrophic Explosion instead. Regardless of the source, when a Critical Damage Marker is applied to a Model that already has that specific Marker, the duplicated result is cancelled, and a Catastrophic Explosion is applied instead.

MASS 1 MODELS: A Model with a Mass of 1 is immediately destroyed should an Attack against it cause a number of Hits equal to or greater than its Citadel Attribute.

CATASTROPHIC EXPLOSION: Should the number of Hits of an Attack be enough to double (or more) the value of its Citadel, in addition to Critical Damage caused by the Attack, affected Model suffers a Catastrophic Explosion. A Model suffering a Catastrophic Explosion receives two points of Damage and a Level of Disorder. It is possible for a Model to suffer from multiple Catastrophic Explosions as the Attack may also generate duplicate Critical Damage Markers. *See Levels of Disorder (p.28)*

LASTING EFFECTS: Players may attempt to remove any Critical Damage Markers on a Model by making a Repair Test during the Activation Phase. Models that begin their Round with any Critical Damage Markers from a previous Round increase their risk of receiving a duplicate Critical Damage Marker when attacked.

CRITICAL DAMAGE RESULTS

1 — Shredded Defences
2 — Sturginium Flare
3 — Navigation Lock
4 — Reactor Leak
5 — Magazine Explosion
6 — Generator Shutdown

SHREDDED DEFENCES: The Model receives a Shredded Defences Critical Damage Marker. While a Model has this Marker, it has a Defence Attribute (ADV and SDV) of zero. The Defence Attribute cannot be changed from zero while it has the Shredded Defences Critical Damage Marker.

STURGINIUM FLARE: The Model receives the Sturginium Flare Critical Damage Marker. Resolve any collisions before continuing the Activation. This Model suffers a Point of Damage and moves a number of inches equal to their Mass directly forward. Any Tokens in base contact with this Model are Replaced to remain in base contact. This unexpected movement may move the Model outside of declared weapon's Fire Arcs and cause them to automatically miss. *See Collisions and Rams (p.29)*

NAVIGATION LOCK: This Model receives a Navigation Lock Damage Marker. Models with this Marker are considered to have Turn Limit 0. As such Models with this Marker may not make any turns during their Movement Step.

REACTOR LEAK: This Model receives a Reactor Leak Critical Damage Marker and a Disorder Condition. While a Model has this Marker, it receives -2 to its Citadel and Speed Attributes.

MAGAZINE EXPLOSION: This Model and all other Models within 4" suffer a Point of Damage. This Model receives a Magazine Explosion Critical Damage Marker

GENERATOR SHUTDOWN: This Model receives a Generator Shutdown Critical Damage Marker and a Level of Disorder. While it has the Marker, any effects from the Model's Generators are ignored. If the Model does not have a Generator, it receives an additional Level of Disorder. *See your Faction's ORBAT for details on Generators.*

DEFENCES

Units are equipped with Defences that come from generators, anti-air batteries, depth charges and many more.

There are two types of Defences and they are represented on the Unit profile as two Defence Attribute values:

- **Aerial Defence (ADV):** This first value is used against Attacks with the Aerial Quality, Intercepting SRS Attack Runs and against Assaults from Aerial Units.

- **Submerged Defence (SDV):** The second value is used against weapons with the Submerged Quality and assaults from Submerged Units.

Before the Action Dice have been rolled for an Attack, the Initial Target may declare it will be using its Defences. The incoming Attack must have either the Aerial Quality to use Aerial Defences or the Submerged Quality if using Submerged Defences. If the Attack does not have either of those Qualities then Defences may not be used.

DEFENCE ACTION DICE POOL: When using Defences, each Model in the same Unit within 4" of the Initial Target (and with at least 1 in the relevant Defence), adds +1 die to the Defence Action Dice Pool. This does not prevent those same Models from being able to use Defences themselves during the same Activation. The Initial Target may discard one or more friendly Short Range Squadron (SRS) Tokens in base contact with it to receive +3 dice to its Defence Action Dice Pool for each Token discarded. *See SRS Actions* (*p.31*)

HEAVY COUNTERS AND COUNTERS: Each Counter rolled in Defence removes a Hit from the Attack Action Dice Pool.

Each Heavy Counter is equal to two Counters and so removes two Hits. It is important that Players remember rules that would affect Counters when calculating Hits.

Example: A Cruiser Unit is preparing to Attack with its Heavy Rocket Batteries. With nine Action Dice from the Leading Weapon and a further twelve Action Dice from Support Weapons, there are twenty one dice in the Action Dice Pool.

The player owning the Initial Target declares they will use their Aerial Defences to try and shoot down the incoming Heavy Rocket Battery Attack.

After removing any Blanks or Counters (which have no value in an Attack roll), the resulting roll was four Heavy Hits, five Hits and two Exploding Hits.

The four Heavy Hits total eight Hits, two Exploding Hits each count as two Hits and allows two more Action Dice to be rolled, resulting in a Blank and a further Heavy Hit.

The Attack total is five Heavy Hits, two Exploding Hits and five Hits - nineteen Hits in total.

The Initial Target rolls its 7 Aerial Defence Action Dice. The Defence is a Heavy Counter and three Counters – removing 5 Hits in total.

The Attack is now 14 Hits in total.

To work out damage, we can see that the Initial Target has an Armour of six so suffers two Points of Damage (as 14 is 2 multiples of 6). This reduces their Hull Attribute from five to three. The Model has a Citadel of nine and so as the Hit penetrates the Citadel it suffers Critical Damage as well. This is rolled and results in a Reactor Leak.

ASSAULT STEP

When a Model draws close enough to the enemy, it may attempt to launch an Assault on the normally impregnable Citadel at the heart of a vessel. In Dystopian Wars, Assaults are a wide range of close combat Attacks which represent specially trained marines, combat automata, mechanical tentacles or worse physically grappling with their target and attempting to break through the stoic defences to wreak havoc on vulnerable internal systems.

LAUNCHING AN ASSAULT: Any Unit that begins the Assault Step of its Activation with one of its Models within 4" of an enemy Model may launch an Assault against it. The selected enemy Model is the Initial Target of the Assault. The Model making the Assault is known as the Assaulting Model. A Model may only launch a single Assault during its Activation, if a Model launches an Assault, it may not Support an Assault in that Activation.

All Models in an Assault must have matching Position Traits unless with the following exceptions: Submerged Units can also Assault Surface Units. Skimming Units can Assault Surface Units and Ground Units. Aerial Units can Assault all Units except Submerged Units.

INTO THE FRAY: The owner of the Assaulting Model adds a number of Action Dice to their Action Dice Pool equal to the Assaulting Model's Fray value. The Assaulting Model may discard one or more friendly Short Range Squadron (SRS) Tokens in base contact with it to receive +1 dice to its Action Dice Pool for each Token discarded.

In addition, instead of launching their own Assaults, any Model within 4" of the Initial Target of the Assault and in the same Unit as the Assaulting Model may support the Assault with +2 A Model may only Support in this way once per Activation. *See Short Range Squadrons* (*p.30*)

Roll all of the dice in the Action Dice Pool, counting Hits as normal. Hits count as a Hit, Heavy Hits count as two Hits and Exploding Hits count as two Hits and Explode. *See Dice* (*p.3*)

DEFENDING THE CITADEL: The Initial Target adds a number of Action Dice to their Defence Action Dice Pool equal to the Model's Citadel value and the higher of its Submerged Defence or Aerial Defence values. If the Assaulting Model is an Aerial Unit or a Submerged Unit then that corresponding Defence value must be used even if it is not the higher value.

The Initial Target may discard one or more friendly SRS Tokens in base contact with itself to receive +3 dice to its Defence Action Dice Pool for each Token discarded. Each Escort Token provides +1 Action Dice to an Escorted Model's Defence Action Dice Pool when it is Defending from an Assault. *See Escort Tokens* (*p.32*), *Short Range Squadrons* (*p.30*)

After rolling all of the dice in the Defence Action Dice Pool, each Counter counts as one Counter and each Heavy Counter counts as two Counters.

ASSAULT RESOLUTION: Both players add up the number of Hits and Counters rolled (remembering to account for additional Counters from Heavy Counters and Hits from Heavy and Exploding Hits) and then deduct the lowest value from the highest and consult the Assault Results Table for the outcome.

ASSAULT RESULT TABLE

RESULT	ASSAULT OUTCOME
3+ Counters	**Counter Assault:** The Assaulting Model suffers a Point of Damage and a Disorder Condition.
Draw or 1 to 2 Counters	**Driven Back:** Both Models suffer a Disorder Condition.
1 to 3 Hits	**Havoc:** The Target receives a Point of Damage and a Disorder Condition.
4 to 5 Hits	**Brutal:** The Target receives a Critical Damage roll, a Point of Damage and a Disorder Condition.
6 to 7 Hits	**Catastrophic:** The Target receives a Critical Damage roll and a Catastrophic Explosion.
8+ Hits	**Carnage:** The Target receives a Critical Damage roll and two Catastrophic Explosions.

REPAIR STEP

Repairs are made at the end of each Unit's Activation. Players may attempt to repair any Critical Damage or Disorder Conditions that their Models are suffering from by making a Repair Test. To perform a Repair Test, for each Model that has a Critical Damage Marker or a Level of Disorder, roll a number of Action Dice equal to its Mass Attribute. For every Counter or Heavy Counter rolled the player may either remove a Critical Damage Marker or reduce its Disorder Level by 1. In this way, the Unit's controlling player can prioritise the Repair of specific Critical Damage or Disorder on each Model.

END PHASE

During this phase, players will endeavour to make repairs, recall fighters and take stock of the situation to see if they have achieved victory. Players alternate to complete the following steps, during each step the player that has Initiative goes first.

SRS RESOLUTION: During this step, the player resolves any of their Units that have enemy SRS Tokens in Base contact with one of their Models. Each Model with Enemy SRS Tokens in base contact is known as an Attack Run Target.

New Targets: It may happen that the intended target of some SRS Tokens have been destroyed during the Round, leaving those SRS Tokens marauding aimlessly. Starting with the player with Initiative, any SRS Tokens in the Play Area that are no longer in Base Contact with a Model may be moved into Base Contact with another Model within 5" of their current position. If there are already friendly SRS Tokens present on the new target, then the Tokens stack as usual. Any SRS Tokens that cannot reach another Model are immediately removed from the Play Area.

Scramble: Friendly SRS Tokens in base contact with a Friendly Model within 5" of any Attack Run Targets may be removed and replaced so that they are now in base contact with an Attack Run Target. They may not be removed from a Friendly unit that is already an Attack Run Target itself. Form single stacks of Friendly SRS Tokens by each Model as normal.

Interception: As the attacking SRS Tokens prepare to make their Attack Run, the Attack Run Target may use its Aerial Defences to drive off or destroy its attackers. Create an Interception Dice Pool using the ADV of the Attack Run Target and all the usual bonuses to Defence Action Dice Pools

like this, such as having friendly Models within 4" of the Attack Run Target, being an Escorted Unit etc.

Any SRS Tokens that are defending the Attack Run Target and are in base contact may each contribute 3 dice to the Interception Dice Pool.

This is a type of Defence roll. Roll the dice and for every three Counters remove an attacking SRS Token from base contact with the Attack Run Target. All remaining SRS Tokens in base contact that are friendly to the Attack Run Target are then removed.

Attack Run: Each attacking SRS Token in the stack making the Attack Run adds 3 Dice to the Action Dice Pool. The Attack has the Piercing Quality. Roll the dice and resolve any Hits as normal against the Attack Run Target's Hull and Citadel. Discard all SRS Tokens in the Attack Run once completed.

Weight Of Fire: If the number of SRS Tokens in the Attack Run is double or greater than the Mass of the Attack Run Target, blank results in the Action Dice Pool may be re-rolled.

Torpedo Attack: All the SRS Tokens making an Attack Run may choose to make it a special kind of Attack Run called a Torpedo Attack. This is resolved exactly like a normal Attack Run except the Attack has the Piercing, Torpedo and Submerged Qualities. The Attack Run Target counts as being more than 5" away from the SRS

Tokens for the purposes of the Torpedo Quality. Attack Run Targets may use its SDV against the Torpedo Attack.

JURY-RIGGED REPAIR: Players may attempt a Jury-Rigged Repair in Initiative Order. This allows Critical Damage Markers or Levels of Disorder to be removed from Models in each Unit. Each Player may roll an Action die for each Marker or level of Disorder on which they wish to attempt a Jury-Rigged Repair. On a result of a blank, the Model takes a point of damage, and the Marker or Level remains unchanged. On a result of an Exploding Hit, the Marker or Level is removed, and the Model does not suffer any damage. On any other die result, the Marker or Level is removed, and the Model suffers a point of damage. A Jury Rigged Repair may only be attempted on each Marker or Level once per Round. If the damage causes the Model to be crippled or destroyed, the result is considered to have been caused by the closest enemy Model for the purposes of Victory Conditions.

CHECK FOR VICTORY: The Encounter will specify the primary ways to score Victory Points in order to win the game. After five Rounds, the Encounter ends and the player with the most Victory Points wins the game. From the third Round onwards, if one player no longer has any Models in the Play Area by this Step in the End Phase, their opponent scores an additional 5 Victory Points, and the game immediately ends.

Players are also able to score Victory Points during the game by completing objectives from their Victory & Valour cards. Players should keep a running total of their accumulated Victory Points as and when they are scored. It is easier to add VPs onto a total you had the Round before than be forced to keep calculating from scratch. *See Victory & Valour Cards (p.12)*

MAINTENANCE: Remove all remaining SRS tokens from the Play Area. Starting with the player who has Initiative, Both players alternate in discarding any number of their unwanted Victory & Valour Cards face down.

BEGIN A NEW ROUND
If it is not the end of the fifth round or neither player has achieved victory, players should begin a new Round starting with the Initiative Phase.

DISORDER CONDITIONS

There are three Levels of Disorder, each progressively worse than the one before, that Units/Models can suffer from during any engagement and are represented by three different Conditions. Unless otherwise indicated Disorder Conditions remain in play. The 3 Disorder Levels are:

1. Hazard   2. Emergency   3. Chaos & Disarray

Models can only be affected by a single Condition at a time. Any time a Model would receive a second Disorder Condition its controlling player has two choices:

Increase the Model's Disorder Level by 1
or
Receive a Point of Damage, retaining their current Disorder Level

Models already suffering from Chaos & Disarray do not get this choice and automatically receive a Point of Damage.

REMOVING DISORDER MARKERS: During the Repair Step of the Activation Phase, players roll Action Dice equal to the Model's Mass Attribute. For each Counter or Heavy Counter rolled they may either remove a Critical Hit Marker or remove a Disorder Condition Marker. Removing a Disorder Condition Marker reduces the Model's Disorder Level by one. A Model reducing its Disorder Level to zero is no longer considered to have a Level of Disorder. *See Critical Damage (p.21), Repair Step (p.25) and Jury Rigged Repair (p.27)*

LEVELS OF DISORDER

1. HAZARD: The Model is suffering from a localised fire or other isolated issue that, while cause for concern, has not yet spread to other areas. Other than being the first level of Disorder, Hazard has no other in-game effect on the Model.

2. EMERGENCY: Whilst suffering from this Condition, a Model may not initiate a Ramming action and cannot use weapons in Support of other Models or have friendly weapons used in Support of its own Attacks.

A Model may temporarily ignore the effects of the Emergency Condition in order to attempt a Ramming action, however if it does so it automatically raises its level to Chaos & Disarray once the Ram has been resolved.

3. CHAOS & DISARRAY: This Model may no longer take any actions during the Operations Step, may not initiate Ramming actions, initiate Assault actions and cannot use weapons in Support either to other Models or even to itself. Furthermore, friendly weapons cannot be used in Support of this Model's own Attacks.

A Model may temporarily ignore the effect of Chaos and Disarray in order to attempt a Ramming action. However, if it does so, it automatically suffers a Point of Damage once the Ram has been resolved.

COLLISIONS AND RAMS

The key difference between a Collision and a Ram is that one is intentional, and one is not. Few Commanders are willing to risk the integrity of their ship by voluntarily colliding with another vessel, and no Commander willingly impacts with an iceberg, sandbar or mountainside!

When dealing with a Collision or Ram the Model that is moving is referred to as the Moving Model. The Model or Terrain feature being collided with is referred to as the Point of Impact.

COLLISIONS: This type of accidental impact occurs during Movement when a Model in an Activating Unit collides with another Model or piece of Terrain. This could even be a Model in the same Unit.

Due to the risk of damage posed to ships, Captains will do whatever possible to avoid a collision by hauling to and making sharp manoeuvres. Such efforts can throw a ship into chaos and disarray for a short time.

A Unit can usually only collide or be collided with by another Unit that shares the same Position Trait. Aerial Units, Submerged Units and Models without matching Position Traits should pass through each other unimpeded but still may not end the Movement Step in contact with another Model. *See Position Traits (p.1), Final Position (p.18)*

In a Collision, the Moving Model gains a Disorder Condition. If the Point of Impact is another Model that has a Mass equal to or lower than the Moving Model, the impacted Model also gains a Disorder Condition. If a Model suffers a Collision with a Terrain feature, the Active Player immediately rolls a number of Action Dice equal to the Moving Model's Mass Attribute. The Moving Model suffers a Point of Damage for each Hit rolled and two points of damage for each Heavy Hit or Exploding Hit rolled. *See Play Area (p.34).*

RAMMING: Any Model may choose to Ram another Model. Some ships are specially designed to inflict massive damage by physically impacting their targets, often using terrifying close-range weapons or armoured prows.

A Unit can only Ram or be Rammed by another Unit that shares the same Position Trait unless it has a special rule giving it that ability.

Normally, a Moving Model may only make a Ram against a Point of Impact in its Forward Fire Arc and must have moved at least 3" in its Activation (including turns). If this is not the case, the Ram does not take place and the impact is treated as a Collision.

The Moving Model in a Ram always receives a Ramming Action Dice Pool equal to its unmodified Hull Attribute. It receives a further Action dice for each Inch of Movement travelled before reaching the Point of Impact (to a maximum of +5). The Action Dice Pool is rolled in exactly the same manner as any other weapon attack. The Model that has been Rammed receives a Disorder Condition.

If the Moving Model has a weapon with the Ramming Quality, it gains additional Action Dice to its Ramming Action Dice Pool equal to its Ramming Quality.

Finally, once the Ram is complete, the Moving Model player rolls an Action die. On a Hit or Heavy Hit result the Moving Model involved suffers a Point of Damage from the Ram. On an Exploding Hit, it suffers two Points of Damage and a Disorder Condition.

Unless they have a weapon with the Ramming Quality, Mass 1 Models that Ram a Model with a Mass of 2 or greater are destroyed on any result except a blank.

A Model may only Ram once per Activation, unless specified by a special rule.

DISENGAGING: Following a Collision or Ram if the Moving Model still has Speed remaining it must immediately try to disengage. The Model may make a turn of up to 90 degrees at a cost of 1" of Speed because the impact may change its heading without any help from the steering system! After the turn it may then complete its Move as normal (minus the inch for the turn).

If a Disengaging Model is unable to avoid contact with another Model whilst Disengaging, resolve a new Collision. It is possible for a Model to collide with several other Models during a single Activation, if it remains able to keep moving.

SHORT RANGE SQUADRONS

Whilst the bulk of combat in the sea and air is carried out between mighty vessels, smaller craft still have a vital role to play in the theatres of war. The most common type of Short-Range Squadrons (SRS) are groups of small aircraft. Ranging from one-man or drone-piloted dogfighters, to heavy attack bombers armed with explosive charges or torpedoes.

OTHER TOKEN TYPES: Some Models have rules that allow them to deploy certain kinds of Tokens that replicate some behaviours of SRS Tokens, such as being able to carry out Attack Runs. These are not SRS Tokens, and any rules relating to these different Tokens will be detailed in your Faction ORBAT. It is important to remember that these are not a special kind of SRS Token. They may share certain behaviours with SRS Tokens but only those aspects specifically detailed in their individual rules. Anything that applies to SRS Tokens does not apply to these other kinds of Tokens unless stated in their rules.

CAPACITY: Models with the SRS Capacity Special Rule may launch a number Short Range Squadrons equal to its SRS Capacity during the Operations Step of its Activation.

There are two values for SRS Capacity, which represent the Battle-Ready/Crippled number that can be launched, depending on their state. When such a Model suffers damage, it will struggle to maintain a constant stream of Short Range Squadrons going into the battle. As a result, Models will often suffer a reduction in their SRS Token capacity, often limiting the number of Tokens that can be created or even completely removing their SRS capability! Players should pay close attention to the SRS Capacity change when using a Crippled Model. This has no effect on SRS Tokens already launched.

LAUNCHING SRS TOKENS: Any number of the available Tokens may be stacked in base contact with a friendly or enemy Model within 40" of the Model with SRS Capacity. You may elect to divide the number of Tokens into as many stacks as you wish and place each separately, to a maximum of one stack per target Model.

Token stacks remain in base contact with their target regardless of whether it moves later in the Round, simply move the Token stack back into base contact once their target assumed its Final Position.

If there are already SRS Tokens of the same type from a previously Activated Model with SRS Capacity, the new Tokens are stacked with those of the same type already in base contact to make a single attacking or defending force. Players should keep their own Token piles separate from their opponents.

SRS ACTIONS

Depending on the Model the SRS Tokens are in contact with, they will perform a number of actions such as making an Attack Run or Interception in the End Phase.

On an Attack, SRS Tokens are assumed to be a mix of fighters, raiding craft and bombers (carrying torpedoes to deal with Submerged Models). Each attacking SRS Token in the stack making the Attack Run adds 3 Dice to the Action Dice Pool. The Attack has the Piercing Quality. *See SRS Resolution (p.26)*

TORPEDO ATTACK: All the SRS Tokens making an Attack Run may choose to make it a special kind of Attack Run called a Torpedo Attack. This is resolved exactly like a normal Attack Run except the Attack has the Piercing, Torpedo and Submerged Qualities. The Attack Run Target counts as being more than 5" away from the SRS Tokens for the purposes of the Torpedo Quality. Attack Run Targets may use its SDV against the Torpedo Attack.

WEIGHT OF FIRE: If the number of SRS Tokens in the Attack Run is double or greater than the Mass of the Attack Run Target, blank results in the Action Dice Pool may be re-rolled.

At other times during an Encounter when SRS Tokens are in base contact with Models in a Friendly Unit the SRS Tokens represent fighters and support craft on defensive duty. The Player may discard at any time one of these friendly SRS Tokens to receive one of the following benefits to the Model they are in base contact with:

- Add +3 Die to a Defence Action Dice Pool.
- Add +1 Die to an Assault Action Dice Pool.

ESCORTS

The Great Powers often deploy their larger ships with defensive craft, commonly referred to as Escorts. These small vessels are designed to provide additional defences and protection equal to the greater attention the enemy will pay to such larger craft. From defensive balloons, to swarms of defence gyros, hovercraft and patrol boats, the mighty vessels of the Dystopian Age are usually well defended from opportunistic raiders.

ESCORT TOKENS: Certain Units in your Faction Order of Battle (ORBAT) may purchase a number of Escort Tokens and these tokens may take many shapes and sizes. Factions may even have access to special kinds of Escort Tokens with rules outlined in their ORBAT. The Unit with one or more Escort Tokens is called an Escorted Unit. Each time an Escorted Unit moves, you may place the Escort Tokens as desired within 3" of any Models in the Escorted Unit. This placement is for ease of reference rather than any formal coherency as they are Tokens and not Models. As such Escort Tokens do not block line of sight and cannot be collided with or Rammed. Escort Tokens may not be transferred from the Unit they are purchased for.

Units with one or more Escort Tokens in play receive the following benefits:

- One of the Escorted Unit's Attack Action Dice Pools against an Initial Target within Point Blank Range receives +1 Die for each Escort Token with the Escorted Unit.

- The Escorted Units Defence Action Dice Pools are increased by +1 for each Escort Token with it.

- One Model in the Escorted Unit's Assault Action Dice Pool is increased by +1 for each Escort Token with it.

REMOVING ESCORT TOKENS: Each time an Escorted Unit suffers a Catastrophic Explosion, remove one Escort Token, in addition to any other damage suffered. Furthermore, each time an SRS Attack Run against the Escorted Unit receives the Weight of Fire bonus, remove one Escort Token. If the Escorted Unit is destroyed, all its remaining Escort Tokens are removed.

ATTACHED UNITS

Certain Units may have a rule that allows them to become Joining Units to another specific Unit (known as the Partner Unit). This is established during Building a Force. These two Units can form an Attached Unit in their Activation Phase. *See Building a Force (p.11)*

When the Joining Unit starts its Activation in Coherency with the Partner Unit, both may Activate simultaneously as an Attached Unit. The Partner Unit cannot have already Activated during the Round if it is to form an Attached Unit for the Activation Phase. Attached Units have the following additional rules:

- Joining Units must attach to the Partner Unit established during Building a Force. Both Units usually have the same Position Traits, although Submerged Units can be Joining Units to Surface Units. They are an Attached Unit during deployment but once deployed remain distinct and separate until their Activation.

- Joining Units and Partner Unit's Defence Action Dice Pools are increased by +1 while they are within Coherency of each other, regardless of whether they are an Attached Unit at the time.

- All Models in the Attached Unit are treated as being part of one Unit, for the

duration of their joint Activation Phase. When making an Attack, if the Partner Unit and Joining Unit have differing Special Rules that apply to the attack, you always use the Special Rules of the Unit containing the Lead Weapon.

- Each Model in an Attached Unit retains its own rules, Traits, weapons and attributes etc. Only for the purposes carrying out steps of the Activation Phase are they treated as a single entity. Models in Attached Units must try to retain Coherency with each other during their Activation exactly as if they were part of the same Unit.

- If at the end of the shared Activation the Models from the two Units are not in Coherency with each other, they are no longer considered to be in Attached Units until they regain Coherency. At the start of a Round where the Joining Unit is in Coherency with the Partner Unit, they may form an Attached Unit once more.

- Outside of their own Activation Phase, the two Units are not considered an Attached Unit, regardless of whether they are in Coherency. Victory Points scoring always treats these as two separate Units.

THE PLAY AREA

The Encounters in Dystopian Wars take place over varied scenery and environments. From the freezing Baltic Sea with its iceberg strewn dangers, to the turbulent Caribbean with its deadly storms and shallows.

The Play Area is divided into four distinct categories to reflect this: Open Water, Treacherous Water, Obstacles and Land. As each player's collection of terrain will vary, discuss before the Encounter what Mass and type each terrain feature will be classified as. Mass 1 Terrain is likely about the size of small ship such as a destroyer or frigate while Mass 3 might be as long as a battleship or as high as a colossus. The important thing is that both players agree.

Any given 24" x 24" area should contain enough terrain to at least add up to Mass 7 if combined. However, you should try not to put terrain in deployment zones unless indicated by the Encounter. Everything else in the Play Area is assumed to be Open Water unless agreed otherwise.

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 Trait then such a Model coming into contact with that Terrain piece immediately resolves a Collision. *See Collisions & Rams* (*p.29*)

There may be certain areas (or even Obstacles) that are Impassable to all Models, regardless of Traits (such as an erupting volcano). These should be specifically identified and agreed upon before the game begins.

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).

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. Models

with the Submerged Unit or Surface Unit Position Traits have their Movement costs 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).

Any Model may treat Treacherous Water as Open Water. However if it does so, its owner must roll an Action Dice once its Movement is complete. The Model suffers a Point of Damage for each Hit rolled (remembering that Heavy Hits and Exploding Hits count as two Hits).

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. 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.

DESTROYING TERRAIN: Normally in Dystopian Wars the Terrain cannot be destroyed. Though the gun batteries (and of course mortar shells and plasma blasts) will churn up the ground and cause impressive levels of destruction it will still largely be superficial. Should an Encounter require terrain to be destroyed to complete an objective, the Encounter will specify how this can be done.

OBSTACLES: These are any objects encountered in the water that are a hazard to Models that come into contact with them. Usually Obstacles affect all Models (except those in Aerial Units), however if they only affect Models with specific Traits, these will be indicated in the Obstacle's name.

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.

MINEFIELDS: These are explosive devices placed to defend key objectives such as harbour mouths, landing zones, offshore platforms, or vulnerable flanks. A Minefield is represented by a 2" circular Minefield Marker. The First Model that moves within 2" of a Minefield Marker suffers an Attack with the Magnetic Quality and an Attack Dice Pool equal to ten times their Mass. Remove the Minefield Marker after resolving the Attack. Minefields cannot be triggered or affect Aerial Units or Ground Units unless specific variants are able to be deployed through a special rule (such as Aerial Mine Layer or Landmine Layer) in which case they can only affect Units with the related Position Trait.

DICE POOL QUALITIES

Dystopian Wars features a wide variety of different weapons and actions available to Units. The speed of their development has been greatly accelerated because of the increase in scientific progress and the influence of otherworldly technologies. The relevant Weapon Profile or Action will specify all the Qualities an Action Dice Pool will have that they are used in.

Remember: A Weapon can only be used to support for a Lead Weapon if it has all the same Qualities.

AERIAL: Actions made with this Quality cannot usually be used against Initial Targets that are Submerged Units (unless the Action also has the Submerged Quality). The Initial Target may use Aerial Defences against Actions with this Quality.

ARC: Shield Generators are ignored when making actions with this Quality. Should the Initial Target suffer Critical Damage from actions with this Quality, it also gains a Disorder Condition in addition to any others that may be applied by the Action.

BLAST: This Action uses the Blast Template. The centre point of the template must be placed over any part of the Initial Target. Resolve the Action against the Initial Target as normal. The resulting Hits are applied to the Initial Target and to all Models touched by the template automatically without further modification (Hits are applied to any Friendly Models but exclude the Attacking Model). Models that have their Line of Sight to the Attacker completely blocked can still be Hit by the blast.
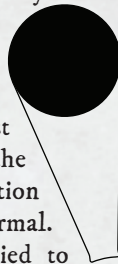
BOMB: Actions made with this Quality cannot be used against Aerial Units. Furthermore, bombs ignore the Initial Target's Shield Generators.

BROADSIDE: Actions with this Quality may be used multiple times in the same Activation – once in each Fire Arc specified. Furthermore, a weapon with this Quality must be the Lead weapon when Crossing the T. *See Crossing the T (p.19).*

DEVASTATING: Actions made with this Quality treat all Exploding Hit rolls on its Action Dice as three Hits rather than the usual two.

EXTREME RANGE: Actions made with this Quality treat the Long Range Band as 20" - 40". This Quality is not required to match when Supporting a Lead weapon. *See Support Weapons (p.19).*

FUSILLADE: Actions may re-roll Counter and Heavy Counter results provided the lead weapon in the Action is at Point Blank Range. This Quality has no effect on Aerial Units or Submerged Units unless this Action Dice Pool also has the relevant Aerial or Submerged Quality.

GUNNERY: Actions made with this Quality count Models with a Mass of 1 as Obscured.

HAZARDOUS: Should the Initial Target suffer one or more Points of Damage in an action with this Quality, it gains a Level of Disorder in addition to any other effects.

HIGH VELOCITY: Heavy Counter results add a single Counter rather than the usual two in the Defence Action Dice Pool against Actions with this Quality.

HOMING: Models cannot be considered Obscured from Actions with the Homing Quality. Furthermore, Actions made with this Quality may re-roll Blanks and ignore Shroud Generators.

INDIRECT: Actions made with this Quality do not require Line of Sight and may select any non-Aerial enemy Unit within range and Fire Arc as an Initial Target. Actions with Indirect Quality count their target as Obscured for the duration of that Action.

LIMITED: As the name implies, these Actions may only be used in a finite or limited fashion. Each time after a Model uses a weapon or takes an Action with this Quality, roll an Action Die. On a result of a blank it may not use this weapon or Action for the remainder of the Encounter. This Quality is not required to match when Supporting a Lead weapon. *See Support Weapons (p.19).*

MAGNETIC: Models cannot be considered Obscured from Actions with the Magnetic Quality. After any other effects or Critical Damage Markers have been applied from the Action, if at least one Point of Damage has been caused by the Action with this Quality, inflict a Navigation Lock Critical Damage Marker if the target does not already have one.

PIERCING: The Initial Target suffers a Critical Damage roll if it receives one or more Points of Damage in an Action with this Quality. This is in addition to any Critical Damage rolls caused by the Action. Against Mass 1 Targets, this Quality also lowers their Citadel by -3 for the Action.

RAMMING: A Model equipped with a Weapon with this Quality may use it to Ram enemy Models. Next to the Quality is a value which indicates the number of Action Dice added to the pool when making a Ram.

SUBMERGED: Actions with this Quality cannot usually be used against Aerial Units or Ground Units. The Initial Target may use Submerged Defences against Actions made from this Quality. Furthermore, Actions with the Submerged Quality ignore the Initial Target's Shield Generators.

SUSTAINED: A roll made with this Quality can re-roll any one result type (such as Heavy Counters or Hits) from its Action Dice Pool. You may declare after the initial roll has been made. You cannot re-roll dice generated by Exploding Hits. If the Quality specifies a Trait (such as Aerial Units) then this Action only gains the Sustained Quality against Initial Targets with that Trait.

TORPEDO: Actions made with this Quality can only be used against Initial Targets that are 5" or more away. Furthermore, an Initial Target does not gain benefit from being Obscured against Actions from Torpedoes.

TORRENT: This Action uses the full Torrent template unless the Quality is expressed as Torrent (Small) in which case the smaller part of the template is used. The narrow end of the template is placed with the centreline touching any point in the relevant Fire Arc of the Attacking Model so that the centreline touches any part of the Initial Target. Resolve the Action against the Initial Target as normal. The resulting Hits are applied to the Initial Target and to all Models touched by the template automatically without further modification (Hits are applied to any Friendly Models but exclude the Attacking Model). Models that have their Line of Sight to the Attacker completely blocked can still be Hit by the Torrent. Supporting weapons with this Quality add to the Dice Pool but use the template from the Lead weapon.
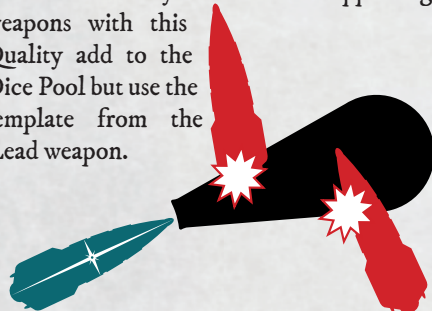
COMMON ENCOUNTERS

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.

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.

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 p.4). If a Target Unit is within 5" of an Enemy Unit, or has Enemy SRS in base contact, or has already made a Shooting Attack in this Round (not including attacks made with the Torpedo or Bomb Quality),

Encounter 1
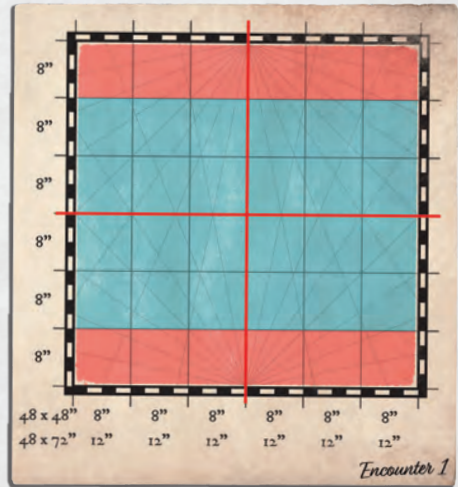
then they reveal their position, and the Fog of War rule is ignored for Actions against them. At the start of each Round, the Player with initiative rolls a number of Action Dice equal to the Round number. If two or more dice have the same result, once the dice are rolled, the Fog of War rule ceases to be applied for the remainder of the Encounter.

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.

Encounter 2
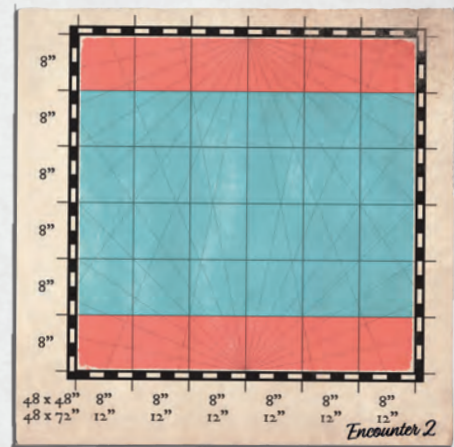
SALVAGE RIGHTS

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.
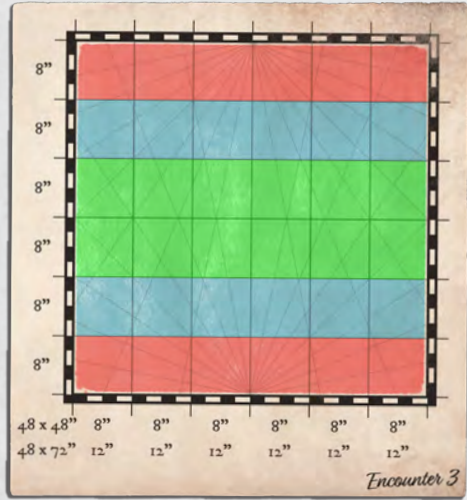
Encounter 3

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 an Oil Platform (approximately 2" x 2") on each of the two skull points marked on the map. These platforms count as Mass 3 Land Terrain and follow the normal rules for them.

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.

Encounter 4
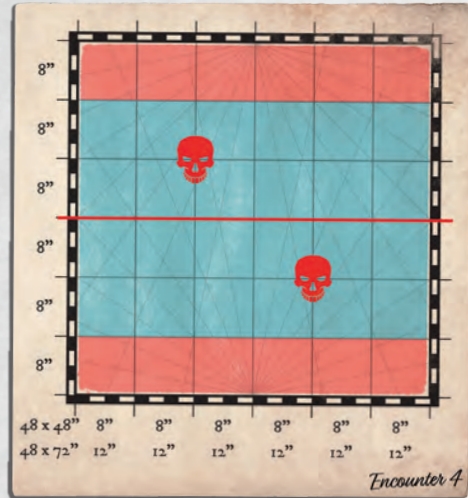
RULE THE WAVES

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: IIn 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.
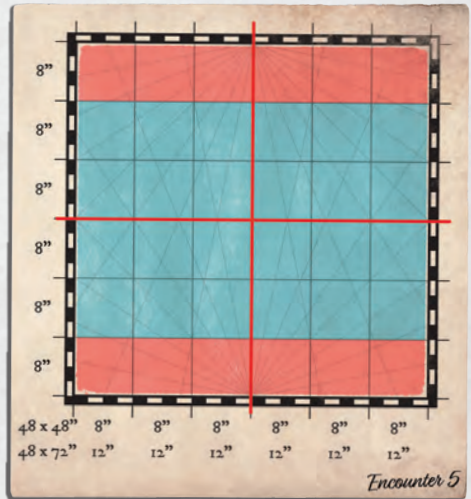
THE TEMPEST

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 storm rages drift is doubled for all Units. When a Unit activates within 12" of the centre of the Play Area roll a Critical Damage dice. If the result is a Sturginium Flare, apply 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, once the dice are rolled, the storm has lifted and no longer has an effect on the Encounter.
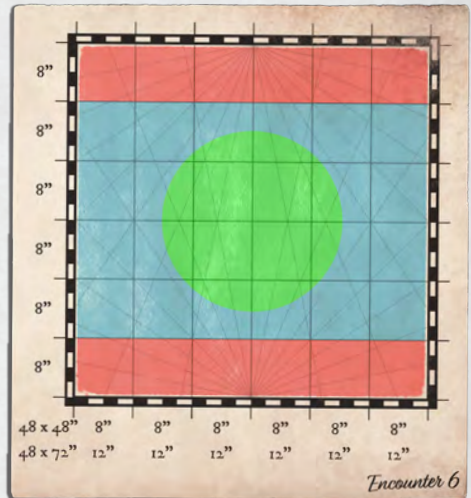
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