DYSTOPIAN WARS ®

THE RULES

PART OF THE

DYSTOPIAN AGE

v4.00

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SPECIAL THANKS

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DYSTOPIAN WARS

THE RULES

Dystopian Age
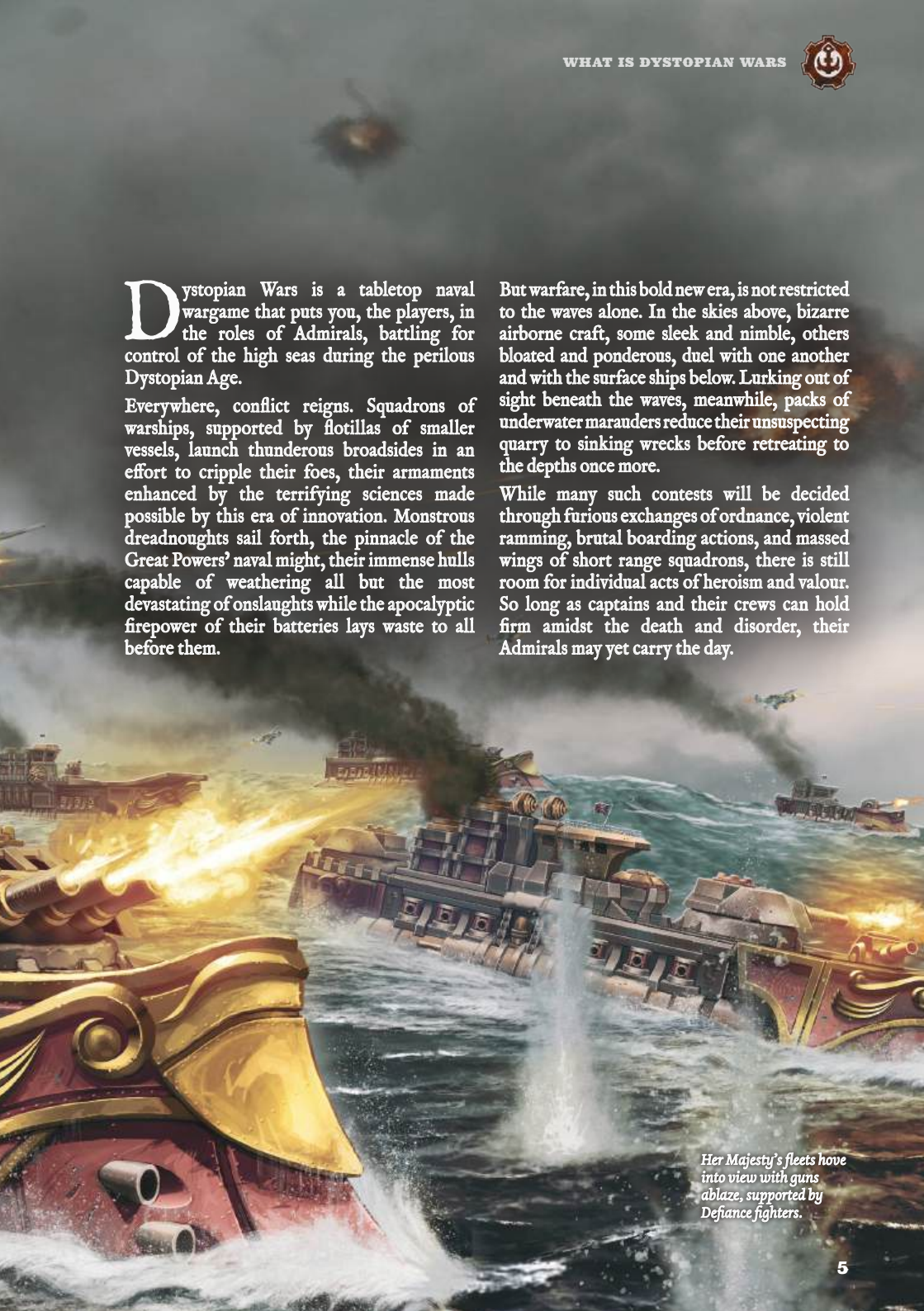
WHAT IS

DYSTOPIAN ·WARS·

Dystopian Wars is a tabletop naval wargame that puts you, the players, in the roles of Admirals, battling for control of the high seas during the perilous Dystopian Age.

Everywhere, conflict reigns. Squadrons of warships, supported by flotillas of smaller vessels, launch thunderous broadsides in an effort to cripple their foes, their armaments enhanced by the terrifying sciences made possible by this era of innovation. Monstrous dreadnoughts sail forth, the pinnacle of the Great Powers' naval might, their immense hulls capable of weathering all but the most devastating of onslaughts while the apocalyptic firepower of their batteries lays waste to all before them.

But warfare, in this bold new era, is not restricted to the waves alone. In the skies above, bizarre airborne craft, some sleek and nimble, others bloated and ponderous, duel with one another and with the surface ships below. Lurking out of sight beneath the waves, meanwhile, packs of underwater marauders reduce their unsuspecting quarry to sinking wrecks before retreating to the depths once more.

While many such contests will be decided through furious exchanges of ordnance, violent ramming, brutal boarding actions, and massed wings of short range squadrons, there is still room for individual acts of heroism and valour. So long as captains and their crews can hold firm amidst the death and disorder, their Admirals may yet carry the day.

Her Majesty's fleets hove into view with guns ablaze, supported by Defiance fighters.

DESIGNERS' NOTE

USING THIS BOOK

This book explains the rules for Dystopian Wars, and offers a primer to the wider setting of the Dystopian Age.

It is written so that it can be read from start to finish. Each section of the rules builds on the sections that have come before it, so complex mechanics are introduced gradually over time.

Throughout the book, Rules Terms (expressions with a specific meaning in this game beyond their standard English usage) are denoted with capital letters, and will be highlighted in bold the first time they occur on a page spread.

If a Rules Term is explained elsewhere in greater detail, it will be accompanied by a reference number. Look at the "Page References" sidebar to find the relevant page number. These will also be colour-coded: brown to indicate a Core Rule, or blue for an Advanced Rule that can be safely ignored when playing with Core Rules only.

At the back of the book you will find an index of game terms, as well as a Quick Reference section that summarises key rules information.
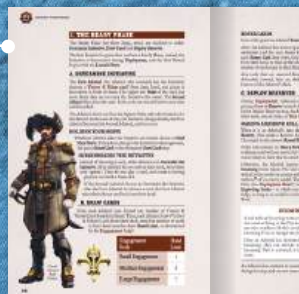
DYSTOPIAN WARS TOOLKIT

Before you can play a game of Dystopian Wars, you will need to gather the following items:

MINIATURES

Dystopian Wars utilises an extensive range of high-quality plastic miniatures to represent the immense warships, towering colossi, and other powerful craft that you can use to battle on the high seas. All of these have been lovingly designed and manufactured by Warcradle Studios and you will see numerous examples of expertly painted miniatures in the photography found throughout this book.

PLAY AREA & TERRAIN

Your *Dystopian Wars* encounters can easily be fought over the wide expanse of the open ocean, but it works best on a **Play Area** broken up by formations of islands, sandbanks, icebergs and industrial platforms. Warcradle Studios offers a range of terrain boxes that are specifically designed for *Dystopian Wars*.

DICE

This game uses special **Action Dice** and **Critical Damage Dice** with custom faces unique to *Dystopian Wars*. A collection of these dice can be found in the boxed version of *Dystopian Wars*, as well as in many of the Starter and Battlefleet boxes you may purchase later as you expand your Force. It is recommended that each Admiral has between 20 and 30 Action Dice, and between four and six Critical Damage Dice.

TOKENS AND MARKERS

Tokens and **Markers** are essential for keeping track of important information in games of *Dystopian Wars*. These can sometimes appear similar, but differ in one key way.

Tokens are always attached to something else within the Play Area, usually a model or a unit. For example, **Damage** tokens are placed next to a model to show how much Damage it has sustained, and **Activated** status tokens are placed next to a unit to show that it cannot be Activated again this Round. **Short Range Squadron** tokens can be placed next to an enemy unit to show that it is the target of an **Attack Run**. As a model or unit moves, its tokens always move with it.

Markers are placed directly into the Play Area where they occupy a fixed space. There are usually rules for how they interact with models. For example, a **Minefield marker** detonates if a model comes into contact with it, dealing significant damage, while a **Strategic Objective marker** scores **Victory Points** for the Admiral who controls it.

VICTORY & VALOUR CARDS

Each Admiral must have a single, complete deck of 54 **Victory & Valour Cards** that they can draw from during the game. Admirals will use Victory & Valour Cards during play to claim the **Initiative**, enact **Valour Effects**, claim **Minor Victories** and make **Crew Checks**.

MEASURING DEVICES

All measurements in *Dystopian Wars* are made in inches ("). The Admirals will therefore require a suitable measuring device, such as a **Range Ruler** or tape measure. A **Turning Template** will also be required when moving models around the Play Area.
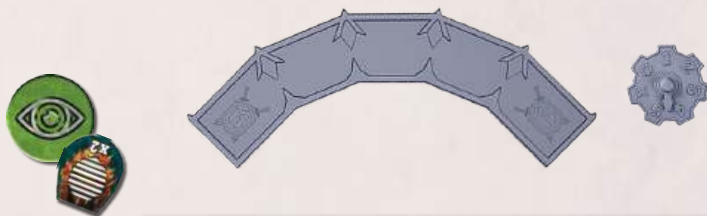
The **Measuring Tools and Objectives** sprue is found in many *Dystopian Wars* boxed sets. It features a **Turning Template**, **Range Ruler**, four **Strategic Objective markers** and an **Initiative Dial**. Printable versions can also be found on the *Dystopian Wars* website.

ORDERS OF BATTLE (ORBATS)

Orders of Battle (**ORBATs**) are compendiums of information about a single **Faction**, including **Battlefleets**, **Unit Profiles**, **Points Costs**, and more. These documents provide Admirals with more information about their chosen Faction, show them how to build and field a Force, and allow them to understand how their units function in battle.

ORBATs are digital documents that can be found on the *Dystopian Wars* website.

RULES GLOSSARY

A comprehensive list of the **Properties**, **Systems**, and **Qualities** used by units in *Dystopian Wars* (as listed in their **Unit Profiles**) can be found in the *Dystopian Wars Rules Glossary*, which can be downloaded from the Resources section of the *Dystopian Wars* website. A unit's profile can be found in its ORBAT, which can be downloaded from that Faction's page on the *Dystopian Wars* website.

Hochmeister Vitruvian Colossus (Imperium)

DYSTOPIAN WARS

OVERVIEW OF A GAME

This section provides an overview of how a game of Dystopian Wars is played.

ENCOUNTERS

It is rare for a naval engagement to be a simple matter of two Forces chancing upon one another on the open seas and opening fire until only one is left standing. It is more likely that each **Admiral** is attempting to complete a specific set of orders, something which would be a lot easier were it not for the presence of the opposing force!

To represent this, each game of *Dystopian Wars* uses a framework of setup instructions, objectives and special rules called an **Encounter**[1]. Each one offers a different style of game, and a distinct set of strategic challenges. There are six Encounters in this book, and more can be found in campaign supplements and on the *Dystopian Wars* website. Admirals can choose an Encounter by mutual agreement, or select one randomly.
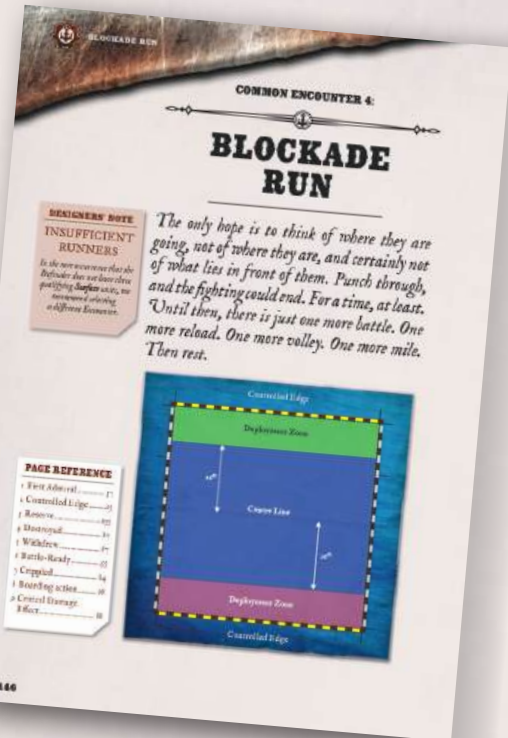
POINTS LIMIT & ENGAGEMENT SCALE

A game of *Dystopian Wars* can range from a small skirmish between a handful of ships to massive conflicts with multiple **Battlefleets** on each side.

Before setting up to play a game, the Admirals agree to a **Points Limit**[1], which will determine the size of their **Forces**. They must also select an **Engagement Scale**:

- A **Small Engagement** is ideal for people who are just getting started with *Dystopian Wars*, or for experienced Admirals who wish to play a quicker, more straightforward game. This Scale is recommended for Forces under 1000 Points.

- A **Standard Engagement** is the default game size, providing a good balance of strategy and Force Selection options while still being playable within a couple of hours. This Scale is recommended for Forces between 1000 and 2000 Points.

- A **Large Engagement** is recommended for experienced Admirals only! It allows for large, complex battles that can take several hours to run their course. This Scale is recommended for Forces over 2000 Points.

PAGE REFERENCES

THE PLAY AREA

The area in which the game takes place is called the **Play Area**. This is a rectangular area, measuring at least **36" x 48"**. The exact dimensions are not set, but each Engagement Scale has a recommended Play Area size.

EDGES AND DEPLOYMENT ZONES

The four edges of the Play Area act as boundaries during play. Models cannot move past these edges, although sometimes models can move on from them (for example, when arriving from **Reserve**[2]).

Two opposite edges of the Play Area are **Controlled Edges**, one belonging to each Admiral. The other two edges are **Neutral Edges**.

At the start of a game, each Admiral will deploy their Force in their **Deployment Zone**. The exact dimensions of an Admiral's Deployment Zone are detailed in the chosen **Encounter**, but it usually extends out into the Play Area from their Edge.

First Admiral's Edge

First Admiral's Deployment Zone

Neutral Edge

Neutral Edge

Second Admiral's Deployment Zone

Second Admiral's Edge
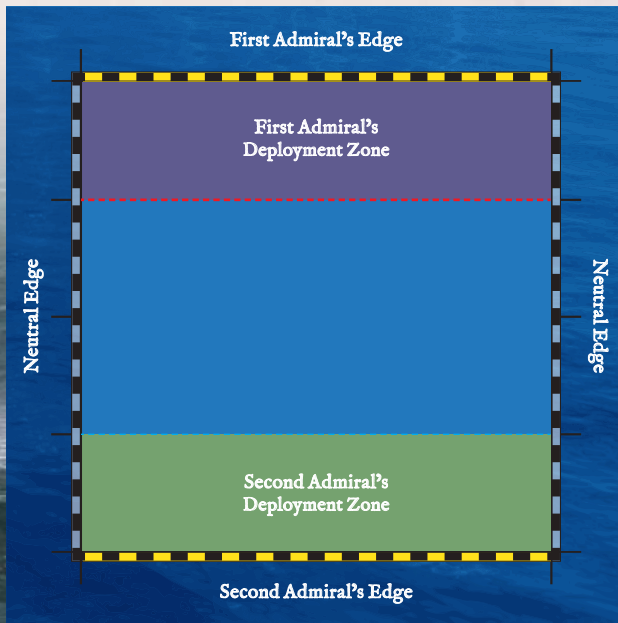
The Egyptian hovercraft of the Sultanate race to support their fellows.

15

QUADRANTS AND HALVES

Some Encounters might require the **Play Area** to be divided into **Quadrants**. To do this, trace a line from the centre of each **Edge** to the centre of the opposite Edge. This divides the Play Area into four Quadrants, as shown below.

Other Encounters might require the Play Area to be divided into **Halves**. Unless otherwise specified, one Half comprises the two Quadrants in contact with one **Controlled Edge,** and the other Half comprises the other two Quadrants. The Half closest to an Admiral's Edge is referred to as that **Admiral's Half**.

The **Centre** of the Play Area is the point where all four Quadrants meet.

First Admiral's Edge

Quadrant 1
(First Admiral's Half)

Quadrant 2
(First Admiral's Half)

CENTRE

Quadrant 3
(Second Admiral's Half)

Quadrant 4
(Second Admiral's Half)

Second Admiral's Edge

SAND BANK
MASS 1

SAND BANK
MASS 0

TERRAIN FEATURES

While a battle across the open water can be thrilling, the addition of Terrain Features[1] provides a greater variety of strategic opportunities.

When setting up the Play Area, the Admirals should agree on a **Mass** rating for each Terrain Feature, indicating how much it will obscure any attacks made across it. A Terrain Feature's Mass should roughly correspond to the Mass ratings of similarly-sized models.

The image below shows some suggested Mass ratings for Terrain Features. Mass 0 can be used for Terrain Features which do not Block Visibility[2], such as sand banks or reefs.

ICEBERG MASS 3

ICEBERG MASS 5

ICEBERG MASS 2

ISLAND MASS 3

ICEBERG MASS 1

ISLAND MASS 2

ISLAND MASS 4

ISLAND MASS 1

HMCS TILLOCH GALT MASS 6

VICTORY & DEFEAT

During a game of *Dystopian Wars*, each Admiral has a number of opportunities to score **Victory Points**. The Admiral who scores the most Victory Points over the course of a game is declared the winner.

SCORING VICTORY POINTS

There are three main ways in which an Admiral can score Victory Points:

COMPLETING OBJECTIVES

Each **Encounter** has a set of **Objectives**. When an Admiral completes an Objective, they score a number of Victory Points. Some Objectives can only be completed once, while others can be completed multiple times.

CRIPPLING ENEMY MODELS

When a model suffers enough **Damage**, it becomes **Crippled**[1]. When this occurs, the opposing Admiral scores Victory Points equal to the model's **Victory Points Rating**[2].

CLAIMING MINOR VICTORIES

Each Admiral has a hand of **Victory & Valour Cards**[3]. They can play these cards to claim **Minor Victories**, each scoring a small number of Victory Points.

ENDING A GAME

A game lasts for five **Rounds,** unless the Encounter specifically states otherwise.

At the end of the fifth Round, the Admiral who has scored the most Victory Points is declared the **Victor**. If the Victor's score is at least double their opponent's score, they claim a **Devastating Victory**.

If both Admirals have the same score, the game ends in a **Stalemate,** with no Victor declared.

DESIGNERS' NOTE

FIGHT WITH HONOUR

Dystopian Wars is a complicated game with many overlapping rules and systems. It also features a necessary degree of imprecision. Ask a dozen players to each have a go at moving a model 6" forwards, and it's likely to end up in twelve slightly different places!

Should an ambiguous situation arise, you should do your best to decide how it should be resolved, applying common sense as needed. Move the game along (flip a coin, if you have to) and save the lengthy debates for after the smoke has cleared. If you later come to realise that you made the wrong call... well, that's as good an excuse as any for a rematch.

Finally, and most importantly, remember that the only conflict should be taking place between the units on the battlefield. Play in the spirit of friendly competition, and commit yourself to ensuring that your opponent has as much fun as possible. If you forget to do this, you've already lost the game - even if you score more Victory Points than your opponent.

The engineering power of the Enlightened is exemplified by their saucer flyers. Some observers have described it as more like magic.

Victory Heavy Carrier (Crown)

DYSTOPIAN WARS

MODELS AND UNITS

*In a game of Dystopian Wars, each **Admiral** commands a **Force** made up of detailed plastic miniatures, referred to as **models**.*

UNDERSTANDING MODELS

A model might represent a mighty Battleship, a nimble Rotorcraft, a wading Colossus or something even more esoteric. Regardless of what they represent, the following principles apply to all models.

CENTRE POINT

Each model has a **Centre Point**. This can be identified by imagining a pair of imaginary lines splitting the model into equal halves from bow to stern , and from port to starboard. The Centre Point is at the intersection of these lines.

Sometimes, a model's bow, stern and/or Centre Point can be ambiguous. Whenever this is the case, both Admirals should agree on the locations of these reference points before deployment.

CENTRE POINT

ARCS

Each model has four 90° **Arcs**, as shown in the diagram to the right, radiating out from the model's Centre Point.

When determining which Arc another entity (such as a model, **Terrain Feature**[1] or **Marker**) is in, trace an imaginary line from the model's Centre Point to the Centre Point of the other entity. The direction of that line, with reference to the diagram (right), will determine which Arc the other entity is in.
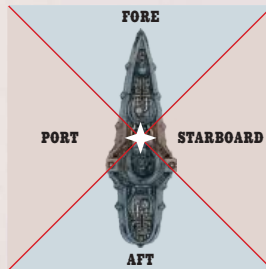
If the other entity is exactly on the line between two Arcs, the model's Admiral can choose which one it counts as being in.

FORE

PORT · **STARBOARD**

AFT

DESIGNERS' NOTE

THOSE AREN'T MODELS!

*There are several things in Dystopian Wars that look like models, but which aren't models. **Short Range Squadrons**[2], **Escorts**[3], and **Landing Parties** are **Tokens**, while **Minefields**, **Strategic Objectives**, and **Wrecks**[4] are **Markers**. These are not models and the following principles do not apply to them.*

DESIGNERS' NOTE

CHECKING ARCS

*Two segments of the Range Ruler (found on the **Measuring Tools and Objectives** sprue) can be set to a 90° angle by aligning the two protrusions, as shown. This can be helpful when visualising a model's Arcs.*
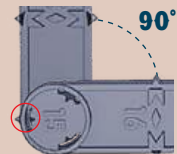
90°

MEASURING DISTANCES

All distances in *Dystopian Wars* are measured in inches ("). Any vertical distances are ignored; in effect, the Play Area is treated as a flat horizontal plane. Admirals are free to measure distances at any time, and without restriction.

When measuring a distance between two models, **Markers** or **Terrain Features**[1], measure between the closest points of each - including the base, if the model has one.

If a rule requires a model to be " within"a certain distance of a specific point, only the closest part of the model needs to be within this distance. However, if a rule requires a model to be **"entirely within"** a certain distance, every part of the model must be within this distance.

ATTACK RANGES

When a unit makes an **Attack action**[2], it is important to know how far the **Target Model** is from each model that is **Participating** in the attack, as the effectiveness of a model's weapons will often vary depending on the distance to the target.

Distances are divided into three **Range Bands**: **Close**, **Standard** and **Extreme**. Measure the distance between the Target Model and each Participating model to determine the Range Band.

UP TO 10"	10" - 30"	MORE THAN 30"
CLOSE RANGE	STANDARD RANGE	EXTREME RANGE

If the distance to the Target Model falls exactly between two Range Bands (i.e. it is exactly 10" or 30" away), the active Admiral can choose which one applies.

30"+ (EXTREME RANGE)
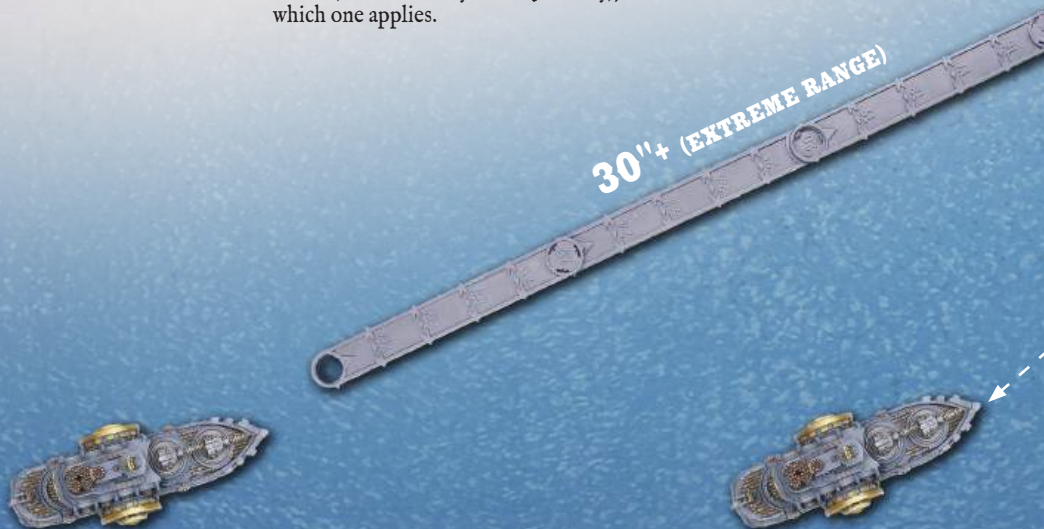
PROXIMITY

Whenever two models with the *Surface* Trait are within **2"** of each other, both models are considered to be within **Proximity** of each other.

A model with the *Airborne* or *Underwater* Trait is never considered to be within Proximity of another model, and vice versa.

Similarly, whenever a *Surface* or *Underwater* model is within **2"** of a **Terrain Feature** or Marker, the Model and the Terrain Feature or Marker are considered to be within Proximity of each other.

Proximity is always mutual; if Model A is within Proximity of Model B, Model B is also within Proximity of Model A.
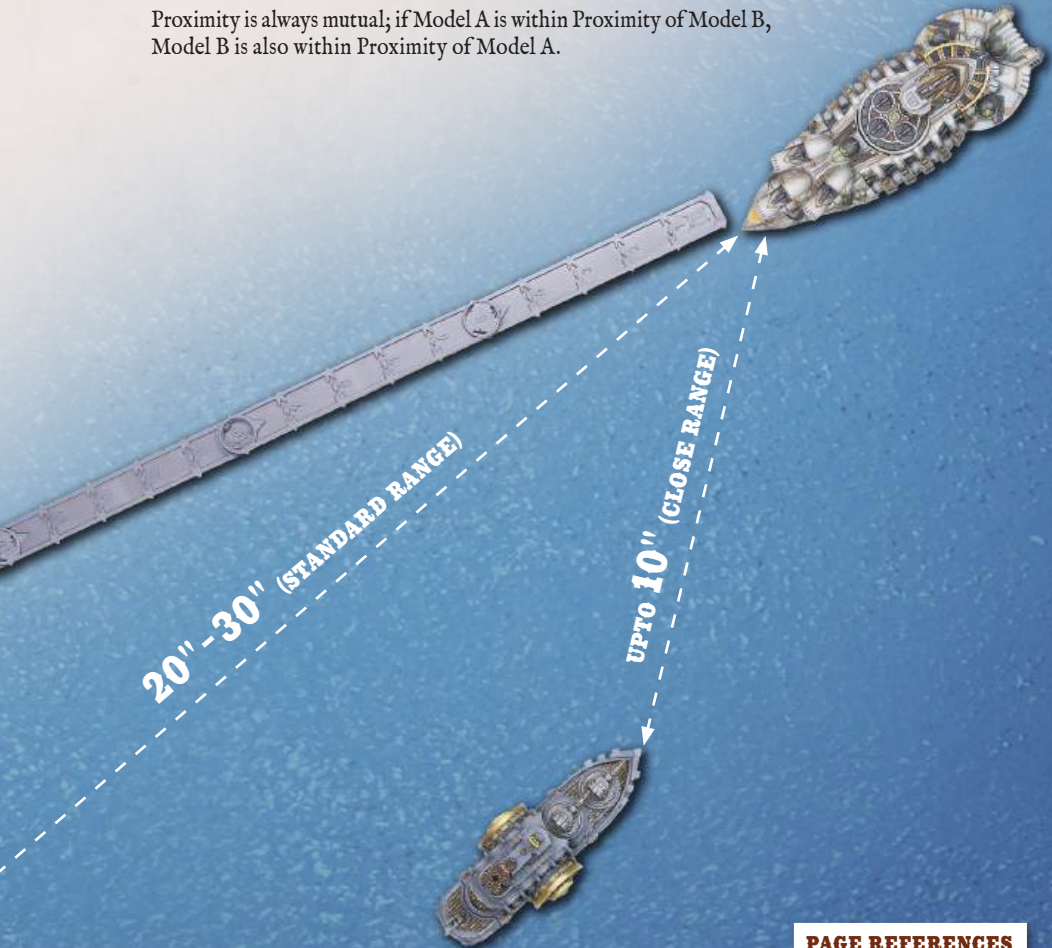
20"-30" (STANDARD RANGE)

UP TO 10" (CLOSE RANGE)

UNDERSTANDING UNITS

Models in *Dystopian Wars* are grouped into **Units**. Some units contain a single model, while others can have multiple models which move and attack at the same time.

The following principles apply to all units.

UNIT COHERENCY

The models in a unit operate together during a game, and are most effective when they stay close to each other. This is represented by **Unit Coherency**.

A unit is **In Coherency** as long as all of its models are in a single **Formation**, as described below. If the models in a unit are in two or more distinct Formations, the unit is **Out of Coherency**, and will be at a disadvantage (as described later in the rules).

A unit that consists of only a single model (because it started the game that way, or because it is the last surviving model of its unit) is always In Coherency.

FORMATIONS

A Formation is a group of models where every model in the group is within **4"** of at least one other model in the group. If there are any gaps of more than **4"** in the group, it is split into multiple Formations, and the unit is Out of Coherency.

The Empire vessels demonstrate their versatility with flame projectors, paddlewheels, and landing craft.

For example, in both of these units of cruisers (figs. A and B), all of the models are in a single Formation. This means that both units are In Coherency.
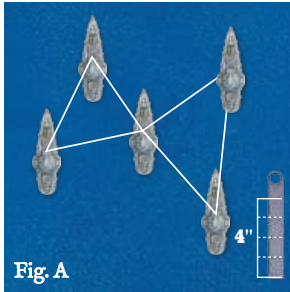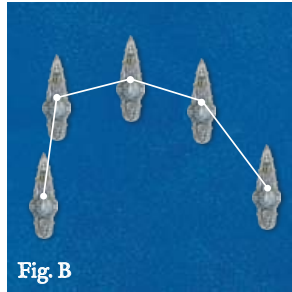
Fig. A

Fig. B

The first unit shown below (fig. C) is in two distinct Formations - a group of three models and a group of two models, with more than 4" between the two groups. The second unit (fig. D) is in three distinct Formations - a group of three models and two groups of one model each.
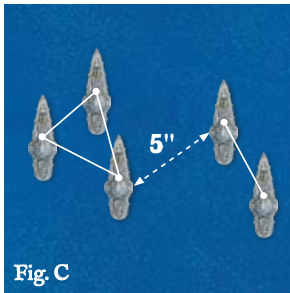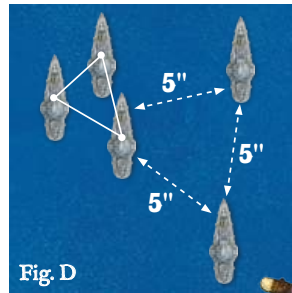
Both of these units are Out of Coherency.

Fig. C

Fig. D

Admiral Aki
Fujiwara

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UNIT PROFILES

Each unit available to a Faction has a **Unit Profile** entry in the Faction's **ORBAT**. A profile lists all of the information that is necessary to use that unit in a game.

Key Information

Attributes
Properties
Arc Diagram

Weapons

Hardpoint Options

Victory Point Rating

Faction Banner

Class

Traits

Model Count

Points Cost

KEY INFORMATION

The top of the Unit Profile bears a banner which indicates the **Faction** that the unit belongs to, as well as its **Class** - a unique identifying name for this unit type.

It also shows the unit's **Traits**. These are keywords which can be referred to by other rules. The first Trait listed always indicates the unit's Faction, and each unit will also have one **Positional Trait**[1] (either *Airborne*, *Surface* or *Underwater*), which indicates its position relative to sea level.

At the top-right of the profile is the unit's **Victory Points Rating**. This shows how many **Victory Points** the opponent can score for **Crippling**[2] a model from this unit.

Below this is the unit's **Model Count,** i.e. how many models are in the unit. Some units have a fixed model count, while others have a variable model count which is determined during **Force Selection**[3].

Beneath Model Count is the unit's **Points Cost** per model, which is used when creating a Force.

ATTRIBUTES

Each unit profile shows ten **Attribute** ratings. These ratings define the characteristics of each model in the game.

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	3	5	4	10	3	2	3	8

ATTRIBUTE MODIFIERS

Some rules apply **Modifiers** to Attribute ratings, increasing or decreasing them by a given value. Modifiers are always temporary unless a rule specifically states otherwise. Most modifiers increase or decrease an Attribute by a fixed amount, while others multiply (or divide) an Attribute. An Attribute can never be reduced below **0**.

If an Attribute would be multiplied more than once, only the largest multiplier is applied. Then, after any multiplier has been resolved, any fixed modifiers are applied.

If an Attribute is halved, it is always rounded up to the nearest whole number.

Some Attributes have other rules for how they can be modified, as described below.

MASS (MAS)

Mass is a measure of the model's overall size and scale, and is used when the model **Obscures⁴** Visibility or is involved in a **Collision⁵**.

SPEED (SPD)

A model's **Speed** is given as two ratings - a **Minimum Speed** and a **Maximum Speed**. Both ratings are given in inches (").

When a model moves during its Activation, it must move at least as many inches as its Minimum Speed, and cannot move any further than its Maximum Speed.

A model's Maximum Speed rating cannot be Modified to be lower than its Minimum Speed rating, and its Minimum Speed rating cannot be Modified to be higher than its Maximum Speed rating.

Legends of the Crown; the HMS Tilloch Galt and The Nautilus are recognised from sea to shining sea.
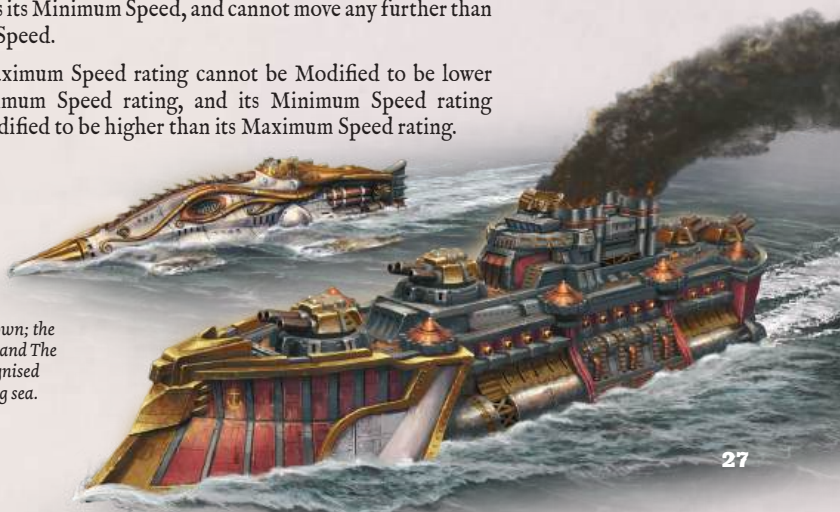
TURN LIMIT (TRN)

Models must generally move forwards, with a limited capacity to **Come About**[1]. When a model does so, the maximum amount by which it can change its heading is defined by its **Turn Limit**.

A model's Turn Limit rating cannot be modified below **1** or above **4**.

DEFENCES (DEF)

A model's **Defences** rating is a measure of its defensive capabilities. This is a catch-all category for various defensive methods that can repel enemy fire and deter boarding parties, from defensive batteries and deck guns, to shield generators and other esoteric technology.

ARMOUR (ARM)

Armour is a measure of a model's sheer physical resilience, and is used when it is targeted by an **Attack action**[2].

A model's Armour rating cannot be modified below **1**.

HULL (HUL)

A model's **Hull** rating determines how many points of **Damage**[3] it can suffer before it is **Crippled**[4].

ACTION LIMIT (ACT)

During the Action Step of a model's Activation, it can make a number of Actions equal to its **Action Limit** rating.

A model's Action Limit rating cannot be modified below **1**.

BROADSIDES (BRD)

A model's **Broadside** rating determines the damage output of its flank batteries, which are used when it makes a **Broadside action**[5].

REPAIR (REP)

When a unit makes a **Maintenance action**[6], each model's Repair rating determines how many **Action Dice** are rolled for it.

CREW (CRW)

A model's **Crew** rating represents the discipline and morale of those aboard. It is used when making **Crew Checks**[7] and when the model is targeted by a **Boarding**[6] action.

PROPERTIES & SYSTEMS

PROPERTIES	SYSTEMS
Ramming Ship (4)	Boosted Propulsion (1"), Guardian Generator (1)

A **Property** is a special rule that applies to the models in a unit, and defines ways in which those models can bend or break the standard rules of the game. Properties are always in effect, unless a rule specifically says otherwise.

A **System** is a specific type of Property which can be negated by certain other rules - for example, a *System Failure* Critical Damage[9] **Effect**. They are still treated as Properties, so any rules that affect Properties also affect Systems.

A unit profile lists the names of all Properties and Systems that apply to the unit. The full rules text for all Properties and Systems can be found in the *Dystopian Wars Rules Glossary*, which can be downloaded from the *Dystopian Wars* website.

UNIT BENEFITS

Some Properties and Systems provide a **Unit Benefit**. A Unit Benefit is applied to all models in the unit, not just the model with the Property or System. If the unit is Out of Coherency[10], the Unit Benefit only applies to models that are in the same **Formation** as the model with the Property or System.

Unless otherwise stated, a Unit Benefit is not improved by having more than one model with that Property or System in the unit.

GENERATORS

Some Systems are **Generators**, as noted in their rules. A Generator is treated like any other System, but some rules might affect models differently if they have one or more Generators.

The Union will take every opportunity to expand their territory, whether by sea or by air.
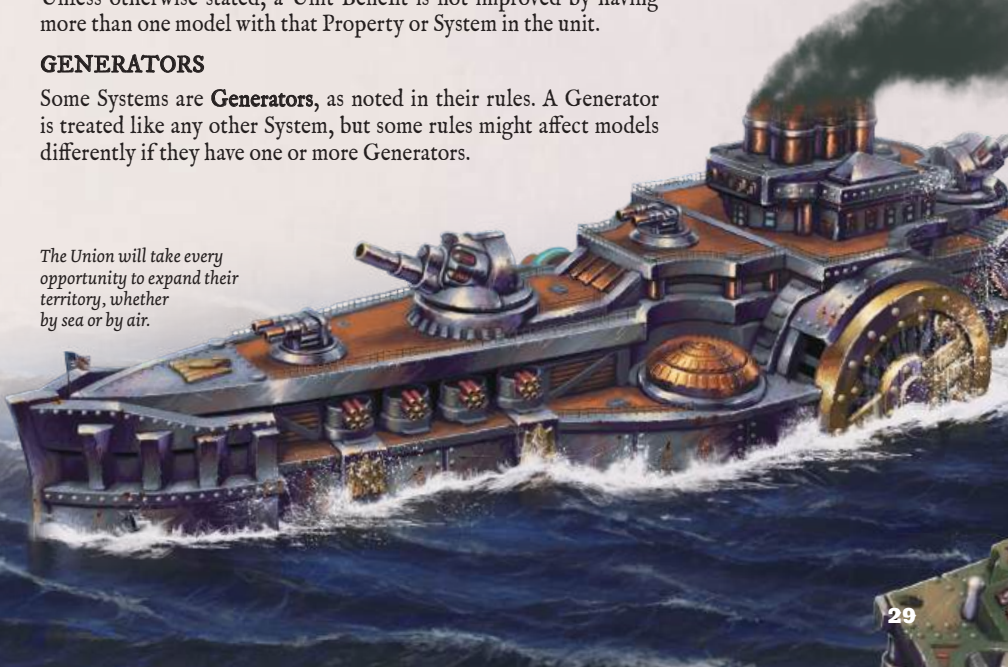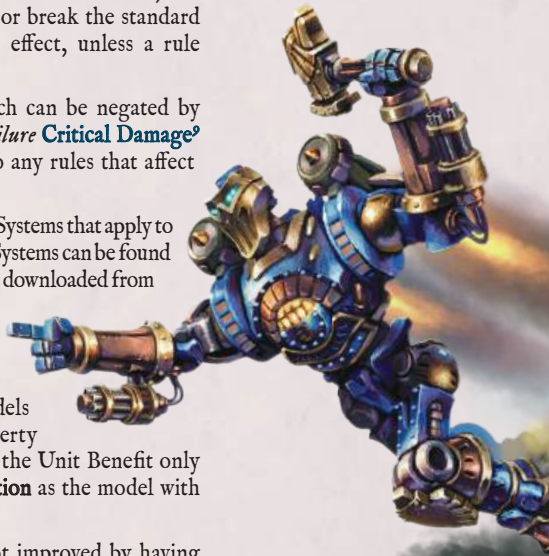
WEAPONS

Each unit in *Dystopian Wars* - with perhaps a small number of exceptions - is armed with one or more **Weapons**, which can contribute to any **Attack action**[1] the unit makes.

WEAPON GRIDS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (W), Torpedo
Heavy Gun Battery	FPS	4	9	-	-
Heavy Gun Battery	PSA	4	9	-	-
Light Gun Battery	FPS	3	5	-	-

A **Unit Profile**[2] contains one or more **Weapon Grids**, each of which displays the following information about the unit's weapons.

HARDPOINT ICON

Some weapons are marked with a **Hardpoint Icon** (**Heavy**, **Light** or **Special**), indicating that they are **Hardpoint Weapons**. When selecting their Force, an Admiral can choose to switch out any of their Hardpoint Weapons, replacing them with alternatives from the **Hardpoint Options** grid.

[H] Heavy Hardpoint   **[L]** Light Hardpoint   **[S]** Special Hardpoint

WEAPON NAME

This shows the name of the weapon.

TARGETING ARCS

This lists which of the model's **Arcs**[3] the weapon can fire into - **Fore (F)**, **Port (P)**, **Starboard (S)** or **Aft (A)**. These are the weapon's **Targeting Arcs**. An Arc Reference diagram (as shown below) is included on each Profile, as a reminder of a model's Arcs.

When the unit makes an Attack, this weapon can be used as long as the target is in one of its listed Targeting Arcs.

*For example, the Torpedo Tubes shown above can be used in an attack if the target is in the model's **Fore** arc.*

FIREPOWER

This shows the number of **Action Dice** that the weapon contributes to an Attack. It shows three ratings - the first is used if the target is at **Close Range**[4], the second is used if the target is at **Standard Range**[4] and the third is used if the target is at **Extreme Range**[4].

QUALITIES

This section lists the names of any **Qualities** - special rules that apply when this weapon is used in an Attack. As with **Properties**[5], the full text for all Qualities can be found in the *Dystopian Wars Rules Glossary*.

A Colossus bursting from the waves is always a surprise. Whether it is a welcome or unwelcome one depends upon whose colours it flies.

HARDPOINT OPTIONS

When adding a unit to their **Force¹**, an Admiral can choose to replace one or more of the **Hardpoint Weapons** on any model with a weapon from the unit's **Hardpoint Options²** grid. The replacement weapon must have the same Hardpoint Icon - **Heavy**, **Light** or **Special** - as the weapon it is replacing.

Unless a unit profile states otherwise, replacing a Hardpoint Weapon does not affect a model's **Point Cost**, and the new weapon uses the same **Targeting Arcs³** as the one it has replaced. (For this reason, the Hardpoint Options grid does not show any Targeting Arcs.)

In this example, this Class has two Heavy Gun Batteries (Heavy Hardpoints) and two Light Gun Batteries (Light Hardpoints). The Admiral adds a unit of two models to their Force. For the first model, they replace both Heavy Gun Batteries with Heavy Rocket Batteries, and both Light Gun Batteries with Light Rocket Batteries. For the second model, they leave the Gun Batteries as they are, but they replace one Heavy Gun Battery with a Heavy Swift Torpedo Pod, and the other with Majestic Cannons.

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Torpedo Salvo	F	5	5	5	**Submerged**, Breach (W), Torpedo
Heavy Gun Battery	FPS	6	9	-	-
Heavy Gun Battery	PSA	6	9	-	-
Light Gun Battery	FPS	3	5	-	-

HARDPOINT OPTIONS					
Heavy Rocket Battery		-	1	-	Barrage
Heavy Swift Torpedo Turret		5	5	5	**Submerged**, Piercing (W), Torpedo
Light Rocket Battery		-	5	-	Barrage
Light Swift Torpedo Turret		3	3	3	**Submerged**, Piercing (W), Torpedo

Dear Diary,

Called at Admiral House again and was rebuffed. Apparently, a position 'suitable for my talents' has not yet become available and I should await word before calling again. Don't these imbeciles know who I am? I am the hero of Cape Horn! I should be the one stalling the crowds of petitioners, not cooling my heels like some jumped-up parvenu.

Ah well, tea tonight with Lady Adrastea.

She has been greatly supportive and believes I have potential. Perhaps she can help me get through to these morons in the Admiralty.

Admiral Bamforth

GENERATOR HARDPOINTS

Many units have the option to equip one or more models with a **Generator Hardpoint**.

A Generator Hardpoint replaces one of the model's Heavy Hardpoint Weapons, but grants the model the relevant System. The Admiral can choose which Heavy Hardpoint is replaced.

Unless otherwise stated, a model cannot have more than one Generator Hardpoint.

Multiple Generator Hardpoints can be found in most kits, giving you the option to outfit your models in a wide variety of ways.
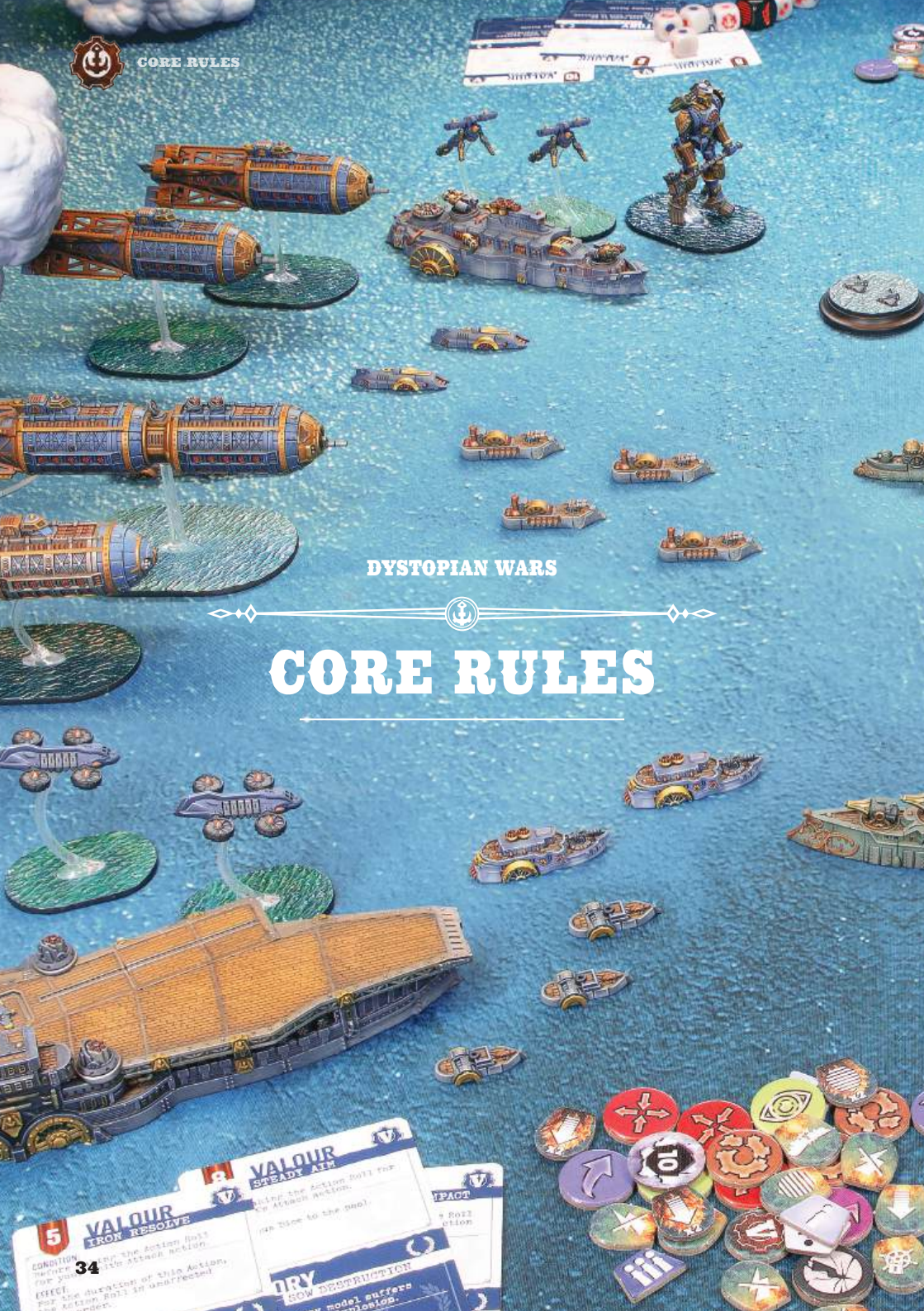
An Avalon Sky Fortress is a perfect way for the Crown to extend their reach.

DYSTOPIAN WARS

CORE RULES

DESIGNERS' NOTE

CORE VS ADVANCED RULES

This section contains the Core Rules for playing a basic game of Dystopian Wars. Some of the more complex rules have been split off into the **Advanced Rules** section, which starts on **page 76**.

If this is your first time playing Dystopian Wars, we recommend ignoring the Advanced Rules for now, and playing a game or two using only the Core Rules. You'll still find a fun, engaging game with plenty of interesting tactical decisions to make!

Some Advanced Rules are mentioned briefly in the Core Rules, so that they can be easily found when playing the full game. These rules will be clearly labelled, and can be ignored when playing a game with the Core Rules only.

Image: Mighty fleets of the Union and Alliance join battle, with colossi, dirigibles and more.

*Ketos Myriapoda Colossus
Automata (Enlightened)*

DYSTOPIAN WARS

GAMEPLAY PRINCIPLES

This section lists a set of basic principles which apply during a game of Dystopian Wars.

INITIATIVE

At the start of each game, one Admiral gains the **Initiative**. This is marked by placing the **Initiative Dial** next to their **Victory & Valour**[1] deck.

The Initiative can change hands multiple times during a game. While an Admiral has the Initiative, they are the **First Admiral** and their opponent is the **Second Admiral**. As soon as the Initiative changes hands, the First Admiral becomes the Second Admiral, and vice versa.

TURN ORDER

Many rules require the Admirals to act in **Turn Order**.

Whenever this is required, the First Admiral acts first, then the Second Admiral. This continues back and forth until one Admiral does not wish to act, or is for any reason unable to act, at which point the other Admiral completes any remaining actions that they wish to make.

*For example, in the **Activation Phase**[2] of the **Round**, Admirals take turns, Activating their units in Turn Order.*

*The First Admiral **Activates** a unit, then the Second Admiral, then the First Admiral again. Each unit can be Activated only once per Round, so eventually an Admiral will run out of units. When this happens, they do not take any more turns, and the opposing Admiral Activates their remaining units, one at a time, until they too run out of units and the Round ends.*

Lord Laud
Bagayogo

VISIBILITY

When a unit makes an **Attack action**[1], models can only **Participate**[2] in the action if the target is **Visible** to them. Some other rules might also require one model to be Visible to another.

Visibility is not always mutual; it is possible for Model A to be Visible to Model B, without the opposite being true.

CHECKING VISIBILITY

To check Visibility from an active model to a **Target**[3] model, the Admiral must trace a straight line from the **Centre Point**[4] of the active model. This line cannot cross a model or **Terrain Feature**[5] whose **Mass** is equal to or greater than the Target's Mass.

If a line can be traced to *any* part of the Target model (including its base, if it has one), then the target is Visible. Otherwise, Visibility to the Target is **Blocked**.

In the first example (fig. A), the Hypatia Generator Ship (Mass 5) is attempting to attack the Rurik Frigate (Mass 1). A line cannot be drawn from the Hypatia's Centre Point to any part of the Rurik without passing through the Kutsov Cruiser (Mass 3); as the Kutsov's Mass is higher than the Rurik's, the Rurik is not Visible.

Fig. A

Mass 5

Mass 3

Mass 1
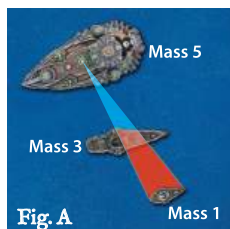
The second example (fig. B) is similar, but the Kutsov Cruiser is in a slightly different position, meaning that a line can be drawn from the Hypatia's Centre Point to a point on the Rurik without passing through the Kutsov. This means that the Rurik is Visible to the Hypatia.

Fig. B

Mass 5

Mass 3

Mass 1
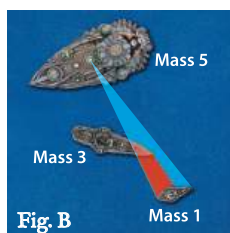
In the third example (fig. C), the Hypatia is attempting to attack the Kutsov Cruiser. A line cannot be drawn from the Hypatia's Centre Point to any part of the Kutsov without passing through one of the Rurik Frigates; however, as the Ruriks have a lower Mass than the Kutsov, it is still Visible to the Hypatia.

Fig. C

Mass 5

Mass 1

Mass 3
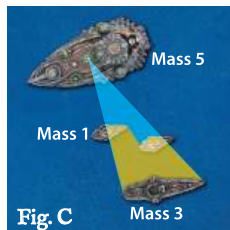
OBSCURED TARGETS

Once it has been established that the target is Visible, the opposing Admiral then checks to see whether the active model's Visibility is **Obscured**.

Visibility is Obscured if it is not possible to trace a straight line from the Centre Point of the active model to *every part* of the Target model without passing through at least one other model or Terrain Feature. These other models or Terrain Features are Obscuring the active model's Visibility.

When a model is Participating in an **Attack** action, and its Visibility is Obscured, the opposing Admiral adds **Bonus Dice** to their **Resistance Pool[6]** equal to the Mass of the largest Obscuring model or Terrain Feature, making the attack less effective. The opposing Admiral does this for every Participating model whose Visibility is Obscured.

Looking at the second example, overleaf (fig. B), the Rurik is Visible to the Hypatia, but its Visibility is Obscured by the Kutsov. As the Kutsov has a Mass of 3, the opposing player would add 3 dice to their Resistance Roll.

In the third example on (fig. C), the Rurik Freighters are obscuring the Hypatia's Visibility. Even though there are two of them, only the single largest model is used to determine how many dice are added to the Resistance Pool; each Frigate has a Mass of 1, so 1 die is added.

In the example below (fig. D), a unit of three Rurik Frigates is attacking the lone Merian Automata Frigate. One Rurik has clear Visibility, as a

Fig. D

line can be traced from its Centre Point to every point of the Merian without passing through any other models. However, each of the other two Ruriks have their Visibility Obscured by a Kutsov Cruiser (Mass 3). This adds a total of 6 dice to the Resistance Pool - 3 for each Rurik whose Visibility is Obscured.
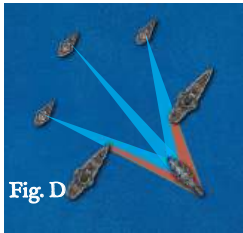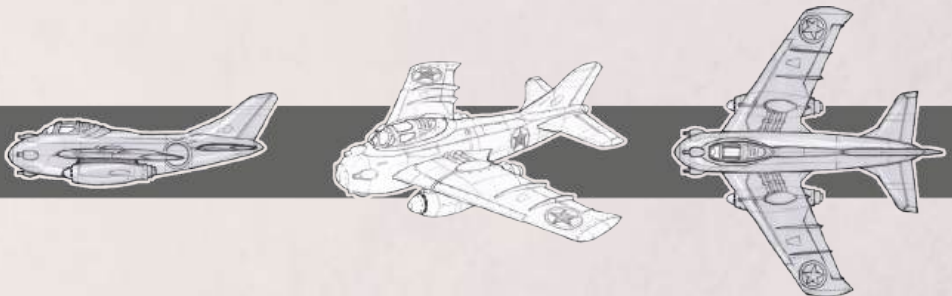
DESIGNERS' NOTE

Attack actions, Resistance Pools and Bonus Dice are explained later in the rules, so don't worry about trying to understand this page yet! You might find it useful to come back and review the rules for Obscured Targets, and the example presented here, once you've finished reading the Core Rules.

MOVING MODELS

Careful positioning and manoeuvring is a key part of *Dystopian Wars*, so movement is very important during a game. The following rules apply whenever an Admiral moves a model.

DIRECTION OF TRAVEL

A model must always move directly forwards unless a rule specifically allows it to do otherwise. Imagine a straight line running from the model's Bow to its Stern - when it moves, it must move forwards along this line, without changing its facing.

Some **Properties or Systems[2]** might allow a model to move using a different **Direction of Travel**, usually within a specific **Arc[3]**. When this is the case, imagine a straight line running out from the model's **Centre Point** within the specified Arc. The model moves along this line, without changing its facing.

In this example, the Kutsov Cruiser (on the left) is moving directly forwards. The Charlemagne Cruiser (on the right) is moving within its **Starboard Arc**.
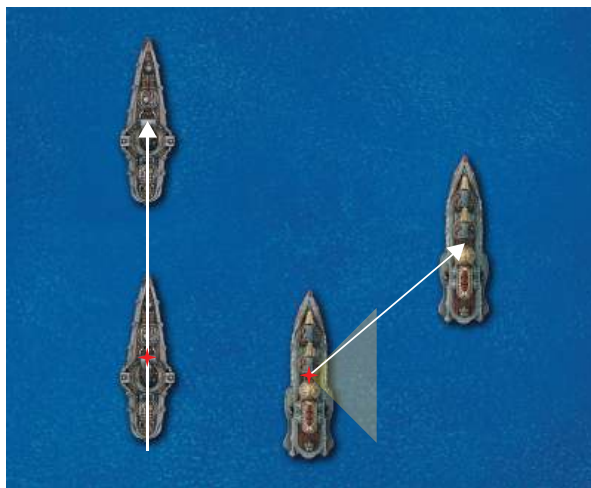
MOVEMENT DISTANCE

When a model moves, it must move *at least* as far as its **Minimum Speed[4]** rating, and cannot move any further than its **Maximum Speed[4]** rating. It cannot **Come About** (see overleaf) until it has moved at least its Minimum Speed.

The distance a model moves is measured to and from its Centre Point.

COMING ABOUT

A model can change its heading by **Coming About**. Each model can normally Come About once during its move, and cannot Come About until it has moved its **Minimum Speed**; otherwise, it can be done at any point during the model's move.

When a model Comes About, its Admiral places a **Turning Template** to the left or right of the model. The diagram below shows a model Coming About to starboard, so the template is placed to its right.
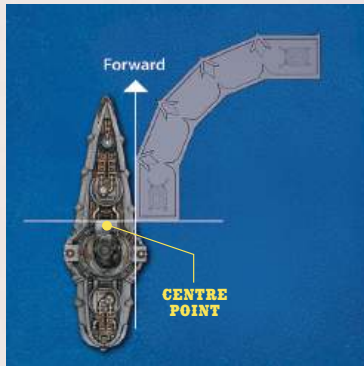
The template must be placed in contact with the model, so that the Navigation Mark at one end is level with the model's **Centre Point**, and the first **Segment** is closer to the front of the model.
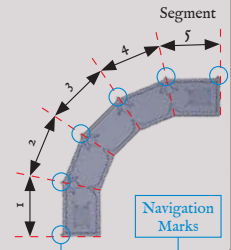
Then, the Admiral moves the model forwards to the end of the first **Segment**, then rotates it to align with the next Segment. They can repeat this a number of times up to the model's **Turn Limit** rating, with each Segment costing 1" of movement.
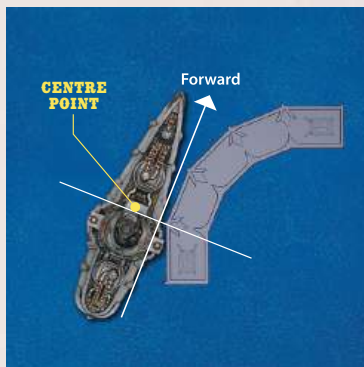
If the Admiral wishes, they can make a smaller rotation; if they do so, the Turning Template should be realigned with the ship before the model continues to Come About.

ADDITIONAL MANOEUVRES

Some rules, such as **Emergency Manoeuvres**[1], allow a model to make **Additional Manoeuvres**. Each Additional Manoeuvre allows the model to **Come About**[2] again, even if it has already done so during the move. For example, a model which is allowed to make two Additional Manoeuvres can Come About three times during its move.

OTHER MODELS AND TERRAIN FEATURES

If a *Surface* model moves into another *Surface* model that is not in the same unit, its move immediately ends and a **Collision**[4] is resolved. A *Surface* model can move through another model in its unit without provoking a Collision, as long as they are not in contact at the end of the move. If this would be the case, a Collision is resolved as though they were not in the same unit.

In addition, if a *Surface* or *Underwater* model moves into a **Terrain Feature**[5], its move immediately ends and a Collision is resolved.

Some rules allow a model to **Pass Through** other models as it moves. If it ends its move overlapping another model, it continues to move directly forwards until it is not in contact with any models. It then gains 1 level of **Disorder**[6]. If this causes the model to end its move overlapping a Terrain Feature, it is immediately **Destroyed**.

The squidlike Colossi of the Empire make short work of the Imperium's Arminius frigates, crushing their hulls and dragging them beneath the waves.

RESOLVING A COLLISION

In a Collision, the moving model immediately gains **1** level of Disorder. If it has Collided with another model, that model also gains **1** level of Disorder unless its **Mass** rating is higher than the moving model's Mass.

If the moving model has Collided with a Terrain Feature, or with a model whose Mass is greater than its own, its Admiral rolls a number of **Action Dice** equal to the moving model's Mass. The moving model suffers **1 Damage**[7] for each **Strike**[8] (of any kind) that they roll.

In its next Activation, a model that has been involved in a Collision might not be able to move forwards without another Collision occurring. This can usually be avoided by making a **Full Reverse**[9] to move backwards instead.

RAMMING

When a moving model Collides with an enemy model after moving at least **3"**, and the point of contact is in the moving model's **Fore arc**[10], the active Admiral can declare a **Ram**[11].

ROLLING DICE

Dystopian Wars uses two types of six-sided dice: **Action Dice** and **Critical Damage Dice**. Each of the six faces on each die has a unique icon, as summarised in this table:

Action Dice	Blank	Standard Counter	Heavy Counter	Standard Strike	Heavy Strike	Exploding Strike
Critical Damage Dice	Breach	Structural Failure	Hazard	Shredded Defences	Navigation Lock	System Failure
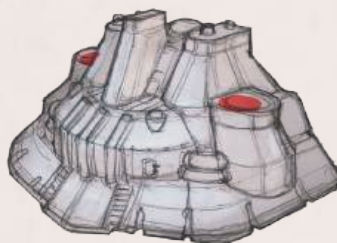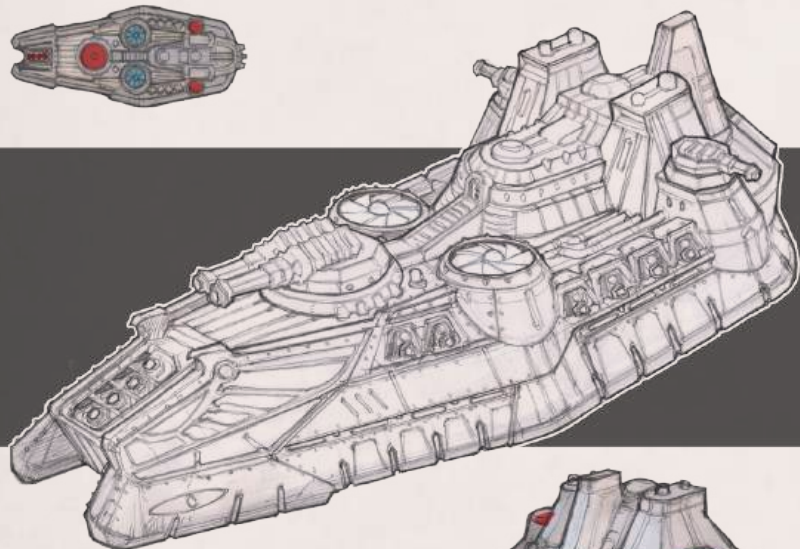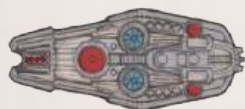
Whenever a rule refers to **"All Strikes"**, **"any Strikes"**, or just **"Strikes"** this should be read as **"all Standard Strikes, Heavy Strikes and Exploding Strikes"**. Similarly, whenever a rule refers to **"All Counters"**, this means **"all Standard Counters and Heavy Counters."**

MODIFYING DICE ROLLS

Some rules allow an Admiral to **Re-roll** or **Convert** dice after they have been rolled.

RE-ROLLING DICE

To Re-roll a die, the Admiral picks it up and rolls it again.

All Re-rolls for a given roll must be resolved at the same time. For example, an Admiral could not use a rule to re-roll all **Standard Counters** in a roll, then use another rule to re-roll all **Blanks**. They could, however, use both rules at the same time, to re-roll all **Standard Counters** and **Blanks** at once.

CONVERTING DICE

To Convert a die, the Admiral picks it up and turns it over so that it shows the intended icon.

Once a die has been Converted, it cannot be Converted again in the same roll. For example, an Admiral could not use one rule to convert **Blank** results to **Standard Strikes**, then another one to convert **Standard Strikes** to **Heavy Strikes**.

If multiple rules would cause a die to be Converted in more than one way, the Admiral who rolled the die can decide which one takes precedence.

Admiral
Khepri Khalifa

MAKING AN ACTION ROLL

Action Dice are most commonly used to make an **Action Roll,** where an Admiral rolls a number of dice (referred to as a **Pool**) to determine the outcome of an Action. In many cases, the opposing Admiral will make a **Resistance Roll** at the same time, hoping to reduce the effectiveness of the Action Roll.

Rules that call for an Action Roll will be accompanied by an **Action Roll Chart**, which provides the following information:

Action Pool	This box shows how many dice are rolled by the active Admiral.
Resistance Pool	This box shows how many dice are rolled by the opposing Admiral. If the Action Roll in question does not allow a Resistance Roll, this box will be omitted.
Success Threshold	This box shows a value that will be used to determine how many **Successes** have been scored.

Whenever an Action Roll is required, follow these stages in order:

1) ROLL THE DICE POOL(S)

The active Admiral rolls a number of Action Dice as indicated by the Action Pool section of the chart. If there is a Resistance Roll, the opposing Admiral also rolls a number of dice as noted in the Resistance Pool section of the chart.

Either section may refer to **Bonus Dice**. These are dice that are added to the pool as long as the listed condition(s) for them are met.

If a rule (such as a **Valour Effect**[1]) allows an Admiral to add dice to their pool, this must be declared *before* any dice are rolled.

2) RESOLVE EXPLODING STRIKES

The active Admiral counts the number of dice in the Action Roll showing **Exploding Strike** results, then gathers that many additional Action Dice and rolls them to add to the Action Roll.

Any of these additional Action Dice that score an **Exploding Strike** allows another Action Die to be added to the roll, and so on. This continues until no more **Exploding Strikes** are rolled.

*Note that **Exploding Strikes** only apply to the Action Roll, not the Resistance Roll.*

A Union Corsair screams after a pair of Messer Interceptors.

*For example, the Active Admiral has made the Action Roll, scoring 2 **Exploding Strikes** (fig. A). This lets them roll 2 additional Action Dice.*

*Rolling the dice, they score a **Heavy Counter** and another **Exploding Strike** (fig. B). This grants one additional die, so they roll it, scoring a **Heavy Strike** (fig. C). As there are no new **Exploding Strikes**, no more dice are rolled.*
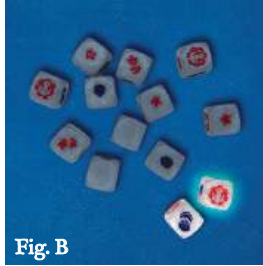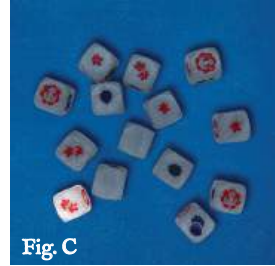

Fig. A

Fig. B

Fig. C

3) RESOLVE RE-ROLLS

Any rules that allow dice in either pool to be **Re-rolled** (such as **Properties**[2] or **Valour Effects**) are resolved now. Dice cannot be Re-rolled at any other stage in the Action Roll, unless specifically stated otherwise.

*Continuing the previous example, the active Admiral plays the **Fortune Smiles** Valour Effect, which allows them to re-roll all **Blanks** in the Action Roll.*

*They pick up both dice that scored a **Blank** result (fig. D), and re-roll them - scoring an **Exploding Strike** and a **Heavy Counter** (Fig. E)*

*Note that, as the Resolve Exploding Dice step has already passed, the **Exploding Strike** does not grant an additional die.*
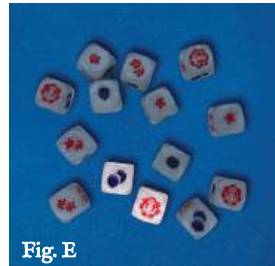

Fig. D

Fig. E

4) COUNT HITS

The active Admiral removes all **Blanks** and all **Counters** from the Action Roll, and tallies their **Hits**. They score **1** Hit for each **Standard Strike**, and **2** Hits for each **Heavy** or **Exploding Strike**.

If there is a Resistance Roll then each **Standard Counter** negates **1** Hit, and each **Heavy Counter** negates **2** Hits. The active Admiral removes dice from the Action Roll to reflect this.

*If necessary, a **Heavy** or **Exploding Strike** can be replaced with a **Standard Strike** to remove a single Hit from the roll - at this point, the icons on the dice do not matter, only the number of Hits scored.*

*The Action Roll (fig. F) shows a total of 17 Hits (4 **Exploding Strikes**, 3 **Heavy Strikes** and 3 **Standard Strikes**).*

*However, the Resistance Roll (fig. G) contains 2 **Standard Counters** and 2 **Heavy Counters**. These will negate a total of 6 Hits.*

*The active Admiral removes 2 **Exploding Strikes** and 2 **Standard Strikes** (6 Hits in total) from the Action Roll, leaving 2 **Exploding Strikes**, 3 **Heavy Strikes**, and 1 **Standard Strike** (fig. H).*

*In total, the Action Roll has scored **11** Hits.*

Fig. F

Fig. G

Fig. H

La Dame Liberte is always an imposing sight, doubly so when firing a thermal lance into the heart of the enemy's formation.

5) RESOLVE OUTCOMES

The active Admiral groups the dice in the Action Roll, so that each group contains a number of Hits equal to the **Success Threshold** (as shown on the **Action Roll Chart**). As in the previous step, only the number of Hits in the roll matters, so a **Heavy** or **Exploding Strike** can be replaced with a pair of **Standard Strikes** if this makes the Hits easier to group.

Each complete group scores a **Success**. Any Hits left over are disregarded without effect.

The Action Roll is resolved according to the rules that called for the roll, with the number of Successes affecting the outcome in some way.

*The Success Threshold for this Action Roll is 4, and the Action Roll contains 2 **Exploding Strikes**, 2 **Heavy Strikes** and 3 **Standard Strikes** (fig. I).*

*The active Admiral groups the dice so that there are 4 Hits in each group (fig. J). There are two complete groups, so the Action Roll has scored 2 Successes. The ungrouped dice (a **Standard Strike** and a **Heavy Strike**) are disregarded.*
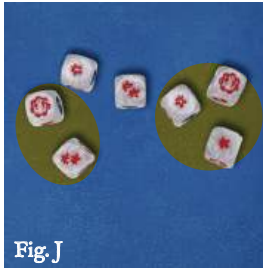

Fig. I

Fig. J

VICTORY & VALOUR CARDS

Each Admiral has their own deck of 54 **Victory & Valour Cards** (sometimes referred to as **V&V Cards**). They will **Draw** cards from their deck to create a **Hand**, and **Play** cards from that Hand at various points during the game. Whenever an Admiral **Discards** a card, they place it in a face-up **Discard Pile** next to their **Deck**.

The content of each Admiral's Discard Pile is open information, and either Admiral can check the cards in their (or their opponent's) Discard Pile at any time.

The cards in an Admiral's hand, however, are hidden from their opponent, and the cards remaining in an Admiral's deck are hidden from both them and their opponent.

Unless a rule specifically states otherwise, each Admiral only ever interacts with the cards in their own deck.

The number of cards in an Admiral's Hand at the start of a Round is determined by the **Engagement Scale[4]**:

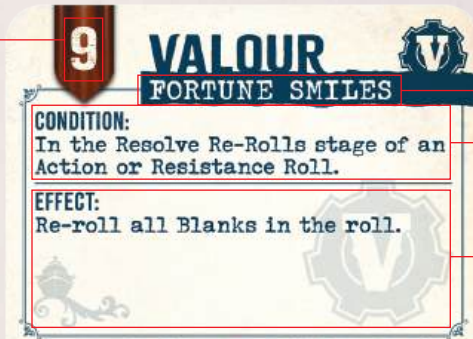| Engagement Scale	Hand Limit
Small Engagement	5
Medium Engagement	6
Large Engagement	7
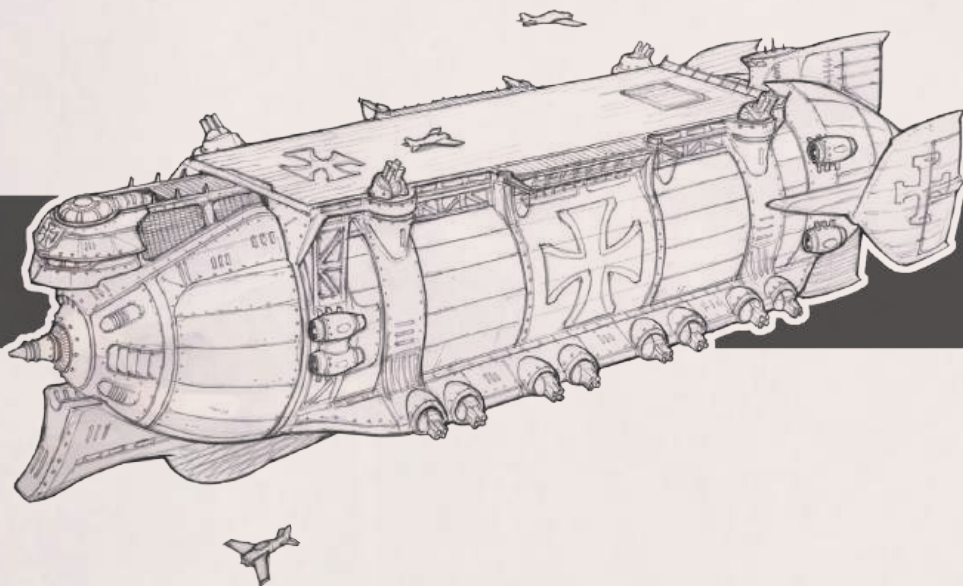
ANATOMY OF A CARD

A Victory & Valour Card has three elements:

- A **Valour Effect,** which can be enacted to give a temporary bonus to a friendly unit.
- A **Minor Victory,** which can be claimed to score Victory Points.
- A **Value** between 1 and 12.

Value

VALOUR

V

FORTUNE SMILES

CONDITION:
In the Resolve Re-Rolls stage of an Action or Resistance Roll.

EFFECT:
Re-roll all Blanks in the roll.

Valour Effect Name

Condition

Effect

Minor Victory Name

VICTORY

NO RETREAT

CONDITION:
At the end of your unit's Movement Step.

EFFECT:
Score 2 Victory Points for each Scoring Model in the Active unit that is within 5" of the opposing Admiral's Edge.
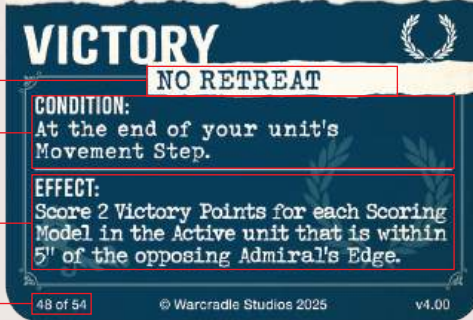
Condition

Effect

Card ID

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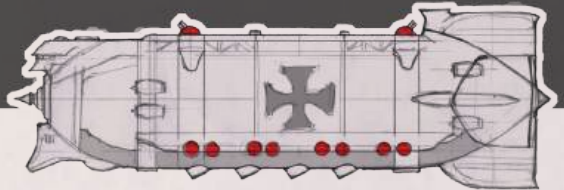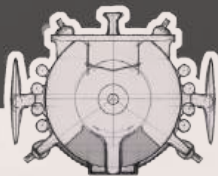### CARD ID

Each card in the deck has a Card ID number, from 1 to 54. These have no effect on gameplay, but can be used to refer to a specific card in a future commentary or errata document.

ENACTING VALOUR EFFECTS

Valour Effects represent moments of inspiration, good fortune or acts of heroism. An Admiral can play Victory & Valour Cards from their hand to enact these effects with their units.

The Valour section of each card shows the **Name** of the Valour Effect that can be enacted by playing that card, the **Condition** for enacting it, and the **Effect** it will have if successfully enacted.

An Admiral can enact a Valour Effect as long as the Condition is met. To do so, they declare which of their units will enact the Effect, then play the card face-down in front of them. This is their Valour Card. Their opponent then has the opportunity to **Deny** it by playing a card from their own hand as described below.

If the opposing Admiral forgoes this opportunity, or if the Denial is unsuccessful, the Valour Effect is successfully enacted. Its Effect is immediately resolved. Then, whether or not the Effect was enacted, the card is discarded.

DENYING VALOUR EFFECTS

When a Valour Effect is attempted, but before the card has been turned over and its Value revealed, the opposing Admiral has the chance to Deny it - representing misfortune, poor timing or simple hubris.

To Deny the Effect, the opposing Admiral chooses a card from their hand and plays it face-up in front of them. This is their **Denial Card**.

The Valour Card is then revealed. If its **Value** is higher than the Denial Card's Value then the attempt to Deny it is unsuccessful and the Valour Effect is enacted as detailed on the Valour Card. Otherwise, the Valour Effect is not enacted. In either case, both the Denial Card and the Valour Card are then discarded.

SPECIAL VALOUR EFFECTS

Some rules allow an Admiral to enact a Special Valour Effect with one of their units.

A Special Valour Effect is treated like any other Valour Effect, but it is always available to the Admiral as long as they have at least one **Victory & Valour Card** in their hand.

To enact a Special Valour Effect, the Admiral states its name, then plays a card from their hand face-down in front of them. This is resolved in the same way as a normal Valour Effect, but the text on the " ValourEffect" section of the card is replaced with the text of the Special Valour Effect. The card's printed Value is still used to determine whether it is Denied.

THE LIMIT OF VALOUR

An Admiral can play one Valour Effect in each **Ready Phase**[1], one in each **Launch Phase**[1], one in each step of each **Activation Phase**[1], and one in each **End Phase**[1].

Kommodore Wilhelmina
von Hoeppner

CLAIMING MINOR VICTORIES

Minor Victories represent the many small triumphs a Force might achieve in the midst of battle. An Admiral can claim them by playing Victory & Valour Cards from their hand.

The **Victory** section of each card shows the Name of the Minor Victory that can be claimed by playing that card, the **Condition** for claiming it, and the **Victory Point Reward** for successfully doing so.

An Admiral can claim a Minor Victory as long as the Condition for claiming it is met. To do so, they reveal the card to their opponent, score the points shown by the Victory Point Reward, and discard the card. Unlike with Valour Effects, Minor Victories cannot be Denied.

An Admiral can claim multiple Minor Victories at the same time - even multiple copies of the same Minor Victory - as long as their Conditions are met.

MAKING CREW CHECKS

Victory & Valour Cards are also used to make **Crew Checks**.

Whenever the rules instruct an Admiral to make a Crew Check for a model, they draw, reveal, and then discard the top card from their deck. If the card's Value is higher than the model's **Crew** rating, the check fails. Otherwise, the check passes.

AUTOMATIC PASSES

Some rules allow a unit to automatically pass Crew Checks. Where this is the case, no card is drawn - the unit simply counts as passing.

VOLUNTARY FAILURE

Instead of making a Crew Check, an Admiral can choose to fail it. No card is drawn - the unit simply counts as failing.

GROUP CREW CHECKS

Some rules require a **Group Crew Check**. This is made in the same way as a standard Crew Check, but is made for multiple models at once.

A Group Crew Check uses the *lowest* Crew rating from among the models for which it is being made, taking any **Modifiers**[2] into account.

A Suleiman Fleet Carrier launches Sabiha Assault Fighters.

BROKEN SPIRIT

If an Admiral's Victory & Valour deck runs out, this represents their Force's spirit being broken. The time for claiming minor victories and enacting heroic acts of valour has passed.

The Admiral immediately shuffles their **Discard Pile** and places it face-down to create a new Deck.

For the rest of the game, they can no longer draw cards from the Deck into their Hand. Cards can still be drawn to resolve **Crew Checks**[1], but their supply of Valour Effects and Minor Victories has run dry, and they risk having to **Surrender the Initiative**[2] every Round.

TOKENS

Dystopian Wars uses a range of cardboard **Tokens** to track various game effects. Tokens are usually attached to a model or a unit.

Tokens are never treated as being present in the Play Area. This means that they have no effect on **Visibility**[3] or **Movement**[4]. If necessary, they can be repositioned at any time, as long as it remains clear which model or unit they are attached to. If a model or unit moves, any attached Tokens should be moved along with it.

INFLICTING DAMAGE

During play, each model can suffer points of **Damage**, usually as the result of an **Attack** action. Damage is tracked on a model-by-model basis, by placing **Damage tokens** in contact with the model.

If a model has no Damage, it does not need a token.

Unless a rule specifically states otherwise, a model cannot lose Damage - it can only gain it.

DAMAGE TOKENS

This model has just suffered 1 Damage from an attack, so a Damage token showing a 1 has been placed in contact with it (fig. A).

Later, the model suffers 2 more Damage, so the token is removed and replaced with one that shows a 3 (fig. B).

Fig. A

Fig. B

CRIPPLING MODELS

If the amount of Damage a model has accumulated equals or exceeds its **Hull** rating, the model is immediately **Crippled**[5].

The opposing Admiral immediately scores a number of **Victory Points** equal to the model's **Victory Points Rating**[6].

The Crippled model is then removed from play.

BATTLE-READY MODELS

Any model that is not Crippled is **Battle-Ready**. This term has no effect on the rules by itself, but may be referenced by other rules; for example, some **Objectives** can only be completed by Battle-Ready models.

FIGHTING ON

In the Advanced Rules, a **Crippled Model** is not immediately removed from play, but remains in play at a significant disadvantage.

ADVANCED RULES

When playing with the Core Rules, a Crippled model is simply removed from play.

The Arc capabilities of Imperium weaponry proves its destructive capabilities as a Metzger Vitruvian Colossus wreaks havoc on a Crown fleet.

GAINING DISORDER

In addition to **Damage**[1], models can gain up to **3** levels of **Disorder**. This represents a loss of cohesion among a vessel's crew, whether from stressful situations, physical harm or environmental peril.

A model's current Disorder level is, like Damage, tracked on a model-by-model basis, by placing a **Disorder token** in contact with the model. If a model has no Disorder, it does not need a token.
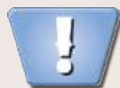
Level 1

Level 2

Level 3

Disorder is not permanent in the same way as Damage, but cannot be removed unless a rule specifically allows it. The most common way for a model to lose levels of Disorder is by **Rallying**[2] at the end of its Activation.

This model has just gained a level of Disorder, so a Level 1 Disorder token is placed in contact with it (fig. C).

Later, the model gains another level of Disorder. The Level 1 Disorder token is flipped to its Level 2 Disorder side (fig. D). If the model gained a third level, the token would be switched out for a Level 3 Disorder token.

Fig. C
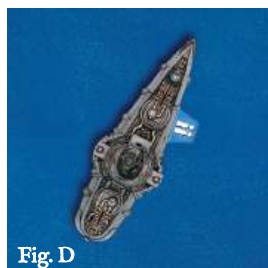
Fig. D

EFFECTS OF DISORDER

A Disordered model is subject to various penalties, depending on the level of Disorder it has:

Demoralised *All Levels*	Each level of Disorder a model has imposes a **-1** Modifier on its **Crew** rating. *For example, a model with a Crew rating of 7 has 2 levels of Disorder, so its Crew rating is treated as being 5.*
Panicking *Level 2*	If an **Action Roll**[3] is made for a model with **2** levels of Disorder, any **Heavy Strikes** in the roll are **Converted**[4] to **Standard Strikes** after **Re-rolls**[5] have been resolved.
Mutinous *Level 3*	If an Action Roll is made for a model with **3** levels of Disorder, any **Heavy** and **Exploding Strikes** in the roll are Converted to **Standard Strikes** after Re-rolls have been resolved. If the model makes a **Full Reverse**[6] or **Emergency Manoeuvre**[6], it gains a point of **Damage** instead of a level of Disorder.

If an **Action Roll**[1] is made for more than one model at a time (for example, when resolving an **Attack action**[2] in which multiple models are **Participating**[3]), the highest level of **Disorder**[4] among the models is used.

For example, this unit of three Kutsov Cruisers is making an Attack action. One of them has 1 level of Disorder, and one has 3 levels of Disorder (fig. E).

If the cruiser with 3 levels of Disorder Participates in the attack, it will affect the entire roll – after Exploding Dice and Re-rolls have been resolved, any Heavy and Exploding Strikes will be converted to Standard Strikes.
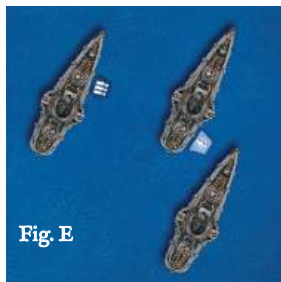
Fig. E

OTHER DISORDER EFFECTS

When making a **Broadside Roll** for a Target, if at least one contributing model has **2** Levels of Disorder, **Heavy Strikes** only inflict **1** Damage. If at least one contributing model has **3** Levels of Disorder, **Heavy** and **Exploding Strikes** only inflict **1** Damage.

When a *Carrier* unit resolves an **SRS Launch**, each level of Disorder on a model in the unit reduces the number of SRS tokens it can launch by **1**.

SPREADING DISORDER

A model cannot have more than **3** levels of Disorder.

If a rule would cause a model to gain a fourth level of Disorder, it **Spreads** to the closest friendly model within **4"**, which gains **1** level of Disorder. If the closest friendly model already has **3** levels of Disorder, it does not Spread and there is no effect.
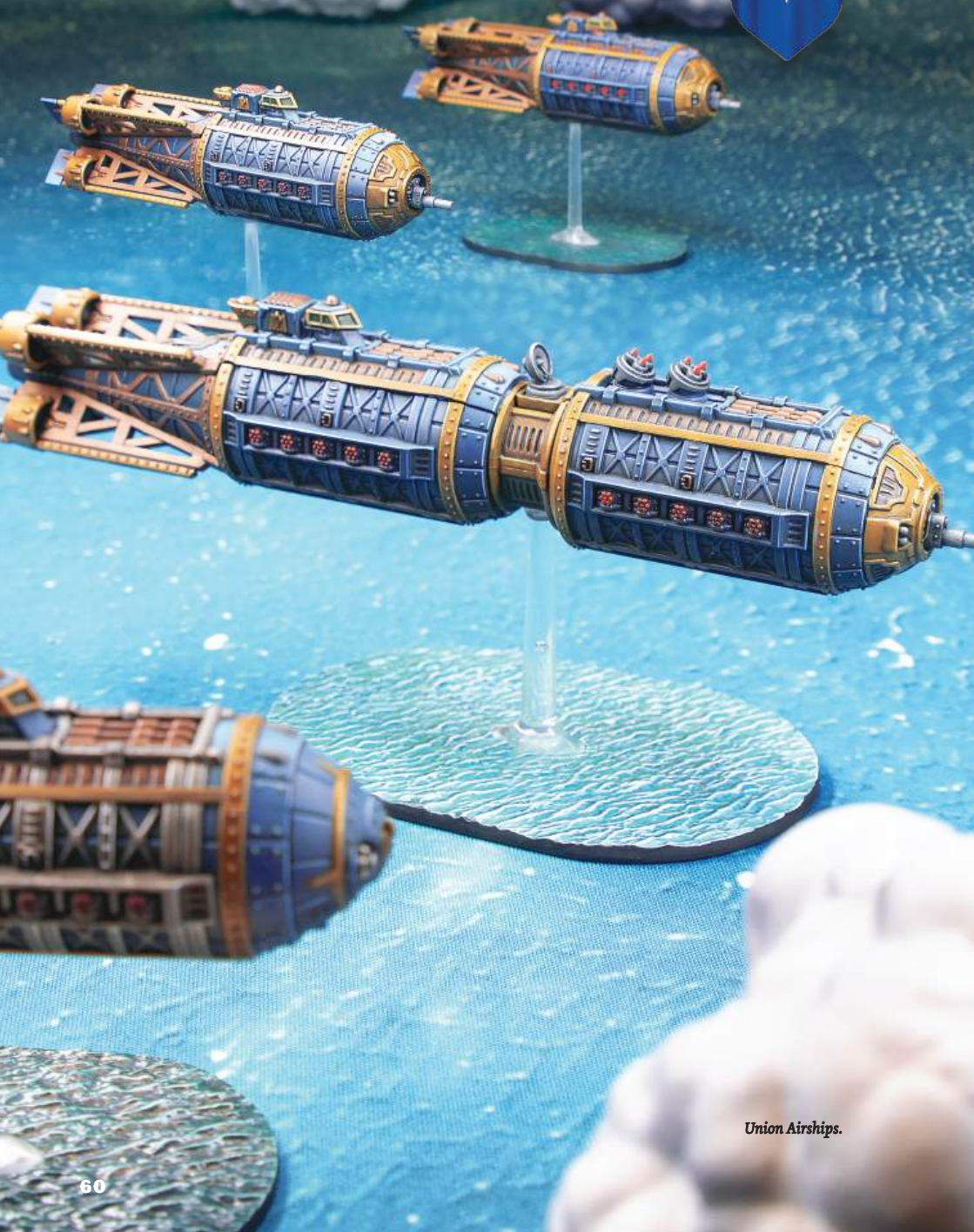
If two models are equally close, Disorder Spreads to the one with the lowest Disorder level. If this is still tied, the opposing Admiral chooses which model it Spreads to.

The violent emergence of an Aronnax Vermiforma Colossus signals an unknown vessel's imminent doom.

Union Airships.

DYSTOPIAN WARS

ROUND OVERVIEW

A standard game of Dystopian Wars takes place across five Rounds, each of which is made up of four Phases.

IMPORTANT: In the first round, the Ready Phase is skipped. The game begins with the Launch Phase of Round One.

1. The **Ready Phase**, in which the one Admiral claims the **Initiative[1]**, both Admirals replenish their hand of **Victory & Valour[2]** Cards, and reinforcements arrive from the **Reserve[3]**.

2. The **Launch Phase**, in which *Carrier* units launch **Short Range Squadrons[4]**.

3. The **Activation Phase**, in which the Admirals take turns, in **Turn Order[5]**, to **Activate** their units.

4. The **End Phase**, in which the Admirals score **Objectives[6]** and prepare for the next Round.

These Phases must always be completed in order, as described in the following section.

The agile colossi of the Sultanate descend from the clouds on wings of force, unleashing devastating blasts from their mysterious weapons.

1. THE READY PHASE

The Ready Phase has three Steps, which are resolved in order: **Determine Initiative**, **Draw Cards** and **Deploy Reserves**.

The first Round of a game does not have a Ready Phase; instead, the Initiative is determined during **Deployment**, and the first Round begins with the **Launch Phase**.

A. DETERMINE INITIATIVE

The **First Admiral** (the Admiral who currently has the Initiative) chooses a **Victory & Valour card**[1] from their hand, and places it face-down in front of them. The higher the **Value** of the card, the more likely they are to retain the Initiative this round. The **Second Admiral** then does the same. Both cards are revealed at the same time and discarded.

The Admiral whose card has the highest Value takes the Initiative for this Round. In the case of a tie, the Initiative changes hands; the First Admiral becomes the Second Admiral, and vice versa.

HOLDING YOUR NERVE

Whichever Admiral takes the Initiative can instead choose to **Hold Their Nerve**. If they do so, they give the Initiative to their opponent, but gain a **Bonus Card** in the subsequent **Draw Cards** step.

SURRENDERING THE INITIATIVE

Instead of choosing a card, either Admiral can **Surrender the Initiative**. (If an Admiral has no cards in their hand, this is their only option.) They do not play a card, and count as having played a card with a Value of **0**.

If the Second Admiral chooses to Surrender the Initiative after the First Admiral has chosen a card, the First Admiral takes their chosen card back into their hand.

B. DRAW CARDS

First, each Admiral may discard any number of Victory & Valour Cards from their hand. Then, each Admiral draws Victory & Valour Cards from their deck, until the number of cards in their hand matches their **Hand Limit**, as determined by the **Engagement Scale**[2].

Grand Admiral Rafe Cortez

Engagement Scale	Hand Limit
Small Engagement	5
Medium Engagement	6
Large Engagement	7

BONUS CARDS

Some rules grant an Admiral **Bonus Cards**.

After the Admiral has drawn up to their Hand Limit, they draw an additional card for each Bonus Card available to them. Then, for each Bonus Card they drew, they must choose one card to remove from their hand, so that, at the end of the process, they finish with a number of cards equal to their Hand Limit.

Any cards that are removed from their hand in this way are not discarded; instead, they are shuffled together, and placed at the bottom of the Admiral's deck.

C. DEPLOY RESERVES

During **Deployment³**, Admirals can set aside some of their units, placing them in **Reserve** instead of setting them up in the **Play Area**. In the Deploy Reserves step, the Admirals can now attempt to deploy these units, one at a time, in **Turn Order⁴**.

MAKING A RESERVE ROLL

When it is an Admiral's turn they may nominate a unit in their **Reserve**, then make a Reserve Roll by rolling a number of Action Dice equal to the current **Round Number**.

If the roll contains no **Heavy Strikes** or **Exploding Strikes**, the unit is delayed and will not arrive this Round. Mark it with an **Activated** status token to show that it cannot be nominated again.

Otherwise, the Admiral deploys the unit and marks it with an **Incoming** status token. The unit must be deployed **In Coherency⁵**, with all of its models in contact with an **Edge** of the Play Area and not within 5" of an enemy model. The models must be deployed within their own **Deployment Zone⁶**, unless the roll contained at least 1 **Exploding Strike** - in which case they can be deployed along any Edge, as long as no model is in the opposing Admiral's Deployment Zone.

INCOMING UNITS

A unit with an Incoming status token is an **Incoming Unit**. It does not count as being in the Play Area, and so cannot be targeted by any rules or effects. Models in other units **Pass Through⁷** models in Incoming Units as though they had a different **Positional Trait⁸**.

Once an Admiral has Activated all of their units that are not Incoming, they can activate any Incoming Units. When an Incoming Unit is activated, it immediately loses the Incoming status.

An Admiral does not have to nominate all of the units in their Reserve during this step, and can save some or all for a later Round if they wish.

INCOMING STATUS TOKEN

2. THE LAUNCH PHASE

In the Launch Phase, each Admiral can launch **Short Range Squadrons**[1] from their *Carrier* units, one unit at a time, in **Turn Order**. Once all *Carrier* units have launched their squadrons, the phase ends.

3. THE ACTIVATION PHASE

ACTIVATED STATUS TOKEN

The Activation Phase comprises the largest part of the round. In **Turn Order**[2], the Admirals alternate **Activating** a single unit in their Force, repeating this process until all units in play have been Activated.

The rules for Activating a unit start on page 66.

Each unit can only be Activated once per Round. To track this, each unit is marked with an Activated status token once its Activation is complete.

Once all of the units in play have been Activated, the Phase ends.

RESOLVING SRS MISSIONS

If the active Admiral has any **Short Range Squadrons** in play, they may choose to resolve an **SRS Mission**[3] with one of their **Stacks**[4] before choosing a unit to Activate.

A Chione Subnautical Explorer lurks in the depths, supported by smaller Physeter Constructs.

4. THE END PHASE

The End Phase has two steps, which are resolved in order: **Complete Objectives** and **Clean Up**.

A. COMPLETE OBJECTIVES

Each Admiral checks to see if they have completed any of the Encounter's **Objectives**, and updates their **Victory Points**[5] tally accordingly.

SCORING MODELS

Some Objectives and **Minor Victories** can only be claimed by **Scoring Models**.

A Scoring Model is a **Battle-Ready**[6] *Surface* model.

B. CLEAN UP

All **Activated** status tokens are removed from units in the Play Area and those still in **Reserve**[7].

If this is the fifth Round, the game ends and a **Victor** is determined. Otherwise, the next round begins.

CLAIMING SUPERIORITY

If an Admiral has no models in the Play Area in the Clean Up step of the End Phase, the game comes to an end even if it is not the fifth Round. Their opponent has claimed **Superiority** over the engagement zone, and scores **5** bonus Victory Points.

DESIGNERS' NOTE

WAIT A SECOND...

If you are reading these rules for the first time, it might seem really obvious that only a Battle-Ready model can be a Scoring Model, because Crippled models are removed from play. This is included for the purposes of the Advanced Rules, where Crippled models can continue fighting.

*Japanese vessels
of the Empire.*

DYSTOPIAN WARS

ACTIVATING A UNIT

During the Activation Phase of the Round, the Admirals take it in turns Activating their units.

On their turn, an Admiral can Activate any one of their units that is in the **Play Area,** and does not already have an **Activated** status token.

A unit's Activation has four steps, which must be resolved in order: the **Withdrawal Step**, the **Movement Step**, the **Action Step** and the **Consolidation Step**.

1. THE WITHDRAWAL STEP

The Admiral may voluntarily Withdraw any number of **Crippled** models from the unit. Each one is removed from play, and can no longer take any part in the game.

ADVANCED RULES

The Withdrawal Step is skipped when playing with the Core Rules.

Platforms are a key part of any naval infrastructure.

2. THE MOVEMENT STEP

The Admiral Moves[1] each model in the unit.

Each model must move at least a number of inches equal to its Minimum Speed[2] rating, and no model can move further than its Maximum Speed[2] rating.

Models are moved one at a time, so they can each move at a different Speed, turn in a different way, and so on.

LIMPING VESSELS

A Crippled[3] model halves its Maximum Speed rating, rounding up to the nearest inch. Remember that a model's Maximum Speed cannot be reduced to lower than its Minimum Speed rating.

FULL REVERSE

Instead of moving a model normally, the Admiral can declare that the model will engage Full Reverse.

When a model engages Full Reverse, it gains a level of Disorder[4]. A model with 3 levels of Disorder suffers a point of Damage[5] instead.

For the duration of the Movement Step, the model moves *backwards* instead of forwards, and is subject to the following Modifiers:

- Its **Minimum Speed** rating is reduced to 0.
- Its **Maximum Speed** rating is halved (rounding up to the nearest inch).
- Its Turn Limit is increased by 2 (to a maximum of 4).

EMERGENCY MANOEUVRES

The Admiral can declare that a model will make an **Emergency Manoeuvre** at any point during its move. The model can make an Additional Manoeuvre[6], but gains a level of Disorder. If the model has 3 levels of Disorder, it suffers a point of Damage instead. A model can make Emergency Manoeuvres multiple times during the same move.

BREAKING COHERENCY

If a unit is **Out of Coherency** at the end of its Movement Step, any model that is not in the largest **Formation** gains 1 level of **Disorder**. If two or more Formations are equally large, the Admiral chooses one of them; any models in the unit that are not part of that Formation gain 1 level of Disorder.

ABANDONING MODELS

If a unit is Out of Coherency[7] at the start of its Movement Step, any model that is not in the largest Formation is at risk of being **Abandoned**. If that model is not in the largest Formation at the end of its Movement Step, it is Abandoned instead of gaining Disorder.

ABANDONED MODELS

When a model is Abandoned it is immediately removed from play. If it was Battle-Ready[8], the opposing Admiral immediately scores Victory Points as though it had been Crippled.

3. THE ACTION STEP

The Admiral makes a number of **Attack** actions with the unit. The maximum number of Actions that the unit can make is equal to its **Action Limit** rating, but a unit does not have to use all of its Actions; each unused Action will grant a benefit in the **Consolidation Step**.

ADDITIONAL ACTIONS

In the Advanced Rules, units can make a wider variety of Actions, not just Attack actions. The total number of Actions that the unit makes is still restricted to the unit's Action Limit rating.

PARTICIPATING MODELS

Each time a unit makes an **Action**, the Admiral must choose which models in the unit will **Participate**. If the unit is **Out of Coherency**, only models from one of its **Formations**, chosen by the Admiral, can Participate in the Action. The Admiral can choose a different Formation each time the unit performs an Action.

CONFUSION!

If the Admiral wishes to nominate any **Crippled** models, they must pass a **Group Crew Check**[9] for the unit. If it is failed, the Action immediately ends.

A Defiance Fighter strafes its target.

4. THE CONSOLIDATION STEP

In this step, each model in the unit **Rallies** if it is able to do so.

CRITICAL DAMAGE EFFECTS

Some **Critical Damage Effects**[1] are resolved in the Consolidation Step of a unit's Activation. These Effects are resolved after the unit has had the chance to Rally.

RALLYING A MODEL

A model can **Rally** as long as it meets the following criteria:

- The model is not **Breaking Coherency**[2].
- The model is not within **Proximity**[3] of a **Terrain Feature**[4].
- The model is not within Proximity of a model in a different unit (friendly or enemy).

When a model Rallies, it loses a level of **Disorder**[5], plus an additional level of Disorder for each **Action** that its unit did not use in the preceding **Action Step**.

*For example, a unit has an **Action Limit** rating of 3. During its Action Step, it makes two **Attack** actions, but does not make a third Action. In the Consolidation Step, each model that can Rally loses 2 levels of Disorder.*

CHAOS!

A model cannot Rally if its unit contains one or more **Crippled**[6] models.

The Badroulbadour of Princess Scheherazade leads the Crimson League in engagements all over the globe.

Vauban Sky Fortress (Alliance)

DYSTOPIAN WARS

ATTACK ACTIONS

*In the **Core Rules**, a unit can make a number of **Attack** actions in its **Action Step**, based on its **Action Limit**.*

The rules for resolving an Attack action can be found below.

In the **Advanced Rules**, further Actions are also available. These can be found starting on page 95.

RESOLVING AN ATTACK ACTION

When a unit makes an Attack action, its Admiral uses the following process.

1. CHOOSE INITIAL TARGET

The Admiral chooses an enemy model to be the **Initial Target**. This model must be **Visible**[1] to at least one model in the active unit.

2. NOMINATE PARTICIPATING MODELS

The Admiral nominates any number of models in the active unit that will **Participate** in the action. A model cannot Participate if the Initial Target is not **Visible** to it.
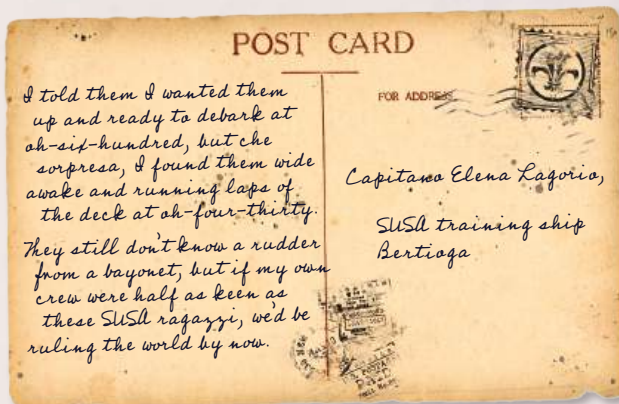
POST CARD

I told them I wanted them up and ready to debark at oh-six-hundred, but che sorpresa, I found them wide awake and running laps of the deck at oh-four-thirty.

They still don't know a rudder from a bayonet, but if my own crew were half as keen as these SUSA ragazzi, we'd be ruling the world by now.

FOR ADDRESS

Capitano Elena Lagorio,

SUSA training ship Bertioga

PAGE REFERENCES

ADVANCED RULES

Escorts, SRS Stacks and Fog are not used in the Core Rules, so these rows are ignored.

3. DECLARE CONTRIBUTING WEAPONS

The Admiral declares which of the Participating models' weapons will **Contribute** to the action.

A weapon can only Contribute to an action if the target is in one of its **Targeting Arcs**[1]. In addition, each weapon can only Contribute to one Action per Activation.

4. MAKE THE ACTION ROLL

The active Admiral makes an Action Roll, and the opposing Admiral makes a **Resistance Roll**:

Action Pool	Each Contributing Weapon adds Action Dice to the pool equal to its **Firepower** rating, depending on the range from its model to the Initial Target.
Resistance Pool	The Resistance Pool starts with a number of dice equal to the Initial Target's **Defences** rating.
	For each Participating model that has **Obscured**[2] Visibility to the Initial Target, add a number of dice equal to the **Mass** rating of the largest Obscuring model or **Terrain Feature**[3].
	Add **2** dice for each Participating model whose Visibility is **Hampered**[4] by **Fog**.
	Add **1** die for each **Escort**[5] accompanying the Initial Target's unit.
	If the opposing Admiral has an **SRS Stack Supporting**[6] the Initial Target's unit, they can discard any number of Tokens from the Stack. Each discarded Token adds **Bonus Dice** equal to its **Support** rating.
Success Threshold	The Initial Target's **Armour** rating.

VULNERABLE STERN

If at least half of the Participating models are in the Initial Target's **Aft Arc**, apply a **-1 Modifier** to its Armour rating.

5. INFLICT DAMAGE

For each Success scored in the Action Roll, the target suffers **1 Damage**[7].

UNDER FIRE

If the target suffers an amount of Damage equal to or greater than its **Mass** rating as the result of a single Attack action, then it also gains **1** level of **Disorder**[8].

YOUR FIRST GAME

This is the end of the Core Rules section.

If you are new to Dystopian Wars, we recommend that you play a game or two using only the Core Rules before reading on.

*For your first game, each Admiral should choose one or two **Surface** units at their minimum Model Count and follow the **Preparing to Play** steps on page 131. Instead of rolling for a random Encounter, play a **Meeting Engagement** using a **Small Engagement Scale**. Don't worry too much about Points Costs and Force Selection at this stage.*

During the game itself, ignore all Properties, Systems and Qualities, and do not use Valour Effects or Minor Victories. This streamlined version of the game will help you learn the basic flow of play before you launch into the Advanced Rules!

Admiral
Amelia
Hoult

ADVANCED RULES

The combined forces of the Empire face off against the mechanised might of the Enlightened.

THE FULL GAME

This section contains the Advanced Rules for playing Dystopian Wars. These have been separated from the Core Rules as a way of helping new players get to grips with the basics of gameplay. If you are new to Dystopian Wars, or to wargaming in general, you can skip this chapter entirely until you have played a game or two.

DYSTOPIAN WARS

POSITIONAL TRAITS

*Every unit in Dystopian Wars has a **Positional Trait** – either **Airborne, Surface** or **Underwater**.*

Like any other **Trait[1]**, a model's Positional Trait can be referenced in other rules. However, *Airborne* and *Underwater* models also follow some additional rules, as outlined below.

AIRBORNE MODELS

An *Airborne* model is always attached to its base by a clear plastic Flight Stand. The Flight Stand and the base are not considered to be part of the model, but an *Airborne* model's base cannot be placed so that it overlaps another model.

WIDE OPEN SKIES

An *Airborne* model treats all **Terrain Features[2]** as **Open Water[3]**, and can **Pass Through[4]** non-*Airborne* models. Its Admiral can decide whether it Passes Through or **Collides[5]** with other *Airborne* models.

Similarly, when a non-*Airborne* model moves, it Passes Through *Airborne* models.

Visibility to or from an *Airborne* model is never **Blocked[6]** or **Obscured[7]** by other models or Terrain Features unless a rule specifically states otherwise. In addition, *Airborne* models never Block or Obscure another model's **Visibility**.

AIR SUPPORT INCOMING

When making a **Reserve Roll[8]** for an *Airborne* unit, the Admiral doubles the number of dice they roll. This means they roll four dice in Round 2, six dice in Round 3 and so on.

UNCONVENTIONAL TARGET

When an *Airborne* model is the target of an **Attack action[9]**, any **Standard Strikes** and **Heavy Strikes** in the Resistance Roll are converted to **Standard Counters**. This is the case even if the unit making the Attack is also *Airborne*.

UNDERWATER MODELS

The following rules apply to all *Underwater* models.

DIVING AND SURFACING

Immediately after an *Underwater* unit is Deployed[10], and at the start of each of its **Activations**, its Admiral must choose its position: it can lurk beneath the waves, in which case it remains an *Underwater* unit and follows all of the rules on this page, or it can rise to the surface, temporarily becoming a *Surface* unit.

A unit that rises to the surface gains a **Surfacing** status token until the start of its next Activation. While it has this status, it is treated as having the *Surface* Positional Trait instead of *Underwater*, and is not subject to the remaining rules on this page (Blow the Tanks, Stygian Depths, Sealed Vessels and Silent Hunters).

BLOW THE TANKS

If a model in an *Underwater* unit gains 1 or more levels of Disorder[11] as the result of an enemy unit's Action, its Admiral must make a Group Crew Check[12] for the unit once the enemy unit's Activation is complete. If the Check is failed, the unit immediately Surfaces. Note that only one Check is made, even if multiple models in the unit gained Disorder during the Activation.

STYGIAN DEPTHS

When an *Underwater* model moves, it can **Pass Through** non-*Underwater* models, but Collides with **Terrain Features** as normal. Its Admiral can decide whether it Passes Through or Collides with other *Underwater* models.

When a *Surface* model moves, it Passes Through *Underwater* models.

During an **Attack** action, the **Visibility** of Participating *Underwater* models cannot be **Blocked** or **Obscured** by other models. Similarly, if an *Underwater* model is the **Target** of an Attack action, the Visibility of Participating models cannot be Blocked or Obscured by other models. In either case, Terrain Features can Block or Obscure Visibility as normal.

SEALED VESSELS

An *Underwater* unit cannot make any Actions that do not specifically state that they can be made by an Underwater unit.

SILENT HUNTERS

An *Underwater* model cannot be chosen as the Initial Target for an Attack action, unless a rule specifically states otherwise.

SURFACING STATUS TOKEN

A Stark Imperium Skyfortress unleashes hell into the clouds.

Commonwealth airships.

DYSTOPIAN WARS

ADVANCED MOVEMENT RULES

The following rules offer units more options during the Movement Step of their Activation.

PIVOTING

Some models have a rule that allows them to **Pivot** when they **Come About**[1]. This may be either optional or mandatory, depending on the rule.

When a model Pivots, the **Turning Template** is not used. Instead, the active Admiral rotates the model up to **90°** about its **Centre Point**.

Pivoting costs **2"** of the model's movement, even if the model rotates less than **90°**. As such, a model cannot Pivot if it has less than **2"** of movement remaining.

COLLISIONS WHILE PIVOTING

It is possible for a model to **Collide**[2] with another model (or a Terrain Feature) when Pivoting. This is resolved in the same way as a normal Collision - however, it *cannot* attempt a **Ram**[3] while Pivoting.

In addition, if a model Pivots and then attempts a Ram later in the same move, only the distance it moved after Pivoting is counted. This means that a model cannot Ram unless it has moved at least **3"** after Pivoting.

DESIGNERS' NOTE

PIVOTING STILL COUNTS

Most models that can Pivot can choose whether to do so, or to use the Turning Template - but in either case, this counts as Coming About. This means that if a model wishes to both Pivot and use the Turning Template in a single move, this will count as Coming About twice - which may require Emergency Manoeuvres[4].

A Piranya-class Hunter Submarine emerges from beneath the waves.

RAMMING

If a moving model **Collides**[1] with an enemy model after moving at least **3"**, and the point of contact between the two models is in the moving model's **Fore** arc, the active Admiral can declare a **Ram**.

A model can only attempt a Ram during its own Movement Step.

RESOLVING A RAM

When an Admiral declares a Ram, they follow the steps outlined below. During this process, the moving model is referred to as the **Ramming Model**, and the other model as the **Target**.

1. Make a Crew Check

The Admiral makes a **Crew Check**[2] for the Ramming Model.

If the check fails, the Ram is unsuccessful and a normal Collision is resolved.

If the check passes, continue to the next step.

2. Inflict Disorder

Both the Ramming Model and the Target gain **1** level of **Disorder**[3].

3. Make an Action Roll

The active Admiral makes an **Action Roll**[4]. There is no **Resistance Roll**.

The **Resolve Outcomes** step of this Action Roll is resolved twice - once for the Target model, and once for the Ramming model.

Action Pool	Add a number of Action Dice equal to the Ramming Model's **Hull** rating.
	Add **1 Bonus Die** for each full inch the model moved before the Ram. This cannot add more than **5** Bonus Dice.
Success Threshold (Target Model)	The Target Model's **Mass** rating.
Success Threshold (Ramming Model)	The Ramming Model's **Mass** rating.

4. Inflict Damage

Each model suffers **1 Damage**[5] for each Success scored in its Resolve Outcomes step.

5. Disengage

The target model moves 1" directly backwards. If it comes into contact with another model or Terrain Feature[6], it stops moving, but no Collision is resolved.

In this example, a Union Admiral has moved their Defiant Destroyer into contact with a Kutsov Cruiser (fig. A). The Admiral declares a Ram, and passes a Crew Check for the Defiant.

Both models gain a level of Disorder. Then, the Admiral gathers their Action Pool. The Defiant has a Hull rating of 6, so they start with six Action Dice. It moved 8" before coming into contact with the Kutsov, so it gains the full five Bonus Dice.

The Admiral rolls the eleven dice, resolving Exploding Strikes and re-rolls as normal. The result is 8 Hits - two Standard Strikes, a Heavy Strike and two Exploding Strikes (fig. B).

The Resolve Outcomes step is resolved separately for each model. The Kutsov has a Mass of 3, so the dice in the pool are arranged into two Groups of 3 Hits each (with 2 hits left over). This means the Kutsov suffers 2 Damage (fig. C). The Defiant has a Mass of 2, so the dice are rearranged into three Groups of 2 Hits each (with no dice left over). This means the Defiant suffers 4 Damage (fig. D).

Finally, the Kutsov is moved 1" backwards (fig. E).

Fig. A

8"

Fig. B

Fig. C

Fig. D

Fig. E

1"
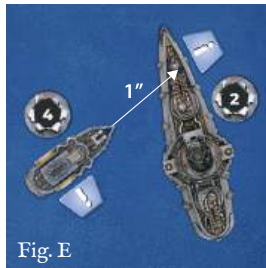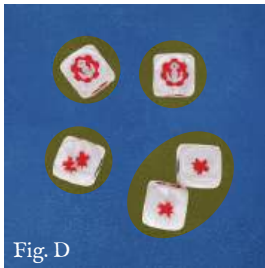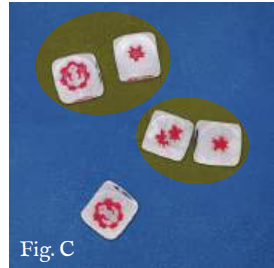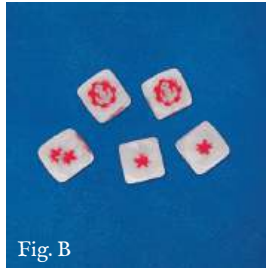
CONSEQUENCES OF RAMMING

If a model attempts a Ram during its Movement Step, it cannot Participate[8] in any Actions in the subsequent Action Step - even if the Crew Check fails and the Ram is resolved as a Collision.

Flotillas of airborne Imperium warships advance under the mighty shadow of a Stark Imperium Skyfortress.

DYSTOPIAN WARS

ADVANCED DAMAGE RULES

In the Core Rules, a model is removed from play as soon as it is Crippled.

In the Advanced Rules, a Crippled model remains in play, albeit at a reduced capacity.

It begins taking **Critical Damage¹**, eventually resulting in a **Catastrophic Explosion²** if the model does not withdraw from the engagement zone.

CRIPPLED MODELS

When a model is Crippled, any **Damage** token(s) are removed from it, and replaced with a **Crippled Model** token. As in the Core Rules, the opposing Admiral scores **Victory Points³** equal to the model's **Victory Points Rating⁴**.

Unless a rule specifically states otherwise, a model cannot recover from being Crippled.

CRIPPLED MODEL TOKEN

Admiral Pellew

·GLORY·

DESIGNERS' NOTE

RISK AND REWARD

Including a Crippled model in an Action is very risky indeed - if the Crew Check fails, the Action still counts towards the unit's Action Limit, and counts as having been resolved. For example, if it was a Broadside action, the unit would not be able to make another Broadside action during this Action Step.

Pilot Ha Iseul careens her Doksuri towards the waves of the Pacific, its resin lacquered shell burning up around her...

CRIPPLED MODEL PENALTIES

While a model is Crippled, it suffers the following penalties:

CHAOS AND CONFUSION

A model cannot Rally[1] if any models in the same unit are Crippled.

In addition, if an Admiral wishes for one or more Crippled models to Participate[2] in an Action or an SRS Launch[3] they must make a Group Crew Check[4] for the unit. If the check is failed, the Action immediately ends.

LIMPING

A Crippled model's **Maximum Speed** rating is halved (rounding up to the nearest inch). Remember that it cannot be reduced to below the model's **Minimum Speed** rating.

UNRELIABLE

A Crippled model never counts as a Scoring[5] Model.

VULNERABLE

Whenever a Crippled model would suffer a point of **Damage**, it suffers a **Critical Damage Effect** instead. Critical Damage is explained on the next page. This still counts as suffering Damage for the purposes of any rules that trigger when Damage is inflicted.

If an attack targets a **Battle-Ready** model, and inflicts more than enough Damage to Cripple it, each point of Damage left over inflicts a Critical Damage Effect.

DESTROYED MODELS

Some rules cause a model to be **Destroyed**. When a model is Destroyed, it is immediately removed from play, whether it is Battle-Ready or Crippled.

Destroying a Battle-Ready model counts as Crippling it for the purposes of any rules that trigger when a model is Crippled. For example, if a Battle-Ready model is Destroyed, the opposing Admiral immediately scores Victory Points equal to its **Victory Points Rating**[6].

CRITICAL DAMAGE

Models can suffer Critical Damage in a number of ways, including suffering Damage when they are already Crippled.

When a model suffers Critical Damage, the opposing Admiral rolls a **Critical Damage Die**, and the resulting Critical Damage Effect is inflicted on the model. Track this by placing a matching **Critical Damage** token in contact with the model.

If a model suffers more than one Critical Damage Effect at the same time, the opposing Admiral rolls a number of dice equal to the amount of Critical Damage suffered, all at the same time.

If a rule states that a model suffers a specific Critical Damage Effect, no dice roll is required - the named Effect is simply inflicted on the model.

DESIGNERS' NOTE

STACKING EFFECTS

A model can have more than one instance of the same Critical Damage Effect at the same time. Most Critical Damage Effects are worse when a model has more than one - for example, three Breach Effects will deal 3 Damage in the Consolidation Step. However, some impose the same penalty no matter how many instances a model might have. Having three System Failure Effects is still considerably worse than having one, as it will take longer to repair. Multiple instances of the same Effect also count as separate Effects for the purposes of determining whether a Crippled model suffers a Catastrophic Explosion[7].

To prevent clutter, Critical Damage tokens are double-sided. The reverse (marked "x2" can be used to indicate 2 instances of the same Critical Damage Effect.

In this example, the Kutsov Cruiser currently has a Hazard effect and 2 Shredded Defences effects. For a total of 3 Critical Damage Effects.

CRITICAL DAMAGE TOKENS

Shredded Defences

Breach

Structural Failure

Hazard

Navigation Lock

System Failure

CRITICAL DAMAGE EFFECTS

Critical Damage Effects remain on a model until the Effect is removed, most commonly with a **Maintenance action[1]**. While a model has a Critical Damage Effect, they are subject to an ongoing penalty. Each Effect has its own penalty:

Breach

In the **Consolidation Step** of this model's Activation, it suffers **1 Damage** for each *Breach* token it has.

If the model is **Crippled[2]**, this Damage is inflicted as **Critical Damage**, as normal; if this causes a further *Breach* (or a *Hazard*), it is not resolved until the model's next Consolidation Step.

Structural Failure

The model's **Armour** rating has a **-1 Modifier** for each *Structural Failure* token it has.

Hazard

In the **Consolidation Step** of this model's Activation, it gains **1** level of **Disorder** for each *Hazard* token it has.

In addition, a model with a *Hazard* token cannot **Rally[3]**.

Shredded Defences

The model's **Defences** rating has a **-2 Modifier** for each *Shredded Defences* token it has.

Navigation Lock

While a model has at least one *Navigation Lock* token, it cannot **Come About[4]** or engage **Full Reverse[5]**.

System Failure

While a model has at least one *System Failure* token, all of its **Systems** are negated, and it is not affected by any **Unit Benefits[6]** provided by Systems on other models.

CATASTROPHIC EXPLOSIONS

A model that is Crippled immediately suffers a **Catastrophic Explosion** if it has a number of Critical Damage Effects equal to or greater than its **Mass** rating.

When a model suffers a Catastrophic Explosion, every other model - friendly or enemy - within a number of inches equal to its Mass rating immediately suffers 1 Damage and gains **1** level of Disorder7. The model that suffered the Catastrophic Explosion is then **Destroyed**.

DESIGNERS' NOTE

EXPLOSIVE TIMING

*A Catastrophic Explosion happens **immediately** when the conditions are met. This means that if a Mass 3 model with 3 or more Critical Damage Effects becomes Crippled, it immediately explodes. Battle-Ready models with a stack of Critical Damage Effects are powder kegs, and a canny Admiral will use this to their advantage.*
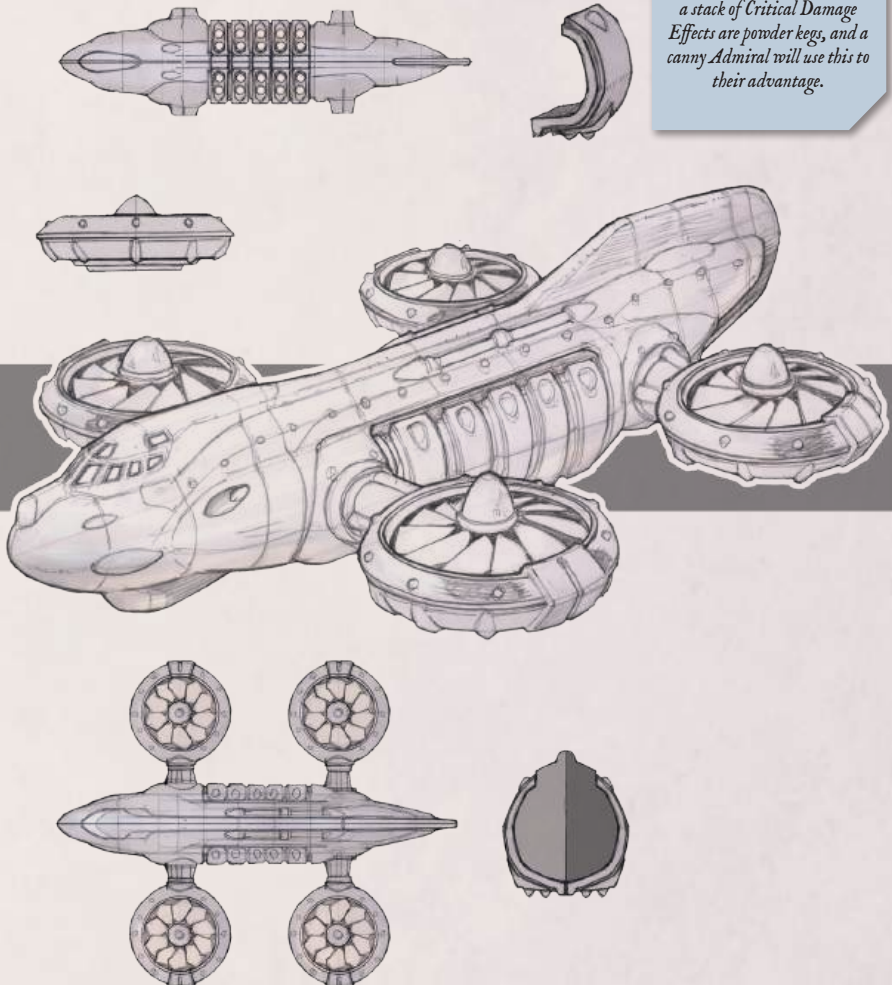
Led by a Protecteur Submersible Carrier, the Canadian forces of the Crown sink under the waves.

DYSTOPIAN WARS

SPECIAL ATTACK QUALITIES

Some weapons act in such a way that they cannot be combined into a volley with weapons of a different type.

These weapons are indicated by the presence of a **Special Attack Quality**, of which there are six: **Aerial, Assault, Bomb, Singular, Submerged** and **Torrent**.

A weapon with a **Special Attack Quality** can only **Contribute**[1] to an **Attack action**[2] if **all** of the weapons Contributing to the action have that Quality.

When an Attack is made with weapons that have a Special Attack Quality, the following additional rules apply:

AERIAL WEAPONS

The **Initial Target** of this Action cannot be an *Underwater* model.

If the Initial Target is an *Airborne* model, it does not benefit from the **Unconventional Target**[4] rule.

ASSAULT WEAPONS

A model can only **Participate**[5] in this Action if the Initial Target is within **2"** of it.

The Initial Target of this Action cannot be an *Airborne* or *Underwater* model unless the unit making this Action has the same **Positional Trait**[6].

BOMB WEAPONS

The Initial Target of this Action cannot be an *Airborne* model.

This attack never benefits from the **Vulnerable Stern**[7] rule. However, the **Resistance Roll** for this attack cannot gain **Bonus Dice** from **Obscured Visibility**[8] or **Escort**[9] tokens.

SINGULAR WEAPONS

All of the weapons **Contributing**[1] to this Action must have the exact same name, as shown on their **Weapon Grid**[2] entry.

For example, a unit has the following Weapon Grid, showing that each of its models is equipped with a pair of Cruise Missile Silos and a single Heavy Gun Battery. The Cruise Missile Silos cannot Contribute to an attack if the Heavy Gun Battery is also Contributing. Furthermore, even if the unit had another weapon with the Singular quality, it could not Contribute to the same Action as the Cruise Missile Silos.

WEAPONS	ARC	FIREPOWER C	S	E	QUALITIES
Cruise Missile Silo	F	-	5	8	Singular, Blast (4")
Cruise Missile Silo	F	-	5	8	Singular, Blast (4")
Heavy Gun Battery	FPS	4	7	-	-

SUBMERGED WEAPONS

An *Underwater* model can be chosen as the **Initial Target**[3] of this Action. An *Airborne* model cannot.

When determining whether the Initial Target is **Visible**[4] to a model making this attack, all **Terrain Features**[5] are treated as having a greater **Mass** than the Target - even Terrain Features with a Mass of 0.

An *Underwater* unit can make an **Attack action**[6] with *Submerged* weapons, even though it cannot normally make Attack actions.

TORRENT WEAPONS

An *Underwater* model cannot be chosen as the Initial Target of this Action. If an *Airborne* model is chosen as the Initial Target, only *Airborne* models can **Participate**[7].

In the **Make the Action Roll**[8] step of this Action, the Initial Target counts its **Defences** rating as 0, and the **Resistance Roll** cannot gain **Bonus Dice** from **Escorts**[9] or **SRS Air Support**[10].

After the **Inflict Damage**[11] step of this Action has been completed, the active Admiral can resolve the entire Action again. They can either choose the same Initial Target, or another model that has the same **Positional Trait**[12] as the previous Initial Target and is within 4" of it.

Freshly repaired Commonwealth ships are ushered from the Murmansk-class Mobile Stronghold, straight back into the midst of battle.

(If the previous Initial Target was **Destroyed**, the new Initial Target should be chosen before it is removed from play.) The normal rules for choosing a Target, nominating Participating models, and declaring Contributing weapons still apply.

In total, the Attack action can be resolved up to **X** times. If weapons with different *Torrent* (*X*) values are contributing to the Action, the lowest X value among them is used.

This sequence of repeated Attack actions is called a **Torrent**, and only counts as a single Action for the purposes of the unit's **Action Limit**. A weapon can Contribute to multiple Actions within a single Torrent.

A model cannot gain more than **1 Disorder**[13] due to the **Under Fire**[14] rule from a single Torrent, even if it is chosen as the Initial Target more than once.

> *In this example, a unit of three Lovelace Cruisers each has a single weapon with a Firepower rating of 4 / 0 / 0 and the Torrent (3) quality.*
>
> *The Admiral chooses the lead Boyar Frigate (B1) as the first Initial Target, and declares that all three Torrent weapons will Contribute for a total of 12 Action Dice. After inflicting Damage, they continue the Torrent by choosing another Initial Target. They could choose Boyars B1, B2 or B3, but not B4 as it is more than 4" away from B1. They decide to target B2. Again, all three Torrent weapons can Contribute, so they make another Action Roll with 12 dice.*
>
> *For their third and final target, they can choose any one of the Boyar Frigates, as B1, B3 and B4 are all within 4" of B3. They decide to target B4. However, Lovelace L3 is more than 10" away from B4 so the Action Roll is made using only 8 dice.*
>
> *Note that even though they have resolved the Attack action three times, they have still only spent one of their Actions for this Action Step.*
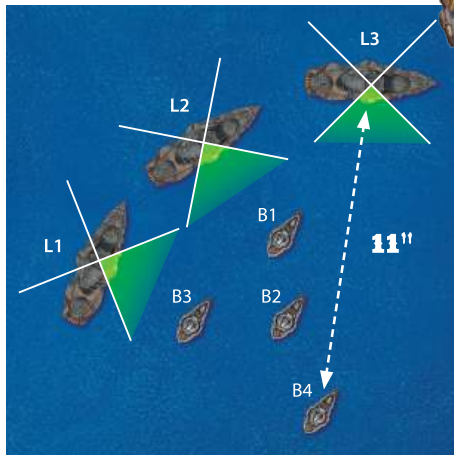
Aerial Admiral
Viktor Blomqvist
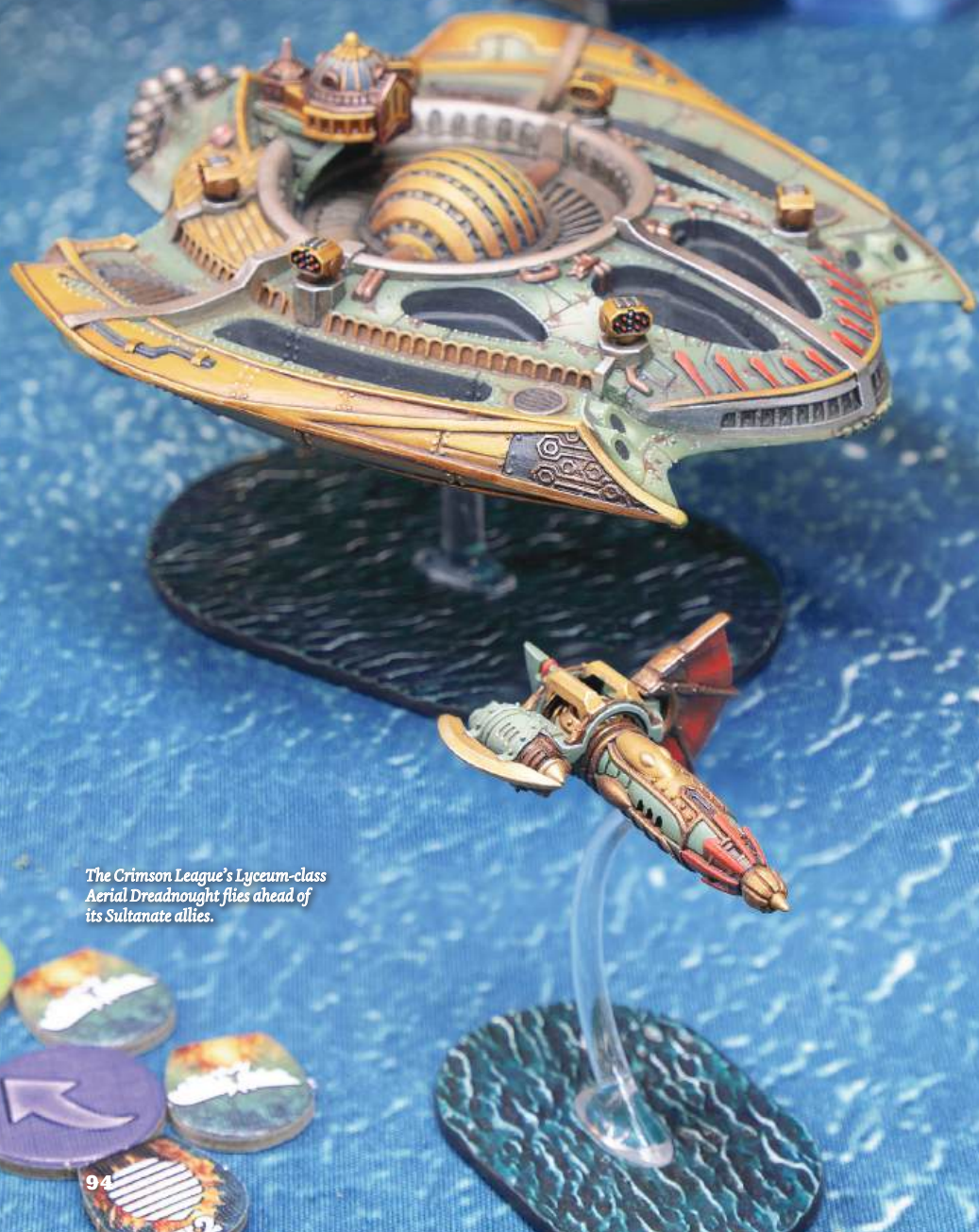
The Crimson League's Lyceum-class Aerial Dreadnought flies ahead of its Sultanate allies.

DYSTOPIAN WARS

ADDITIONAL ACTIONS

In the Core Rules, a unit can only make Attack actions in its Action Step. In the full game, units have access to a broader variety of Actions.

RESOLVING A MAINTENANCE ACTION

Maintenance actions allow models in the unit to repair Critical Damage[1] they have suffered. When a unit makes a Maintenance action, use the following process:

1. NOMINATE PARTICIPATING MODELS

The Admiral nominates any number of models in the active unit that will **Participate[2]** in the action.

2. MAKE REPAIR ROLLS

The Admiral makes a Repair Roll for each Participating model, one at a time, in an order of their choice.

To make a Repair Roll, the Admiral rolls a number of Action Dice equal to the model's **Repair** rating. For each **Heavy Strike** or **Exploding Strike**, they remove a single **Critical Damage Effect** from the model.

JURY-RIGGED REPAIRS

Before making a Repair Roll for a model, the Admiral can declare that the crew will attempt Jury-Rigged Repairs.

If they do so, **Standard Strikes** in the Repair Roll allow Critical Damage Effects to be removed in the same way as **Heavy** and **Exploding Strikes**. However, each **Blank** in the Repair Roll causes the model to gain a level of **Disorder[3]**.

ESCORT SUPPORT

If a unit has one or more **Escort tokens[4]**, add a **Bonus Die** to any Repair Rolls made for models in the unit.

UNDERWATER REPAIRS

An *Underwater* unit[5] can make a Maintenance action, but *Breach* and *Structural Failure* Effects cannot be removed as a result.

RESOLVING A BROADSIDE ACTION

Broadside actions let units bring their close-range flank batteries to bear with devastating effect. A unit can only make one Broadside action per **Activation**.

When a unit makes a Broadside action, use the following process:

1. NOMINATE PARTICIPATING MODELS

The Admiral nominates any number of models in the active unit that will **Participate**[1] in the action.

2. CHOOSE A TARGET

The Admiral chooses an enemy model to be a **Target** of the Broadside.

3. DETERMINE CONTRIBUTING BATTERIES

The Admiral determines which models' flank batteries are **Contributing**[2] to the action.

A model's flank batteries are Contributing to the action if it is Participating in the action, and all of the following criteria are met:

- The Target has the same **Positional Trait**[3] as the model.
- The Target is within the model's **Port** or **Starboard Arc**[4].
- The Target is within **4"** of the model.
- The Target is **Visible**[5] to the model, and is not **Obscured**[6].

If no models' flank batteries are Contributing to the action, the Admiral must either choose a different Target or end the action.

4. MAKE THE BROADSIDE ROLL

The Admiral rolls a number of **Action Dice** equal to the total **Broadside** ratings of all models whose flank batteries are Contributing to the Action.

The Target suffers **1 Damage**[7] for each **Standard Strike** that is rolled, and **2** Damage for each **Heavy Strike** and **Exploding Strike**. (Note that this is not an Action Roll, so **Exploding Strikes** do not allow additional dice to be rolled.)

In addition, if the Target suffers at least **1** Damage, it also gains **1** level of **Disorder**[8].

DISORDERED BROADSIDES

When making a Broadside Roll for a Target, if at least one contributing model has **2** levels of Disorder, **Heavy Strikes** only inflict **1** Damage. If at least one contributing model has **3** levels of Disorder, **Heavy** and **Exploding Strikes** only inflict **1** Damage.

5. RESOLVE ADDITIONAL TARGETS

The Admiral repeats stages **2** to **4** as many times as they wish. Each enemy model can only be chosen to be the Target once per Broadside action.

In this example, a unit of Kutsov Cruisers is making a Broadside action. The active Admiral chooses Sigimer Destroyer S1 as the first Target, and determines which of the Kutsovs' batteries will Contribute. All of them have the same Positional Trait (**Surface**) as the Sigimer, but it is in Kutsov K4 **Fore** arc, so K4 cannot Contribute. The Kutsovs have a Broadside rating of **2,** so the Broadside roll is made on six dice (two each for K1, K2 and K3).

After the roll has been resolved, the Admiral chooses Sigimer S2 as their second Target. This time, K1 is more than 4" away, and K2's Visibility is Obscured, so only K3's batteries can Contribute. The Broadside Roll is made on two dice.

Sigimer S3 is more than 4" away from any of the Kutsovs, so cannot be chosen as a Target.
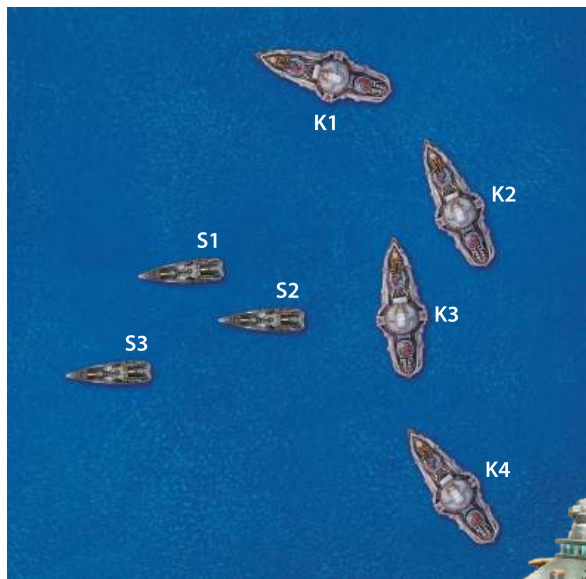
The mighty La Republique launches forth Malinois Interdictors from its skyboard decks.

RESOLVING A BOARDING ACTION

Boarding actions represent daring raids on enemy vessels to strike at vital weak points.

A unit can only make a Boarding action if it has a **Property**[1] that specifically allows it to do so. When a unit makes a Boarding action, use the following process:

1. CHOOSE TARGET

The Admiral chooses an enemy model to be the **Target**. This model must be within **4"** of at least one model in the active unit. Most Properties that allow a unit to launch a Boarding action only allow it to target enemy models with specific **Positional Traits**[2].

2. NOMINATE PARTICIPATING MODELS

The Admiral nominates any number of models in the active unit that will **Participate**[3] in the action. A model cannot Participate if it is further than **4"** from the Target, or if it has already Participated in a Boarding action during this **Action Step**.

3. MAKE THE ACTION ROLL

The active Admiral makes an **Action Roll**[4], and the opposing Admiral makes a Resistance Roll:

Action Pool	Each Participating model adds a number of **Action Dice** as determined by the Property that permits Boarding actions.
Resistance Pool	The Resistance Pool starts with a number of dice equal to the Target's **Defences** rating.
	Add **1** die for each **Escort**[5] token accompanying the Target's unit.
	If there is an **SRS Stack Supporting**[6] the Target unit, the opposing Admiral can discard any number of tokens from the Stack. Each discarded token adds a number of dice equal to the Stack's **Support** rating.
Success Threshold	The Target's **Crew** rating.

4. RESOLVE OUTCOMES

The target suffers a **Critical Damage**[7] Effect for each **Success** scored in the Action Roll. Instead of rolling Critical Damage Dice, however, the active Admiral can choose the specific Effects that are applied, representing the extremely targeted nature of such actions.

Additionally, unless the Action Roll scores no **Successes** (either because the active Admiral rolled no **Strikes**, or because all Hits in the Action Pool were negated by the Resistance Roll) the target gains **1** level of **Disorder**[8].

Indomitable battle platforms dot the surface of the sea, surrounded by hidden minefields.

The Heilong Battleship carves an implacable path across the Pacific. (Empire)

DYSTOPIAN WARS

ATTACHMENTS & ESCORTS

During Force Selection, an Admiral has the opportunity to bolster some of their units with Attachments and Escorts.

ATTACHMENTS

During **Force Selection**[1], a unit with the *Attachment* (*X*) property can optionally be added as an **Attachment** to another unit (referred to as the Attachment's **Parent Unit**).

When a unit is fielded as an Attachment, it ceases to exist as a unit in its own right. Instead, all of its models are treated as being part of the Parent Unit. Note that models in the Attachment still retain their **Attributes, Traits, Properties, Systems** and **Weapons**.

ATTACHMENT ACTION LIMITS

If a Parent Unit and its Attachment have different **Action Limit** ratings, the Parent Unit's rating is used to determine how many Actions the unit can make during its Activation.

However, if the Attachment has a lower Action Limit rating, it can only **Participate**[2] in this many Actions during the **Action Step**. Any further Actions can only be Participated in by models from the Parent Unit.

> *For example, a unit is made up of two Cruisers (the Parent Unit) with an Action Limit of 3, and two Destroyers (the Attachment) with an Action Limit of 2.*
>
> *The unit makes an **Attack** action, in which all four models Participate. Then it makes a **Maintenance** action, Participating with one Cruiser and one Destroyer.*
>
> *When it makes its remaining Action, only the Cruisers can Participate. Note that the Attachment as a group has used both of its permitted Actions, even though one of the Destroyers did not Participate in the Maintenance action.*

WITHDRAWING ATTACHMENTS

If the last model in the Parent unit is removed from play, all of its Attachment models are immediately **Abandoned**[3] and removed from play.

DESIGNERS' NOTE

DECISIONS, DECISIONS...

*An Attached Unit can be a very useful thing - it can provide additional Firepower and grant the Parent Unit access to useful **Properties** or **Systems**. However, an Attachment is immediately Abandoned if its Parent Unit is removed from play. This is a decision that should be considered carefully!*

ESCORTS

A Force is often accompanied by small defensive vessels, from patrol boats, to hovercraft, to defensive balloons and even more esoteric craft. These are all represented in play by **Escort** tokens, which can be added to units during **Force Selection**[3].

The following rules apply to any unit that has one or more Escort tokens.

DEFENSIVE FIRE

When a model is targeted by an **Attack action**[4], **Boarding action**[5] or **Attack Run mission**[6], each Escort token allocated to the model's unit adds **1 Bonus Die** to the **Resistance Pool**[7].

HEROIC SACRIFICE

Instead of adding **1** Action Die to a Resistance Pool, an Admiral can discard the Escort token to add **3** Action Dice.

COLLATERAL DAMAGE

If a model suffers a **Catastrophic Explosion**[8], the opposing Admiral rolls a die for each Escort token accompanying its unit. On a **Strike**, the Escort token is removed from play.

When the last model in a unit is **Destroyed**[9] or **Withdraws**[10], all of its Escort tokens are immediately removed from play.

RAIDING PARTIES

Before declaring an Action for a unit, its Admiral can discard any number of Escort tokens from the unit. If they do, the unit gains the *Boarding Parties* (X) property for the duration of the Action, with an **X** value equal to twice the number of Tokens discarded.

This can be used to allow the unit to launch a Boarding action when it could not normally do so, or to increase the **X** value of the unit's existing *Boarding Parties* (X) property.

For example, this unit of Nagaraja Cruisers (which does not have the Boarding Parties property) is accompanied by two Escort tokens.

The unit's Admiral wishes to launch a Boarding action against the nearby Borodino Battleship. They discard one Escort token, temporarily granting the Nagaraja Cruisers the Boarding Parties (2) property, thereby allowing the unit to make a Boarding action in which each Participating Cruiser will Contribute 2 Action Dice. If they wish to improve their odds, they could also discard the other Escort token to add 4 dice per Participating Cruiser to the Action Roll.

Fleet
Admiral
Caroline
Hunters

The Union's Enterprise Heavy Carrier breaks through the icy waters of the Antarctic, dwarfing the frigates and escorts that protect it, as Corsair Fighters scout ahead.

DYSTOPIAN WARS

SHORT RANGE SQUADRONS

Each Faction has access to Short Range Squadrons (SRS) - flights of small aircraft which can be dispatched to fulfil various missions.

All of the Short Range Squadrons available to a Faction are listed in that Faction's ORBAT.

SHORT RANGE SQUADRONS IN PLAY

Short Range Squadrons are not purchased by themselves when choosing a Force. Instead, *Carrier* units are able to launch a certain number in the **Launch Phase**[1] of each Round.

DESIGNERS' NOTE

LAUNCH CAPACITY

*The number of tokens a **Carrier** can launch should not be seen as an indicator of its total squadron capacity - rather, it indicates how many squadrons it can launch in a single round.*

A squadron of Messer Interceptors scramble to counter a sortie of enemy fighters.

105

SRS TOKENS

Short Range Squadrons are represented in play by Short Range Squadron tokens, usually referred to as **SRS tokens**.

When an SRS token is discarded, it is removed from play. This might represent it being destroyed, or circling away to reload and refuel.

SQUADRON GRIDS
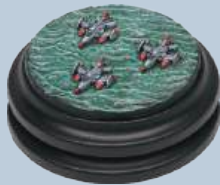
Squadron Type	Atk	Int	Spt	Res	SRS Properties
Kometa Interceptors	2	3	3	3	-
Szpada Swordwings	4	3	2	4	Swordwing Srike

The Short Range Squadrons section of an ORBAT features a **Squadron Grid**, which provides the following information for each type of SRS token available to the Faction:

SQUADRON TYPE

This shows the name for this type of Short Range Squadron. Each *Carrier* unit will list the Squadrons it can launch in its **Unit Profile**.

ATTACK

This shows how many **Action Dice** this SRS token adds to the **Action Roll**[1] when resolving an **Attack Run mission**[2].

INTERCEPT

This shows how many Action Dice this SRS token adds to the Action Roll when resolving an **Interception Attempt**[3].

SUPPORT

This shows how many **Bonus Dice** this SRS token adds to the Action Roll or Resistance Roll when it is discarded to provide **Air Support**[4].

RESILIENCE

This value serves as the **Success Threshold**[5] when this SRS token's stack is targeted by an Interception Attempt.

SRS PROPERTIES

If this SRS token has any **SRS Properties**, they are listed here. These grant the token specific benefits, in the same way as unit Properties.

SRS STACKS

When SRS tokens are launched, they are stacked together into groups called SRS Stacks, and allocated to a **Target**. This is usually a unit, but it can also be a **Minefield marker**[6]. An SRS Stack follows all of the standard rules for **Tokens**[7]. If an Admiral allocates an SRS Stack to a target that already has a friendly SRS Stack allocated to it, the Tokens are combined into a single Stack.

In this example, the Commonwealth Admiral has allocated a Stack of 5 Kometa Interceptor Squadron tokens to this enemy unit. The Enlightened Admiral has allocated a Stack of 4 Scythe Drone Squadron tokens to the same unit (fig. A).

Later in the Launch Phase, the Commonwealth Admiral allocates another Stack of 3 Kometa Interceptor Squadron tokens to the same unit. They do not place them separately (fig. B). Instead, they add them to the existing stack (fig. C).
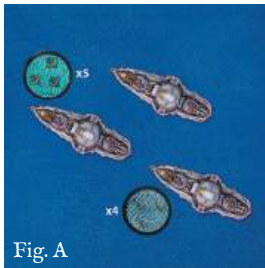
Fig. A
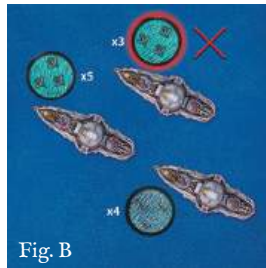
Fig. B
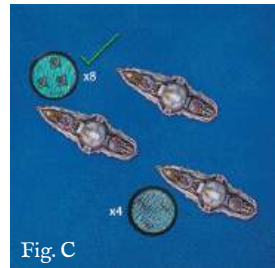
Fig. C

MIXED STACKS

If an SRS Stack contains more than one type of SRS token, each type should be arranged separately, so that it is clear how many of each type there are. The groups should be kept together, however, and still count as a single SRS Stack.
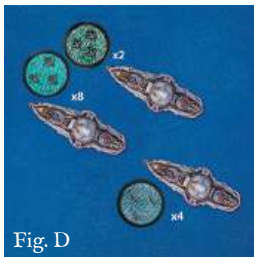
Fig. D

Continuing the previous example, the Commonwealth Admiral allocates 2 Szpada Swordwing Squadron tokens to the enemy unit. They are placed next to the existing Stack of Kometa Interceptors, so that both Admirals can see how many of each type is allocated to the unit, but the unit counts as having one friendly SRS Stack with a total of 10 tokens and one enemy SRS Stack with 4 tokens.

LAUNCHING SHORT RANGE SQUADRONS

On an Admiral's turn, they nominate one of their units in the Play Area that contains one or more *Carrier* models, and resolve an SRS Launch using the process below. A unit cannot be nominated if it has already resolved an SRS Launch this Round.

1. DECLARE PARTICIPATING MODELS

The Admiral declares which models in the active unit will **Participate[1]** in the launch. A model cannot Participate if it does not have a **Property[2]** that allows it to launch **SRS tokens**, or if it is otherwise prevented from launching SRS tokens.

2. CREATE SRS STACK(S)

Each Participating model launches a number of SRS tokens, as determined by the Property that allows it to do so.

The Admiral arranges these launched SRS tokens into any number of SRS Stacks. There is no upper or lower limit to the number of tokens in a stack, or to the number of separate Stacks launched from a single *Carrier*.

3. CHOOSE SRS MISSION(S)

For each SRS Stack, the Admiral chooses one of the following SRS Missions:

> **DESIGNERS' NOTE**
>
> ### CRIPPLED CARRIERS
>
> *If the Admiral wishes one or more **Crippled[3]** models to Participate in an **SRS Launch**, they must make a **Group Crew Check[4]**, in the same way as if they wanted Crippled models to Participate in an Action.*

Under the exacting command of Captain Alison Hatcher, the Griffin's Wing battlefleet soars above the Crown's forces, guns armed and ready.

ATTACK RUN MISSION

Allocate the SRS Stack to an enemy unit within 30" of the model from which it is being launched. It is now **Threatening** that unit.

When this Mission is resolved, it will potentially inflict **Critical Damage**[6] on models in the enemy unit or destroy the unit's **Escorts**[7].

AIR SUPPORT MISSION

Allocate the SRS Stack to a friendly unit within 30" of the model from which it is being launched. It is now **Supporting** that unit.

This Mission is not resolved at the start of an Activation. Instead, the Stack can provide **Air Support** if the friendly unit is targeted by an **Attack action**[8] or **Boarding action**[9], and can make an **Interception Attempt**[10] if the friendly unit is targeted by an **Attack Run mission**[11].

MINE CLEARANCE MISSION

Allocate the SRS Stack to a **Minefield marker**[12] within 30" of the model from which it is being launched. It is now **Sweeping** that Minefield marker.

When this Mission is resolved, it will potentially **Clear**[13] the Minefield marker and other Minefield markers within 5" of it.

MISSING TARGETS

If an SRS Stack's **Target** is removed from play (for example, if the last model in a friendly unit which it is Supporting **Withdraws**[14] or is **Destroyed**[15]), the Stack is placed to one side (for example, at one edge of the Play Area). In the **End Phase**, all Short Range Squadrons that have been set aside will perform **Aerial Reconnaissance**[16].

AIR SUPPORT

An SRS Stack Supporting a friendly unit can provide Air Support if that unit becomes the Target of an Attack action or Boarding action.

The Admiral discards any number of SRS tokens from the Stack. For each token that is discarded, they add a number of **Bonus Dice** equal to the token's **Support** rating to their Resistance Pool.

I was on watch at my gun station when the general quarter gong began clanging throughout the ship. Our section chief was the first to arrive and we quickly opened the valves to swing the alchemical rockets into the air. By the time, the gaijin were already diving towards us and it was too late. The Otomo took four bombs directly to the citadel.

*Nitosuihei Oda Makota,
cruiser Otomo*

RESOLVING SRS MISSIONS

In the **Activation Phase**, before choosing a unit to **Activate[1]**, the active Admiral can decide whether or not to resolve an SRS Mission with one of their Stacks.

This is optional; the Admiral can choose not to attempt an SRS Mission if they wish to, even if they have SRS Stacks in play.

The Admiral nominates one of their SRS Stacks which is not Supporting a friendly unit, and has not been set aside to perform **Aerial Reconnaissance[2]**.

If the stack is allocated to an enemy unit, they resolve an Attack Run mission. If the stack is allocated to a **Minefield marker[3]**, they resolve a **Mine Clearance mission[4]**.

Squadrons of the Doksuri Fighters unleash their Salhaeja Cannons into the enemy's airships.

RESOLVING AN ATTACK RUN MISSION

An SRS Stack that is **Threatening** an enemy unit performs an **Attack Run** mission, using the following process.

1. NOMINATE ATTACK RUN TARGETS

The active Admiral nominates models in the enemy unit to be **Attack Run Targets**. The maximum number of Attack Run Targets they can nominate is equal to the number of SRS tokens in their Stack

2. MAKE AN ACTION ROLL

The active Admiral makes a single **Action Roll**[5] regardless of the number of Attack Run Targets and the opposing Admiral makes a single Resistance Roll:

Action Pool	Each SRS token in the Stack adds a number of Action Dice equal to its Attack rating.
Resistance Pool	Each Attack Run Target adds a number of dice equal to its **Defences** rating.
	Add **1 Bonus Die** for each **Escort**[6] token accompanying the target unit.
Success Threshold	The highest **Armour** rating among the Targets.

3. ALLOCATE CRITICAL DAMAGE

For each **Success** scored in the Action Roll, the active Admiral rolls a **Critical Damage**[7] **Die**.

They then allocate each Critical Damage Die to an Attack Run Target, or to an Escort token accompanying the Target unit. Only one die can be allocated to each Attack Run Target.

4. RESOLVE CRITICAL DAMAGE

Each Attack Run Target that has a die allocated to it suffers the matching Critical Damage Effect.

Each Escort token that has a die allocated to it is discarded.

5. DISENGAGE

Discard all SRS tokens (friendly or enemy) allocated to the Target unit.

INTERCEPTING ATTACK RUNS

If an Admiral resolves an **Attack Run mission**[1] against an enemy unit that is **Supported**[2] by an SRS Stack, the opposing Admiral makes an **Interception Attempt**. This is resolved before the active Admiral nominates Attack Run Targets.

The opposing Admiral makes an **Action Roll**[3]. There is no Resistance Roll.

Action Pool	Each SRS token in the Supporting Stack adds a number of Action Dice equal to its **Intercept** rating.
Success Threshold	The Stack's **Resilience** rating.

For each **Success** scored in the Action Roll, one SRS token is discarded from the SRS Stack making the Attack Run. If this results in the last token in the **Stack** being discarded, the Attack Run mission ends.

INTERCEPTING MIXED STACKS

If an Interception Attempt is resolved against an SRS Stack composed of two or more different types of SRS token, the **Resolve Outcomes** step of the Action Roll is carried out a little differently than normal.

First, the active Admiral selects one type of squadron from their Stack. The opposing Admiral groups the **Hits** according to that squadron type's **Resilience** rating. In this way, the active Admiral can attempt to screen a high **Attack** squadron with a high Resilience squadron. For each **Success**, one token of the chosen type is discarded.

If, after every token of this squadron type is removed, there are still Hits remaining in the Action Roll, the active Admiral chooses another squadron type from the Stack. The process is repeated using that squadron type's Resilience rating until either there are no Hits left in the Action Roll scoring Successes or there are no SRS tokens left in the Stack.

In this example, the Enlightened Admiral's Scythe Drone Stack is resolving an Interception Attempt against their Commonwealth opponent's Stack of 5 Kometa Interceptor Squadrons (Resilience 3) and 2 Szpada Swordwing Squadrons (Resilience 4). The Enlightened Admiral's Action Roll has scored 15 Hits (fig. E).

The Commonwealth Admiral decides to nominate the Szpada Swordwings first. Their opponent creates two groups of 4 Hits each, and both Szpada Swordwings are discarded (fig. F). Only the Kometa Squadrons remain, so the remaining 7 Hits are grouped according to their Resilience rating of 3. This creates two groups, so 2 Kometa Squadrons are discarded (fig. G).

Fig. E

Fig. F

Fig. G
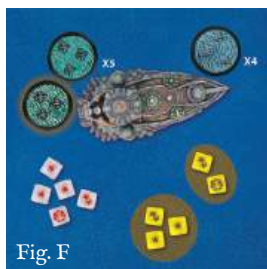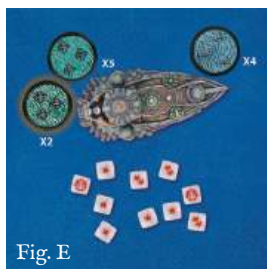
Beneath a swarm of Scythe Fighters, an Icarus Aeronautic Fabricator leads the forces of the Enlightened from their Antarctic bases, powered by alien technologies and the advanced sciences of the Custodians.

RESOLVING A MINE CLEARANCE MISSION

An SRS Stack that is allocated to a **Minefield marker**[1] performs a **Mine Clearance** mission.

The active Admiral rolls a number of **Action Dice** equal to the number of SRS tokens in the stack.

If at least one **Exploding Strike** is rolled, the Minefield Marker is **Cleared**.

Any additional **Exploding Strikes** allow the Admiral to Clear another Minefield marker within 5" of the original Target.

All SRS tokens in the Stack are then discarded.

The Ice Maiden Dreadnought Super-Carrier is an icon of the Imperium fleet, the largest class of ship ever to sail the oceans of the Dystopian Age. Despite their limited number, stories abound of their pycrete hulls and there is not a sailor alive who would not instantly recognise their unique, ice-bound appearance, despite many never seeing one in action.

AERIAL RECONNAISSANCE

In the **Clean Up** step of the **End Phase,** each SRS Stack that is still in play (i.e. that has not resolved an SRS Mission) performs **Aerial Reconnaissance**.

Both Admirals roll an Action Die for every SRS token they still have in play. For each **Exploding Strike** result, one Squadron has successfully completed an Aerial Reconnaissance mission and will grant its Admiral a **Bonus Card**[2] in the **Draw Cards**[3] step of next Round's **Ready Phase.** The maximum number of Bonus Cards that an Admiral can receive from Aerial Reconnaissance is equal to their **Hand Limit**.

As a reminder, each Admiral can place an SRS token next to their **Victory & Valour deck**[4] for each Bonus Card they will receive.

Any remaining SRS tokens are then removed from play.

> *For example,* in the End Phase, an Admiral has a single SRS Stack still in play, consisting of **8** SRS tokens. They roll **8** Action Dice, and are lucky enough to score **3** *Exploding Strikes*. They will gain **3** Bonus Cards in the next Ready Phase.

Tianlong Draconic Colossus (Empire)

DYSTOPIAN WARS

THE PLAY AREA

In the Core Rules, Terrain Features impede movement and Obscure Attack actions. In the full game, the Play Area can present Admirals with a much greater range of challenges.

ENVIRONMENTAL FEATURES

During setup, parts of the surface of the Play Area can be defined as Environmental Features. They must occupy a clearly defined patch of the Play Area, and must be defined as either **Treacherous Water** (representing strong currents, floating debris or concealed dangers) or **Fog** (which could be fog, low-lying cloud or thick smoke).

Environmental Features are not **Terrain Features**, so models cannot **Collide**[1] with them, and they do not **Obscure Visibility**[2] unless otherwise stated.

Any parts of the Play Area that are not defined as Environmental Features are **Open Water**, and are not subject to any special rules.

IMPEDED MOVEMENT

Treacherous Water **Impedes** the Movement of *Surface* and *Underwater* models, while Fog Impedes the **Movement**[3] of *Surface* and *Airborne* models.

During the Movement step, if a model comes into contact with one or more features that Impede its movement, it gains **1** level of **Disorder**[4]. This is applied at the end of the model's move, and is only applied once, even if it came into contact with multiple features.

HAMPERED VISIBILITY

During an **Attack action**[5], a **Participating**[6] model's **Visibility** is **Hampered** if it is not possible to draw a line from the model's **Centre Point**[7] to every part of the **Target** without passing through at least one patch of **Fog**. This applies even if the Participating model or Target is *Airborne*.

The opposing Admiral adds **2 Bonus Dice** to the **Resistance Roll**[8] for each Participating model that has Hampered Visibility.

TERRAIN FEATURES

Terrain Features can be added to the **Play Area** during setup, providing both Admirals with strategic opportunities and challenges.

All Terrain Features have a **Mass** rating, in the same way as a model. During setup, the Admirals should agree on a Mass rating for each Terrain Feature in the Play Area, using the Mass ratings of similar-sized models as a guideline.

In addition, certain types of Terrain Feature have additional rules, as detailed below. During setup, Admirals should agree how each piece of Terrain is defined before it is placed into the Play Area.

GROUNDING HAZARDS

A **Grounding Hazard** might represent a sandbank, a large coral reef or similar.

A Grounding Hazard can be **Collided**[1] with as normal, but treats its Mass as 0 for determining whether it **Blocks**[2] or **Obscures Visibility**[3].

Certain **Properties** and **Systems**[4] may allow a model to **Pass Through**[5] Grounding Hazards without Colliding.

Sandbanks are a good example of Grounding Hazards

Islands can occur in a variety of shapes and sizes.
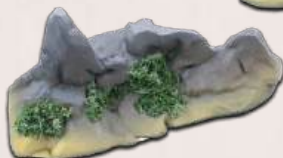
ISLAND

Island is a catch-all term for islands, peninsulas, atolls and shorelines.

All parts of the Play Area within **1"** of an Island count as **Treacherous Water**[6].

Certain **Properties** may allow models to move across Islands as though they were **Open Water**.

IMPASSABLE GROUND

Some (or all) of an Island can be designated as **Impassable Ground** - thick forests, volcanoes, or towering research outposts. A model cannot move through these areas, even if they are otherwise able to move across Islands. If a model is capable of ignoring Terrain Features entirely - for example, if it is an *Airborne* model - it can still move through Impassable Ground.

DESIGNERS' NOTE

TREACHEROUS WATERS

*Many Terrain Features are bounded by a **1"** band of Treacherous Water. It is also important to remember that a model cannot Rally[7] if it is within Proximity[8] (**2"**) of a Terrain Feature. The example below shows a unit of two Kutsov Cruisers moving around an Island Terrain feature. The band of Treacherous Water around the Feature is marked in red, and its Proximity is marked in yellow.*

As the first Kutsov (K1) contacts the Treacherous Water, its movement is Impeded[9] and it gains a level of Disorder[10]. However, as it has cleared the Island's Proximity, this will not prevent it from Rallying in the unit's Consolidation Step. While the second Kutsov (K2) also has Impeded Movement, it is still within the Island's Proximity, so it will be unable to Rally in the unit's Consolidation Step.

STRUCTURES

A **Structure** is a man-made terrain feature, such as a maintenance platform or drilling rig.

All parts of the play area within 1" of a Structure count as **Treacherous Water**[1].

STRUCTURES UNDER FIRE

A Structure can be chosen as the target of an **Attack action**[2], as though it were an enemy model, and is treated as having an **Armour** rating of **3**, unless the Admirals agree otherwise. If a Structure accumulates **Damage**[3] equal to its **Mass**, it is removed from play and replaced with a **Wreck Marker**.

These Structures have been built from the *Sturginium Platforms & Objectives* set.

ICEBERGS

Icebergs are a common sight in certain parts of the ocean, but can appear elsewhere thanks to the strange technologies of the Dystopian Age.

All parts of the play area that are within 1" of an Iceberg count as Treacherous Water.

ICEBERGS UNDER FIRE

An Iceberg can be chosen as the target of an Attack action, as though it were an enemy model, and is treated as having an Armour rating of **3** unless the Admirals agree otherwise. An Iceberg's Mass is reduced by **1** for each point of Damage it suffers; this can be represented with Damage tokens, or by replacing the Iceberg with a smaller scenery piece. If its Mass reaches **0**, the Iceberg is removed from play.

It is useful to have icebergs in a variety of sizes.

MARKERS

The Admirals may be instructed by the rules for an Encounter to add certain **Markers** to the Play Area. Their Force might also contain units whose Properties allow them to add additional Markers.

Unless otherwise stated, Markers do not have a **Mass** rating, and do not **Block[4]** or **Obscure Visibility[5]**. Models cannot **Collide[6]** with a Marker but may interact with them in other ways.

Each type of Marker has its own additional rules:

STRATEGIC OBJECTIVE MARKERS

A Strategic Objective marker represents something in the play area that is of strategic importance to one or both Admirals.

Strategic Objective Markers can be **Controlled** by an Admiral, which usually results in that Admiral scoring **Victory Points[7]** in the **End Phase**.

An Admiral is Controlling a Strategic Objective marker if they have at least one **Scoring Model[8]** in contact with it, and there are no enemy Scoring Models in contact with it.

Strategic Objective Markers have a number on one side. The number is only relevant when specifically noted in an **Encounter's[9]** rules.

MINEFIELD MARKERS

A Minefield marker represents an area that has been littered with proximity-triggered explosives.

A Minefield marker is **Triggered** if a *Surface* or *Underwater* model moves into contact with it. When a Minefield Marker is Triggered, each model within its Proximity immediately gains a level of **Disorder[10]**. The closest model to the marker (usually the moving model) is then subject to a **Minefield Detonation**. The opposing Admiral rolls a number of Action Dice equal to the model's Mass rating. The model suffers **1** Damage for each **Standard Strike** rolled, and **2** Damage for each **Heavy Strike** or **Exploding Strike**. The model then continues its move if applicable.

A Minefield marker is removed after it is Triggered, or if a rule states that it is **Cleared**.

WRECK MARKERS

A Wreck marker represents an area of tangled wreckage, which can pose a threat to vessels that move through it.

If a *Surface* model moves into contact with a Wreck marker during its **Movement Step[11]**, the active Admiral rolls a **Critical Damage Die[12]** at the end of its move. If the result is a *Breach* or *Navigation Lock*, that Effect is immediately inflicted on the moving model and the Wreck marker removed from play. On any other result, there is no effect.
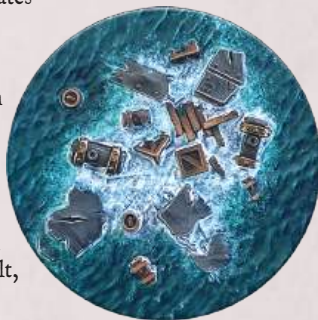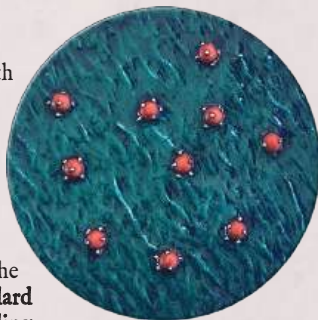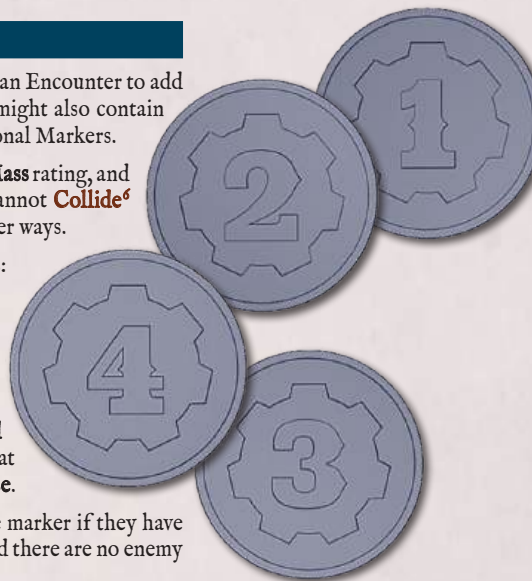
DYSTOPIAN WARS

PLAYING A GAME

The forces of the Enlightened and the Empire ready themselves as a mighty Kaiju Ika Colossus rises from the depths.

DESIGNERS' NOTE

LOGISTICS!

So far this book has focused on how to play Dystopian Wars. *From here, this section will tell you how to **actually play*** Dystopian Wars! *In other words, the following pages tell you how to go about actually putting models on a table and getting a game underway.*

*A Marena Vitruvian Colossus
(Commonwealth) and Hochmeister
Vitruvian Colossus (Imperium)
prepare to do battle.*

DYSTOPIAN WARS

FORCE SELECTION

Before playing a game, both Admirals need to create a Force using the models in their collection, following the rules in this section.

BATTLEFLEETS

When creating a **Force**, an Admiral must organise all of their units into one or more **Battlefleets**. These are made up of **Elements**, each of which can usually have a single unit allocated to it. Elements are usually limited to units with a specific combination of **Traits**[1].

*For example, an Element might require a unit with the **Crown** and **Flagship** Traits.*

Elements are either **Mandatory** and **Optional**. For a Battlefleet to be included in a Force, each of its Mandatory Elements *must* have a unit allocated to it. Optional elements allow the Admiral to bring more units to battle, but are not required.

BATTLEFLEET TYPES

Each Faction's Order of Battle (**ORBAT**) contains a number of different Battlefleets, divided into two main types:

- **Main** Battlefleets represent standard naval formations available to the Faction, and are usually very flexible.

- **Specialist** Battlefleets fulfil a specific strategic role, and are usually restricted in terms of the units that can be included.

A Force *must* contain at least one Main Battlefleet, and *cannot* contain more Specialist Battlefleets than Main Battlefleets.

Legendary Battlefleets

Some Battlefleets are marked as **Legendary**. These are unique formations, often representing a specific named group of vessels. Each Legendary Battlefleet can only be included *once* in a Force.

Note that a Legendary Battlefleet will also be listed as either **Main** or **Specialist**, and is counted as a Battlefleet of that type for the purposes of creating a Force.

FORCE RESTRICTIONS

A **Force** must always abide by the following restrictions:

POINTS LIMIT

Each model and upgrade in a Force costs a certain number of **Points**[1]. The total Points spent on a Force cannot exceed the **Points Limit**[2] that has been agreed for the game. An Admiral can elect to spend fewer points if they wish. (There is no benefit to doing so; this rule simply exists because it might not always be possible to meet the limit exactly.)

For example, if the Points Limit for a game is 1000 Points, an Admiral could use a Force which totals 996 points, but not one that totals 1002 points.

BATTLEFLEET ORGANISATION

The Force must consist of one or more **Battlefleets**, all of which must be chosen from a single Faction's **ORBAT**.

Each unit in the Force must be allocated to an **Element** in a Battlefleet.

The Force cannot contain more Specialist Battlefleets than Main Battlefleets.

FLAGSHIP LIMITS

A Battlefleet cannot contain more than one unit with the *Flagship* Trait.

DUPLICATE CLASSES

A Battlefleet cannot contain more than one unit of the same **Class**[3] (i.e. units that share the same Unit Profile). A Force can contain more than one unit of the same Class, but each one *must* be allocated to a different Battlefleet.

Mainstay Classes

Most Battlefleets list one or more **Mainstay Classes**. A Battlefleet can contain up to two units of each of its listed Mainstay Classes.

For example, a Crown Battlefleet can only have a single unit of Albion Cruisers unless it lists Albion Cruisers as a Mainstay Class, in which case it can have up to two units of Albion Cruisers.

UNIQUE UNITS

A unit with the *Unique* trait can only be included in a Force *once*, regardless of any other restrictions.

CHOOSING UNITS

When adding a unit to their Force, an Admiral must follow these rules.

MODEL COUNT

Each unit must consist of a number of models that matches its **Model Count**[4], as shown on its Unit Profile entry. If the unit profile shows a variable Model Count, the number of models must fall within the listed values.

For example, if a unit has a Model Count of 2-4, the unit must consist of 2, 3 or 4 models.

HARDPOINT OPTIONS

Many models in *Dystopian Wars* are fitted with one or more **Hardpoint Weapons**[5]. **Light** and **Heavy** Hardpoints appear on a miniature as interchangeable turrets, while **Special** Hardpoints take the form of build variants that are chosen during assembly.

A unit's **Weapon Grid**[6] always shows a default option for each Hardpoint weapon, along with a Heavy, Light or Special Hardpoint icon to the left of the row.

When adding the unit to their Force, an Admiral can choose to replace any number of Hardpoint Weapons with other weapons from the unit's **Hardpoint Options** grid. The replacement weapon must have the same Hardpoint Icon - Heavy or Light - as the weapon it is replacing. Unless otherwise stated, this does not cost any additional **Points**.

An Admiral is free to select options for each Hardpoint individually. A model can have the same weapon for all of its Hardpoints, or it can have a different weapon in each one. Furthermore, models in the same unit do not have to be outfitted with the same Hardpoints as one another.

UPGRADES

Some Unit Profiles feature optional extras which can be applied to the unit as a whole, or to individual models within the unit. These are referred to as **Upgrades**. For example, you may be able to add one or more **Escort tokens**[7] to a unit, replace a weapon on a model with a **Generator Hardpoint**[8], or upgrade a model with a piece of equipment that grants a new **System**[9].

Upgrades usually have a **Points** cost. Some of these points costs are standardised for all units; these can be found in the **Unit Upgrade Costs** list at the start of the ORBAT. When a unit has Upgrades that do not appear in the list, the points cost(s) will be listed on the unit profile itself.

For example, a unit's profile states that 1-3 Escort Tokens can be added at +5 points each. The Admiral decides to add two Escorts for a total of +10 points.

HEAVY HARDPOINT EXAMPLES

LIGHT HARDPOINT EXAMPLES
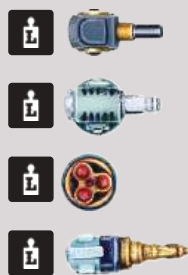
ATTACHED UNITS

Units that have the *Attachment* (*X*) property can be fielded by themselves, or as an **Attachment**[1] to another unit, referred to as their **Parent Unit**.

Any unit in a Battlefleet can potentially be a Parent Unit. However, the following restrictions apply:

- A unit with the *Attachment* (*X*) property can never be a Parent Unit.
- An Attachment must have the same **Positional Trait**[2] as its Parent Unit.
- The Parent Unit must have the Trait(s) specified in the *Attachment* (*X*) property.
- A Parent Unit can only have **one** Attachment.

*For example, a **Surface** unit with the Attachment (Crown Flagship) property could be attached to any unit **Surface Crown Flagship** unit that does not itself have the Attachment (X) property.*

FIELDING ATTACHMENTS

A unit that is added as an Attachment does not occupy its own **Battlefleet Element**[3]. Instead, it shares its Parent Unit's Element. The Attachment's Traits have no effect on which Element the Parent Unit can be allocated to.

An Attachment must always be fielded at its minimum **Model Count**[4].

For example, if a unit with a Model Count of 2-4 is fielded as an Attachment, it must be fielded with exactly 2 models.

ATTACHMENT LIMITS

For the purposes of the **Duplicate Classes**[5] rule, a Battlefleet can contain up to two units of the same **Class**[6], as long as one of them is an Attachment and the other is a standalone unit.

Similarly, a Battlefleet can contain up to *four* units of each of its listed **Mainstay Classes** as long as no more than two of them are Attachments, and no more than two of them are standalone units.

WRITING A FORCE LIST

Each Admiral should create a written **Force List**, which clearly shows which Faction the Force belongs to, and its total **Points Cost**.

In addition, the list should contain an entry for each unit they have chosen, showing which Battlefleet the unit belongs to, the number of models it contains, any Upgrades that have been selected, and its Points Cost.

Finally, the Force List should list any Force Doctrines that have been selected, and which *Flagship* units they have been purchased for.

An Admiral should always allow their opponent to see their Force List; none of the information contained within it should be considered hidden or secret.
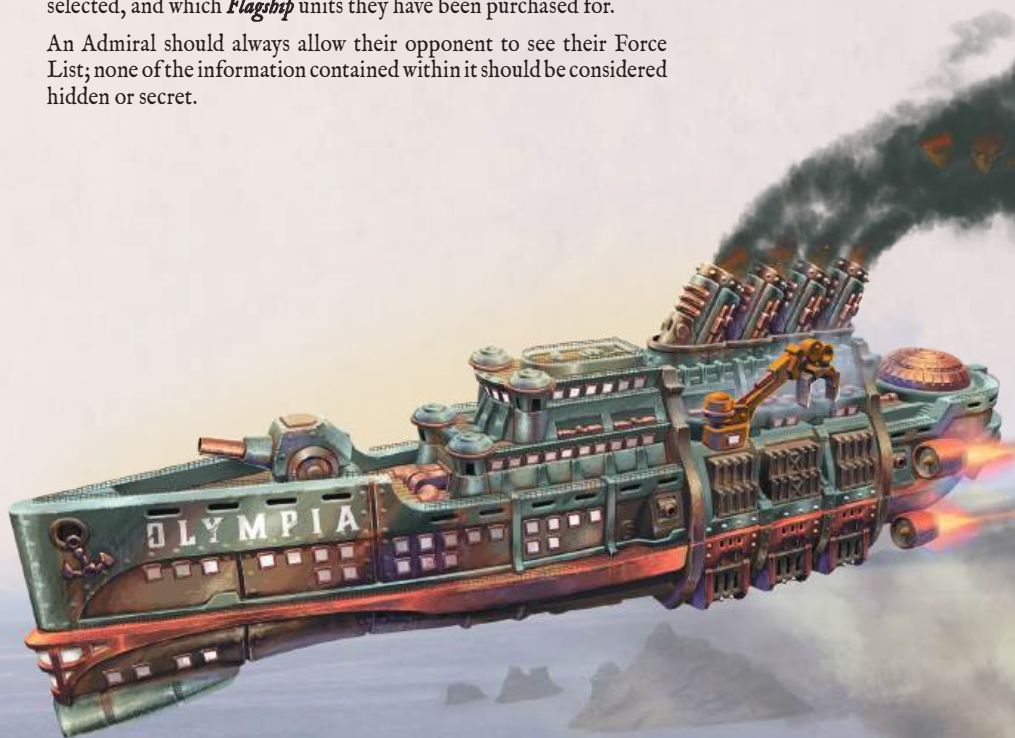
An Olympia-pattern Aerial Conveyor accompanies a flotilla of civilian vessels as it ferries vital supplies across war-torn skies.

La Dame Liberté (Alliance)

DYSTOPIAN WARS

PREPARING TO PLAY

Once both Admirals have prepared a Force List at the agreed Points Limit (as described in their ORBAT), they can prepare to play a game by following the steps below.

1. DETERMINE THE INITIATIVE

Each Admiral shuffles their **Victory & Valour Deck**[1] and draws the top card. The Admiral whose card has the higher **Value** can choose whether to claim the **Initiative**[2], or give it to their opponent. In the case of a tie, both Admirals draw again. Any cards that were drawn are then discarded.

The Initiative will change hands multiple times during play. Whichever Admiral has the Initiative at a given time is referred to as the **First Admiral**, and their opponent is the **Second Admiral**. As a reminder, place the **Initiative Dial** next to the First Admiral's Victory & Valour deck.

When the Hochmeister Vitruvian Colossus raises its Zweihänder Great Sword, there are few that can survive the coming blow.

2. CHOOSE AN ENCOUNTER

The First Admiral rolls a single **Action Die,** and looks up the result on the chart below to determine which Encounter the game will use. If both Admirals prefer, they can choose an Encounter without rolling a die.

Face	Action Roll
	Use **Common Encounter 1: Meeting Engagement** (page 140).
	Use **Common Encounter 2: Salvage Rights** (page 142).
	Use **Common Encounter 3: The Oil Fields** (page 144).
	Use **Common Encounter 4: Blockade Run** (page 146).
	Use **Common Encounter 5: The Archipelago** (page 148).
	Use **Common Encounter 6: Recon Duty** (page 150).

Hot on the heels of the renegade Prometheus, a Newton-class Void Engine Cruiser ploughs straight into the waiting arms of a Marena Vitruvian Colossus and its Cryogenic Generator.

3. PREPARE THE PLAY AREA

First, the Admirals set out the Play Area. Each **Neutral Edge**[1] should be at least **48"** long, and each **Controlled Edge**[1] should be at least **36"** long.

The recommended size for the Play Area depends on the **Engagement Scale**[2], as shown in the table below.

Engagement Scale	Neutral Edges	Controlled Edges
Small Engagement	48"	36"
Medium Engagement	48"	48"
Large Engagement	48"	72"

> **DESIGNERS' NOTE**
>
> ### CUSTOM SIZES
>
> *The Play Area dimensions are not set in stone. If you have less space available, you can play a Small Engagement in a **36" x 36"** area, although it will result in a tighter, more aggressive game, which favours Forces built for short range combat. Conversely, enlarging the Play Area will result in a slower, more thoughtful game, dominated by long-ranged weapons and faster units.*

PLACING TERRAIN

The Admirals should set out enough **Terrain Features**[3] to make as interesting a Play Area as possible. There are no hard and fast rules for the placement, type, or density of terrain, as each collection will vary, but the following system can be used if both Admirals agree.

a. Check Encounter Rules

Some Encounters have specific Terrain requirements, which should be checked before any Terrain is set up.

If specific Terrain Features are required, these are set up first.

b. Define Terrain Areas

Divide the Play Area into **Terrain Areas** that are each roughly **24" x 24"** (or **24" x 18"**, for a Small Engagement).

Each of these Terrain Areas will contain Terrain Features with a maximum combined **Mass** no greater than **12**, including the Mass of any mandatory features already set up as required by the Encounter.

If a Terrain Feature is on the border between two Terrain Areas, it counts as being in the one containing the majority of the feature.
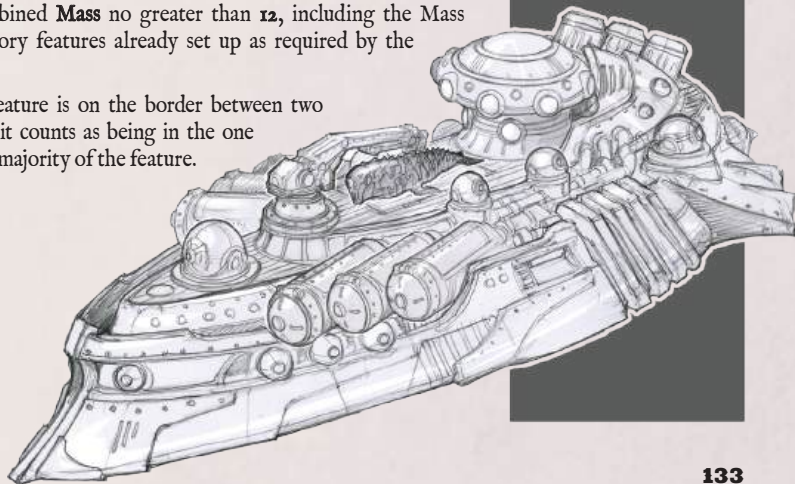
TREACHEROUS WATERS AND FOG

Instead of placing a Terrain Feature, an Admiral can choose to define a patch of **Treacherous Water or Fog**[2]. This follows the standard rules for placing Terrain, with the exception that the patch can be defined within **2"** of another Terrain Feature, and vice versa.

Treacherous Water and Fog do not count towards the total Mass of Terrain allowed in an area, but they should not cover more than a quarter of the Play Area.

c. Place Terrain Features

The **First Admiral** chooses a **Terrain Feature**[1] to place. The Admirals agree on its Mass, and its type.

The First Admiral then places it into the Play Area, following these guidelines:

- A Terrain Feature cannot be placed in either Admiral's **Deployment Zone**[3], unless specified by the Encounter.
- A Terrain Feature cannot be placed within **2"** of another Terrain Feature.
- A Terrain Feature cannot be placed in an area if this would bring the total **Mass** of Terrain in that area to more than **12**.

The **Second Admiral** then does the same, the two Admirals continuing to take turns placing Terrain.

d. Finish Placing Terrain

Once each **Terrain Area**[4] contains at least one Terrain Feature, either Admiral can choose to Pass instead of placing a piece of Terrain. The other Admiral may then place one final piece of Terrain, completing Terrain setup. This will eventually become necessary, even if neither Admiral chooses it, as there will be no room left for additional Terrain Features.

EXAMPLE TERRAIN AREAS

The following image shows some examples of how much Terrain should appear in a Terrain Area.
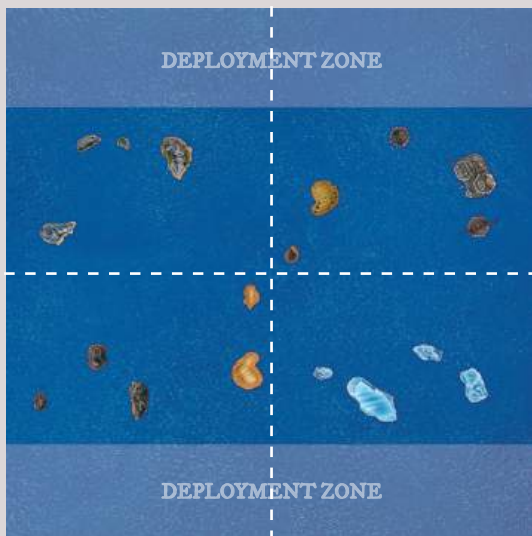
4. DRAW STARTING CARDS

Each Admiral draws a starting hand of cards from their **Victory & Valour Deck**[5]. The number of cards in their hand is determined by the **Engagement Scale**[6]:

Engagement Scale	Cards in Hand
Small Engagement	5
Medium Engagement	6
Large Engagement	7

If an Admiral does not like the cards they have drawn, they can shuffle them back into their deck and draw a new hand. The First Admiral decides whether or not they would like to do this, followed by the Second Admiral.

Each Admiral can re-draw their starting hand once only. If they do so, they must accept the second hand they draw.

5. DEPLOY FORCES

The First Admiral chooses one of the **Controlled Edges**[7] of the Play Area, as shown in the **Encounter Map**[8]. The Second Admiral takes the opposite Controlled Edge.

The Admirals then alternate **Deploying** their units, in **Turn Order**[9].

To deploy a unit, the Admiral places the unit in the Play Area so that all of its models are wholly within their own **Deployment Zone**.

DEPLOYING TO THE RESERVE

Instead of deploying a unit to the Play Area, an Admiral can deploy it to their **Reserve**. This is an area to the side of the Play Area. Units in Reserve play no role in the game until they **Deploy from Reserve**[10].

An Admiral can deploy up to half of the units in their Force, rounding down, to their Reserve. Once half of their units are in Reserve, they must deploy any remaining units to the Play Area.

Some units have **Properties**[11] which require them to always be deployed to the Reserve, or that prevent them from ever being deployed to the Reserve. These units do not count towards the total number of units in a Force when determining how many units can be deployed to the Reserve.

SPECIAL DEPLOYMENT ACTIONS

Some units have **Properties or Systems**[1] that allow them to make **Special Deployment** actions. For example, a Special Deployment action might allow a unit to make a bonus move before the game begins, or it might give them an entirely unique way of deploying.

DEPLOYMENT ORDER

The units in an Admiral's Force must be deployed in a specific order, representing their ability to respond to enemy positions.

When it is an Admiral's turn to deploy a unit, they consult the table on the following page, starting with the top entry. Once they have deployed a unit (or made a **Special Deployment** action), their Opponent takes a turn, and so on.

The first Admiral to finish deploying their Force immediately claims the **Initiative**[2] for the first Round. Their opponent then takes their remaining turns, still following **Deployment Order,** until they have also finished deploying their Force.
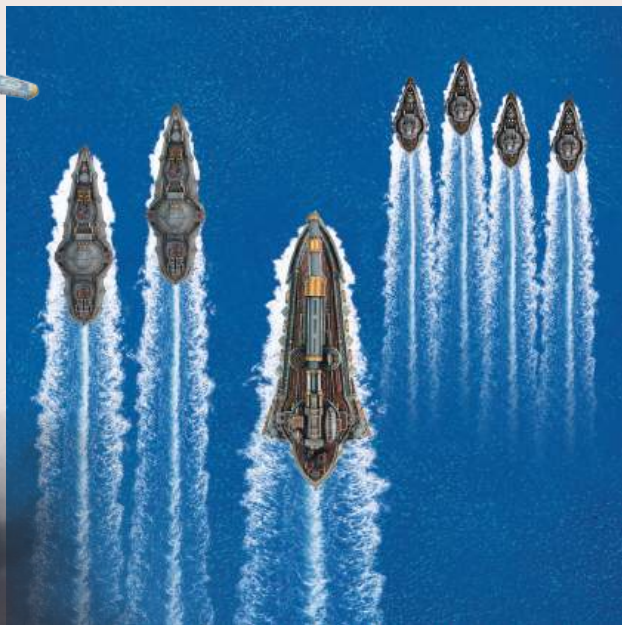
1. Deploy an *Immobile* Unit

If the Admiral has any *Immobile* units awaiting deployment, they must deploy one.

Immobile units cannot be deployed to **Reserves³**.

Otherwise, continue to the next entry.

2. Deploy an *Airborne* Unit

If the Admiral has any *Airborne* units awaiting deployment, they must deploy one.

Otherwise, continue to the next entry.

3. Deploy a *Surface* Unit

If the Admiral has any *Surface* units awaiting deployment, they must deploy one.

Otherwise, continue to the next entry.

4. Deploy an *Underwater* Unit

If the Admiral has any *Underwater* units awaiting deployment, they must deploy one.

They may mark the unit as **Surfacing⁴** if they wish.

Otherwise, continue to the next entry.

5. Make a Special Deployment Action

If the Admiral has any units that can make Special Deployment actions, they may choose one of them and resolve its Special Deployment action. Each unit can only be chosen once.

If they do not have any units that can make Special Deployment actions, or if they do not wish to make any more, they have finished deploying their Force.

6. WEIGH ANCHOR!

Once both Admirals have finished deployment, the first Round can begin.

DYSTOPIAN WARS

COMMON ENCOUNTERS

ADDITIONAL ENCOUNTERS

The Encounters presented here provide a variety of strategic challenges for two Admirals who want a balanced scenario without too many special rules. More Encounters can be found on the Dystopian Wars *website, or in other* Dystopian Wars *products, such as campaign supplements.*

COMMON ENCOUNTER 1:

⚓

MEETING ENGAGEMENT

The deck takes on a deadly hush, the seriousness of the coming engagement stilling the voices of even the rowdiest sailors. The enemy's chimneys have been spied over the horizon. Soon enough, the cacophony of war will be shouting loud enough for them all.

PAGE REFERENCE
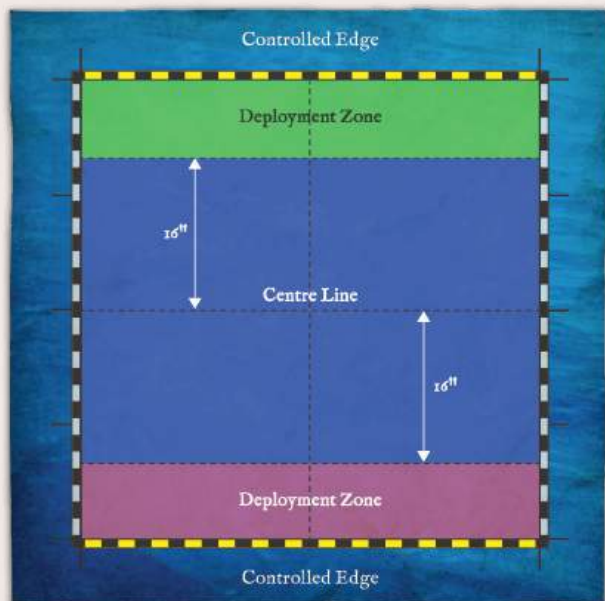
PLAY AREA

Terrain is set up following the standard rules.

In **Large Engagements** only, once **Terrain Features**[1] have been set up, four **Strategic Objective**[2] markers numbered 1 to 4 are shuffled face-down. Starting with the **First Admiral**[3], the Admirals take turns placing a face-down Marker in the Play Area, without looking at its number. A Marker cannot be placed in a **Quadrant**[4] that already has one, and cannot be placed in a Deployment Zone.

OBJECTIVES

PRIMARY Objective: Forge Ahead

In the **Complete Objectives** step of the End Phase, both Admirals score **10 Victory Points** for each Quadrant in the opposing Admiral's Half that they are **Contesting**.

To Contest a Quadrant, an Admiral must have at least one unit entirely within that Quadrant, and at least half of the models in the unit must be **Scoring Models**[5].

SECONDARY Objective: Own the Skies

This Objective is for use in Medium and Large Engagements only.

Whenever an **Attack Run mission**[6] results in at least one **Critical Damage**[7] being inflicted, the active Admiral scores **5** Victory Points.

TERTIARY Objective: A Poisoned Chalice

This Objective is for use in Large Engagements only.

If a ***Surface*** unit has at least one model in contact with a Strategic Objective marker, it can make a **Special Action**[8] to retrieve it. The active Admiral flips the Marker over. If its number is odd, each model in **Proximity**[9] of the Marker gains a level of **Disorder**. The Marker is resolved in the same way as a **Minefield Detonation**[10] marker, and then removed.

If its number is even, the active Admiral scores **15** Victory Points. In either case, the Marker is removed.

COMMON ENCOUNTER 2:

SALVAGE RIGHTS

Something terrible happened here. The remains of great vessels litter the sea, some of them seemingly worth the lives of their crews. Salvage and rescue parties from opposing sides have gathered to perform their morbid duties. Will anyone be sent to search for their remains in turn?

PLAY AREA
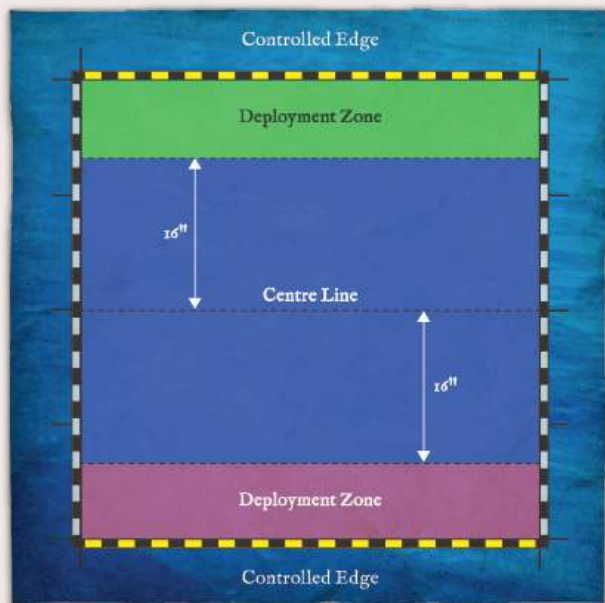
Terrain is set up following the standard rules.

In a **Medium** or **Large Engagement**, place a **Island Terrain[1]** feature with a Mass of 3 or more in each Half of the Play Area. These are **Salvageable Islands**.

Once Terrain Features have been set up, the Admirals take turns placing a **Strategic Objective marker[2]** in the Play Area, starting with the **First Admiral[3]**, until four have been placed. A Marker cannot be placed in a Deployment Zone, or within 5" of a Marker that has already been placed.

ADDITIONAL RULE: FLOTSAM

Each Strategic Objective marker counts as **Treacherous Water[4]**.

When an Admiral is instructed to **Reposition** a Marker (*see below*), they can move it up to 4" in any direction; it must end this move in **Open Water[5]**, at least 4" away from any other Strategic Objective markers.

OBJECTIVES

PRIMARY Objective: Search for Loot

Both Admirals are attempting to secure valuable salvage from the water.

If a **Scoring Model[6]** is in **Proximity[7]** of a Strategic Objective marker, its unit can make a **Special Action[8]** to comb the wrackage. A unit can only make this Special Action once per Activation.

When a unit makes this Action, the active Admiral rolls an **Action Die** on the table below.

Face	Result
	The salvage slips beneath the waves. Remove the Strategic Objective marker.
	Nothing of value is found. The active Admiral repositions the Strategic Objective marker.
	A haul of cargo is secured. The active Admiral scores **5 Victory Points**, then the opposing Admiral repositions the Strategic Objective marker.
	A veritable bounty is reclaimed from the waves. The active Admiral scores **10 Victory Points**, then the opposing Admiral repositions the Strategic Objective marker.

SECONDARY Objective: Washed Ashore

This Objective is for use in Medium and Large Engagements only.

There is a chance that some salvage has come to rest on nearby islands.

The two **Salvageable Islands** can also be searched, as though they were Strategic Objective markers. Unlike Strategic Objective markers, islands cannot be repositioned. If a **Blank** is rolled, the Island cannot be searched by either Admiral for the rest of the game.

TERTIARY Objective: Prisoners of War

This Objective is for use in Large Engagements only.

If a model is Destroyed while within 4" of an opposing model, the opposing Admiral rolls a number of Action Dice equal to the Destroyed model's **Mass** rating. They score **1** Victory Point for every **Standard Strike** they roll, and **2** Victory Points for every **Heavy Strike** or **Exploding Strike**.

COMMON ENCOUNTER 3:

THE
OIL FIELDS

The most valuable natural resources are the ones that the Great Powers fight the hardest to claim. The value of a trove such as this could be incalculable. Claiming it would be more than worth the lives of a few thousand sailors. The Powers would not think it too many.
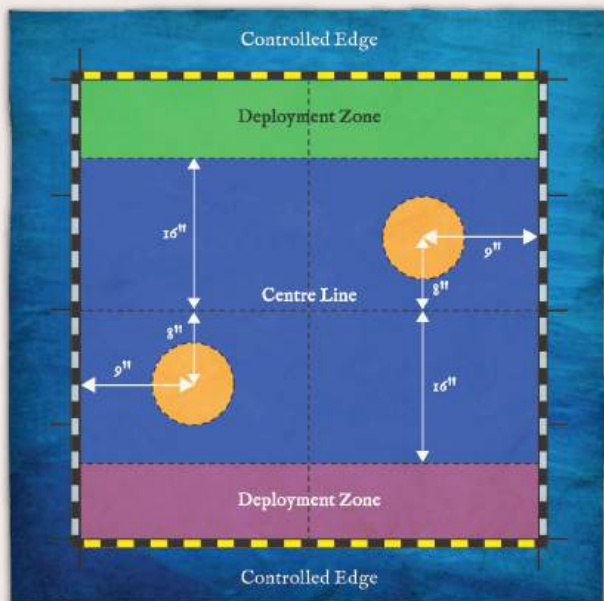
PLAY AREA

Two **Oil Platforms** must be placed as indicated on the map, represented by suitable miniatures or **Terrain Features[1]**.

The rest of the Terrain is set up following the standard rules.

ADDITIONAL RULE: HAZARDOUS ENVIRONMENT

If a model in **Proximity[2]** of an Oil Platform suffers a **Catastrophic Explosion[3]**, its Admiral rolls an **Action Die** after the explosion has been resolved. If they roll a **Strike**, each model within Proximity of the Oil Platform suffers **2 Damage[4]** and gains **1** level of **Disorder[5]**. In addition, the Oil Platform is now **Ablaze** for the rest of the game.

An Oil Platform that is Ablaze **Blocks Visibility[6]** to and from all *Surface* and *Airborne* models, regardless of Mass. In addition, a model cannot **Rally[7]** while it is within 4" of the Platform. A Platform that is Ablaze still counts as an Oil Platform for all rules purposes.

OBJECTIVES

PRIMARY Objective: Black Gold

In the **Complete Objectives** step of the End Phase, both Admirals score **10 Victory Points** for each Oil Platform that is within 4" of at least one of their **Scoring Models[8]**.

SECONDARY Objective: Seabed Interference

This Objective is for use in Medium and Large Engagements only.

Once per Activation, a Scoring **Flagship** unit that is within 4" of an Oil Platform can make a **Special Action[9]** to sabotage or defend deep-sea pipelines.

The active Admiral makes a **Group Crew Check[10]** for the unit. If the check passes, they score **Victory Points** equal to the **Value** of the card they drew. If the check fails, nothing happens.

TERTIARY Objective: Watch the Fireworks

This Objective is for use in Large Engagements only.

Whenever a model within Proximity of an Oil Platform suffers a Catastrophic Explosion, the opposing Admiral scores Victory Points equal to the model's **Mass** rating.

COMMON ENCOUNTER 4:

BLOCKADE RUN

The only hope is to think of where they are going, not of where they are, and certainly not of what lies in front of them. Punch through, and the fighting could end. For a time, at least. Until then, there is just one more battle. One more reload. One more volley. One more mile. Then rest.

PLAY AREA
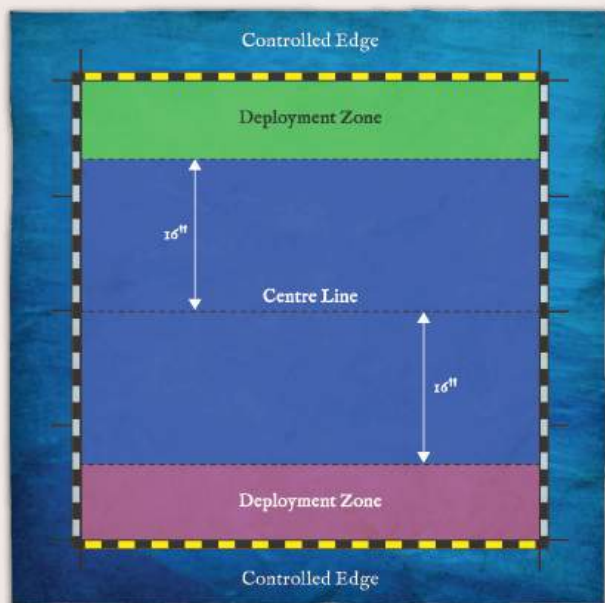
Terrain is set up following the standard rules.

DEPLOYMENT

At the start of the **Deploy Fleets** step, the **First Admiral**[1] chooses whether they will be the **Attacker** or the **Defender**. Instead of the First Admiral choosing a **Controlled Edge**[2] and deploying the first unit, the Defender does both.

ADDITIONAL RULE: BLOCKADE RUNNERS

Before any units are Deployed, the Attacker secretly chooses three *Surface* units from their Force to be **Blockade Runners**, and notes them down clearly on a piece of paper. *Immobile* units, and units that have been deployed to the **Reserve**[3], cannot be Blockade Runners.

OBJECTIVES

Attacker's PRIMARY Objective: Break Out

If a **Blockade Runner** unit has all of its models within **4"** of the Defender's Edge at the end of its Movement Step, the Attacker can reveal that it is a Blockade Runner, and declare that it is **Breaking Out**.

All models in the unit are removed from play; this does not count as them being Destroyed and the Attacker scores **Victory Points** equal to the total Victory Points Rating of all models that Break Out.

Defender's PRIMARY Objective: Bar the Way

When the game ends, the Attacker reveals any remaining Blockade Runner units.

The Defender scores Victory Points equal to the total **Victory Points Rating** of all models in Blockade Runner units that failed to Break Out (whether they were **Destroyed**[4], **Withdrew**[5], or are still in the Play Area).

SECONDARY Objective: Marked for Death

This Objective is for use in Medium and Large Engagements only.

Once Deployment is complete, the First Admiral nominates a single model in the Second Admiral's Force. This can be a unit in the Play Area, or one that has been Deployed to the Reserve. This unit is the first Admiral's Quarry. The Second Admiral then does the same, nominating a **Quarry** in the First Admiral's Force.

The Quarry is open information, and can be marked with a Token if desired.

If an Admiral's Quarry is **Crippled**, they score double the normal number of Victory Points. Then, in the End Phase of the current Round, they choose an enemy model to be their new Quarry. This model must be **Battle-Ready**[6] when it is chosen.

TERTIARY Objective: The Intelligence Agent

This Objective is for use in Large Engagements only.

After selecting their Blockade Runners and deploying their Force, the Attacker chooses one model in their Force (this can also be a Blockade Runner but does not have to be). This model must, however, have been deployed to the Play Area. It is carrying an important **Intelligence Agent**, who cannot be allowed to fall into enemy hands.

If the model carrying the Intelligence Agent is **Crippled**[7], the Attacker must declare that the Intelligence Agent was aboard. The Intelligence Agent is moved to the closest friendly Battle-Ready model within **4"** (this can be marked with a spare token or miniature). If there are no suitable models within **4"**, the Intelligence Agent is lost, and removed from play.

If a model carrying the Intelligence Agent is the target of a **Boarding action**[8], the Attacker must declare that they are aboard, if they have not already done so. If the Boarding action inflicts at least one **Critical Damage Effect**[9], the active Admiral can choose to inflict one less effect and seize the Intelligence Agent instead. When they do so, they move the Intelligence Agent to one of the models (of their choice) that Participated in the Action.

If the Intelligence Agent is being carried by a model when the game ends, that model's Admiral scores **30** Victory Points.

COMMON ENCOUNTER 5:

THE ARCHIPELAGO

This land was a paradise once, nothing but the lapping of waves and the blissful calls of seabirds as yet unknown to science. Strange fruit grew that must have drifted as seeds from the mainland in ages past. Now, the fire and thunder of war have reduced it to a desolate Hell.
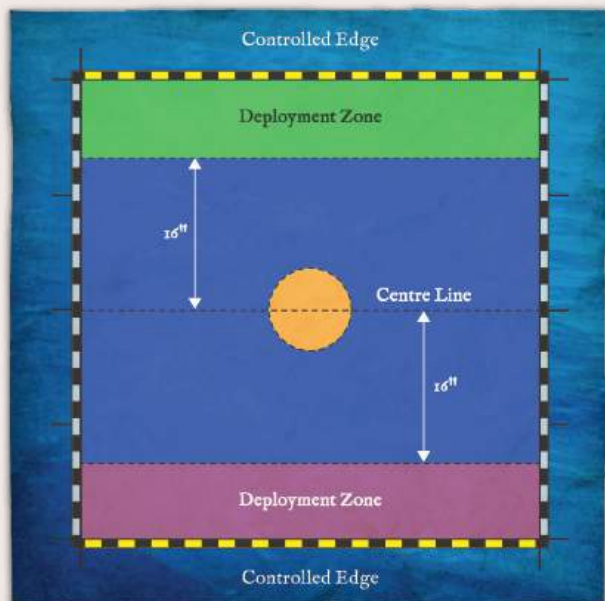
PLAY AREA

This Encounter requires a number of **Island Terrain Features**[1], each of which must have a **Mass** of **3** or more.

The first Island is placed in the centre of the Play Area. This is the **Main Island**, and the only Island in a **Small Engagement**.

In a **Medium** or **Large Engagement**, there are also four **Secondary Islands**, one in each **Quadrant**[2]. Secondary Islands are set up during the normal process for setting up terrain, and must be placed before any other Terrain Features are added.

OBJECTIVES

Attacker's PRIMARY Objective: Captain of the Crest

In the **Complete Objectives** step of the End Phase, each Admiral calculates the total **Mass** rating of all their **Scoring Models**[3] within **4"** of the Main Island. The Admiral with the highest total scores **Victory Points** based on the **Round Number,** as shown by the Primary Objective column of the table below. In the event of a tie, neither Admiral scores Victory Points this Round.

SECONDARY Objective: Island Hopping

This Objective is for use in Medium and Large Engagements only.

In the **Complete Objectives** step of the End Phase, each Admiral calculates the total **Mass** rating of all their Scoring Models within **4"** of each Secondary Island. The Admiral with the highest total scores Victory Points based on the Round Number, as shown by the Secondary Objective column of the table below. In the event of a tie, neither Admiral scores Victory Points this Round.

Round	Primary Objective	Secondary Objective
1	8	2
2	16	4
3	24	6
4	32	8
5	40	10

TERTIARY Objective: Field Testing

This Objective is for use in Large Engagements only.

At the start of the first Round, the First Admiral rolls a **Critical Damage Die**.

During the game, each time an Admiral inflicts a **Critical Damage Effects**[4] of that type on an enemy model during their turn, they score **3** Victory Points.

In addition, each time an Admiral removes a **Critical Damage Effect** of that type from a friendly model during their turn, they score **3** Victory Points.

RECON DUTY

Knowledge is power. True enough in peace, this is especially true in war. Weaknesses are there to be exploited. To understand the enemy is to crush them utterly. Sometimes, it is necessary to look them in the eye first. Just don't let empathy creep its way in.

PLAY AREA
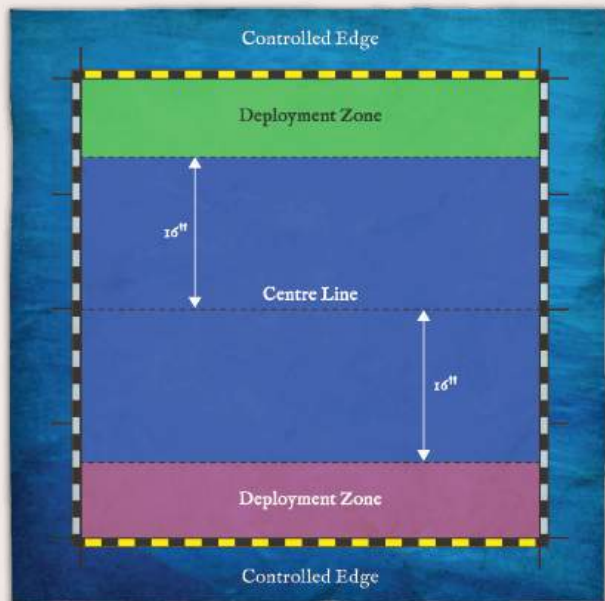
Terrain is set up following the standard rules.

ADDITIONAL RULE: ENGAGE WITH CAUTION

Both forces are attempting to **Survey** enemy units. After **Deployment[1]**, each Admiral should make a list of all units in the opposing Force, and mark them off when they are Surveyed.

In the **Complete Objectives** step of the End Phase, an Admiral marks a unit as Surveyed if one of their units is within **10"** of it, with the following exceptions:

- An *Airborne* unit cannot survey an *Underwater* unit, or vice versa.
- If a model's **Visibility[2]** of an enemy model is **Hampered[3]**, it must be within **5"** of that model (rather than **10"**) in order to Survey it.

If a model is **Crippled[4]** before its unit has been Surveyed, the opposing Admiral only scores **Victory Points** equal to *half* its **Victory Points Rating**, rounding up.

OBJECTIVES

PRIMARY Objective: Survey Enemy Positions

In the **Complete Objectives** step of the End Phase, an Admiral scores **10** Victory Points for each of their units that has at least one **Scoring Model[4]** in the opposing Admiral's Deployment Zone. If there are no enemy models within **10"** of the unit, they score **20** Victory Points instead.

SECONDARY Objective: Focused Fire

This Objective is for use in Medium and Large Engagements only.

Each time an Admiral inflicts a **Critical Damage Effect[5]** on an enemy model, they score **2** Victory Points.

TERTIARY Objective: Take the Prize

This Objective is for use in Large Engagements only.

If a **Flagship** model is **Destroyed[6]** during a **Boarding action[7]**, the opposing Admiral immediately scores Victory Points equal to its **Victory Points Rating**. This is in addition to the points they score for Crippling the model.

DYSTOPIAN WARS

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