DYSTOPIAN WARS®

A TO Z

RULES GLOSSARY

v4.05 BETA

PART OF THE

DYSTOPIAN AGE

DYSTOPIAN WARS

RULES GLOSSARY

v4.05 BETA

This document contains a complete list of the **Properties**, **Systems**, and **Qualities** used by units in *Dystopian Wars*, as well as the **SRS Properties** used by their Short Range Squadrons. These are collectively referred to as **Special Rules**.

The *Rules Glossary* is a companion to the eight **Orders of Battle (ORBATs)**, which can be downloaded for free from each Faction's page of the *Dystopian Wars* website.

Before beginning a game, both Admirals should ensure that they are using the most up-to-date version of both their Faction's ORBAT and the *Rules Glossary*.

SPECIAL RULE PRINCIPLES

The following principles apply to all of the Special Rules in this document.

RULES PRIORITY

If a Special Rule contradicts a rule from the *Dystopian Wars Rulebook*, the Special Rule always takes precedence.

If a Special Rule contradicts another Special Rule, the **First Admiral** decides which one takes precedence. This only applies to the current instance; if the same two Special Rules are in disagreement later in the game, the current First Admiral is free to decide whether or not the same one takes precedence.

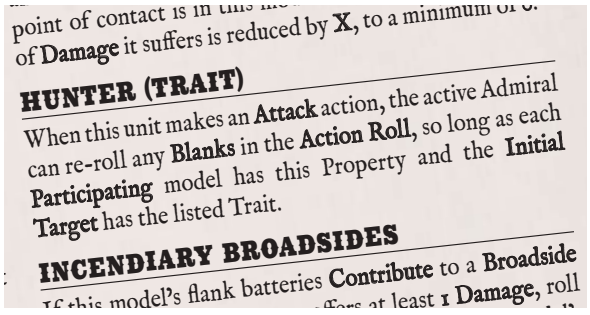
LISTED INFORMATION

Some Special Rules have information in parentheses after their name - for example **(Trait)**, **(Class)**, or **(SRS Type)**. When this Special Rule appears in a unit profile, the word in parentheses will be replaced with something more specific. This is the rule's **Listed Information**.

The text of the rule explains how the listed information is applied.

For example, *when the Hunter (Trait) property appears on a unit profile, it will list a Trait in parentheses.*

If an Admiral is resolving an Attack action against a Surface model, and all of the Participating models have the Hunter (Surface) Property, they can re-roll any Blanks in the Action Roll.



point of contact is in this [illegible]
of **Damage** it suffers is reduced by **X**, to a minimum of 0.

HUNTER (TRAIT)

When this unit makes an **Attack** action, the active Admiral can re-roll any **Blanks** in the **Action Roll**, so long as each **Participating** model has this Property and the **Initial Target** has the listed Trait.

INCENDIARY BROADSIDES

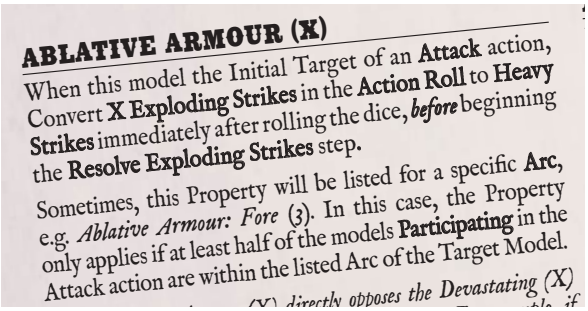
If this model's flank batteries **Contribute** to a **Broadside** [illegible] at least 1 **Damage**, roll

X VALUES

Some Special Rules have an **(X)** after their name. Where this is the case, there will also be an **X** in their rules text. These are called **X** Values.

When a Special Rule with an **X** Value appears in a unit profile, the **X** will be replaced with a numerical value. When applying the Special Rule to that unit, replace the **X** in the rules text with the given numerical value.

For example, *a model has Ablative Armour (3) listed in the Properties section of its unit profile. If it is targeted by an Attack action, 3 Exploding Strikes in the Action Roll would be converted to Heavy Strikes.*



ABLATIVE ARMOUR (X)

When this model the Initial Target of an **Attack** action, Convert **X Exploding Strikes** in the **Action Roll** to **Heavy Strikes** immediately after rolling the dice, ***before*** beginning the **Resolve Exploding Strikes** step.

Sometimes, this Property will be listed for a specific **Arc**, e.g. *Ablative Armour: Fore* (3). In this case, the Property only applies if at least half of the models **Participating** in the Attack action are within the listed Arc of the Target Model.

(X) directly opposes the Devastating (X)

STACKING SPECIAL RULES

Unless otherwise specified, a model gains no benefit from multiple instances of the same Special Rule, with the following exception:

If a model gains multiple instances of a Property or System with an **X** Value, the **X** Values are cumulative. Note that this ***does not*** apply to Qualities or SRS Properties, unless otherwise specified.

For example, a unit has ***Boarding Parties (3)*** *listed in the* ***Properties*** *section of its unit profile, and gains* ***Boarding Parties (2)*** *from a different game effect. Each model in the unit is now treated as having* ***Boarding Parties (5)****.*

PROPERTIES

ABLATIVE ARMOUR (X)

When this model the Initial Target of an **Attack** action, Convert **X Exploding Strikes** in the **Action Roll** to **Heavy Strikes** immediately after rolling the dice, ***before*** beginning the **Resolve Exploding Strikes** step.

Sometimes, this Property will be listed for a specific **Arc**, e.g. *Ablative Armour: Fore* (3). In this case, the Property only applies if at least half of the models **Participating** in the Attack action are within the listed Arc of the Target Model.

Note: Ablative Armour (X) directly opposes the Devastating (X) quality, and their X values cancel each other out. For example, if an attack has Devastating (3) and the Initial Target has Ablative Armour (2), Ablative Armour would be negated entirely and the attack would be resolved with Devastating (1).

AGILE (X)

During its **Movement Step**, this model can make up to **X Additional Manoeuvres**.

AMPHIBIOUS

If an ***Underwater*** model has this property, it only applies while it is **Surfacing**.

This model can move into or through **Grounding Hazards** and **Islands** without **Colliding** with them, and can still **Rally** when it is within **Proximity** of them.

If this model ends its move so that it is entirely on an Island, it is **Traversing** that Island. **Submerged Weapons** can no longer **Contribute** to **Attack** actions against it, and if it **Participates** in an Attack action, its own Submerged Weapons cannot Contribute. For the purposes of determining **Visibility**, its **Mass** rating is increased by the Island's **Mass**. In addition, it does not suffer any **Damage** as a result of the *Breach* **Critical Damage Effect** in its **Consolidation Step**.

While a model is Traversing a **Territory**, the opposing Admiral cannot allocate **Landing Party** tokens to that Territory (see the *Ground Assault* (*X*) property), and any Landing Party tokens already allocated to it are immediately removed from play.

ARMOURED STERN

When this model is targeted by an **Attack action**, the **Vulnerable Stern** rule does not apply.

ATTACHMENT (CLASS OR TRAIT)

During **Force Selection**, the Admiral can choose to field this unit either on its own, as normal, or as an **Attachment** to a **Parent Unit**, as described in ***Attached Units*** on page 128 of the *Dystopian Wars* Rulebook. The Parent Unit must have the **Class** or **Trait** shown, and must be selected from the same **ORBAT** as the Attachment.

The full rules for using Attachments in play can be found on page 101 of the *Dystopian Wars* Rulebook.

AUTONOMOUS EXPLOSIVE (X)

This model is an **Autonomous Explosive.**

Enemy ***Surface*** and ***Airborne*** models cannot **Pass Through** an Autonomous Explosive. When an Autonomous Explosive and an enemy model come into contact, each model within **2"** of this model that shares a **Positional Trait** with the enemy model immediately gains **1** level of **Disorder.** The enemy model itself is then subject to a **Bangpae Explosion.**

To resolve a Bangpae Explosion, roll **X** Action Dice. The model suffers **1** Damage for each **Standard Strike** rolled, and **2** Damage for each **Heavy Strike** or **Exploding Strike.** If the enemy model was moving and has not been **Destroyed,** it then continues its move. If a model comes into contact with multiple Autonomous Explosives at the same time, each explosive will Explode as described above.

After resolving a Bangpae Explosion, this model is immediately Destroyed.

*Note: Interphasing models (see Interphase Generator) **can** Pass Through Autonomous Explosives without triggering a Bangpae Explosion.*

AUXILIARY MINE LAYER (X)

As a **Special Deployment Action**, this model's unit can **Distribute Mines**.

When it does, the unit's Admiral places up to **X** Minefield markers anywhere in the Play Area. Each one must be placed at least **10"** from the enemy **Deployment Zone**, and cannot be placed within **1"** of a model, a **Terrain Feature**, or another Marker.

*Note: the unit can only make this Special Deployment Action once, even if multiple models in the unit have this Property. If a unit with this Property also has the **Platform** property, the Distribute Mines action is only made once for the entire unit, and not once per **Platform** Group.*

AZHDAYA BERSERKERS

If at least one model with this **Property** **Participates** in a Boarding action, and the **Action Roll** scores at least one **Success**, the Target suffers an additional random **Critical Damage Effect** after the Boarding action has been resolved.

BOARDING PARTIES (X)

This model's unit can make **Boarding** actions. The Target must be a ***Surface*** model, unless another rule states otherwise. If a rule allows the unit to launch a Boarding action against an ***Airborne*** or ***Underwater*** model, this model can only **Participate** if it has a rule that allows it to do so.

If this model is **Participating** in a Boarding action, it contributes **X** dice to the **Action Roll**.

If this model is the Target of a Boarding action, its Admiral adds **X** dice to its **Resistance Roll**.

BREACHING DRILL (X)

This model automatically passes its **Crew Check** when **Resolving a Ram**. In addition, the **Make an Action Roll** and **Inflict Damage** steps are resolved differently from the standard rules for a Ram.

3. MAKE AN ACTION ROLL

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

Action Pool	The Action Pool starts with **X** dice.
	Add **1 Bonus Die** for each full inch the model moved before the Ram. This cannot add more than **5** Bonus Dice.
Success Threshold	The Target Model's **Armour** rating. (If the Target has a *Heavy Shield Generator*, the **+1 Modifier** to its *Armour rating* is ignored.)

4. INFLICT DAMAGE

For each **Success** scored in the Action Roll, the Target suffers **1 Damage**.

The active Admiral then rolls a number of **Critical Damage Dice** equal to the amount of Damage inflicted. For each die showing a *Breach* result, the Target suffers a single instance of that **Critical Damage Effect**.

BROADSIDE CASCADE

When this model **Participates** in a **Broadside** action, its flank batteries can **Contribute** if the Target is a ***Surface*** or ***Airborne*** model, even if this model has a different **Positional Trait**. Any other restrictions still apply.

BULNABANG TÎI-PÁK

When this model's unit makes a **Boarding** action, the Target can be an ***Airborne*** model, and this model can **Participate** in the **Action.**

Additionally, when this model Participates in a Boarding action, ***before*** making the **Action Roll** inflict **1** level of **Disorder** on the **Target**.

BUSHI RYU DOJOS

When this model's unit makes a **Boarding** action, the Target can be a ***Surface*** or ***Airborne*** model, and this model can **Participate**.

If at least one model with this property Participates in a Boarding action, the Target's **Crew** rating has a **-1 Modifier** for each *Hazard* **Critical Damage Effect** it has (to a minimum of **1**) when determining Successes in the **Resolve Outcomes** step of the **Action Roll**.

CARRIER (X)

In the **Launch Phase**, this model's unit can resolve an **SRS Launch**. When it does so, this model launches up to **X SRS tokens**, as described in ***Launching Short Range Squadrons*** on page 108 of the *Dystopian Wars Rulebook*. This property's **X** value is reduced by **1** for each level of Disorder on the model.

The type(s) of SRS tokens that this model can launch is determined by other Properties on the unit profile, most commonly the *SRS: Type(s)* property. If a model can launch more than one type of SRS token then these can be launched in any combination, so long as the total number of Tokens launched does not exceed **X**.

If an ***Underwater*** model has this trait, it cannot resolve an SRS Launch unless it is **Surfacing**.

CIVILIAN VESSEL

During **Force Selection**, this unit cannot be the **Parent Unit** to an **Attachment** that does not also have this Property.

If the opposing Admiral wishes to choose this model as the **Target** of an **Attack** or **Broadside** action, they must first make a **Group Crew Check** for the active unit. If the Check is failed, the Action ends immediately and the unit counts as having expended an Action.

In addition, models with this Property can never benefit from the **Raiding Parties** rule.

CLOUD DIVE

This Property only applies if every model in the unit has it listed on its unit profile - otherwise, it is disregarded.

When this unit is Deployed, its Admiral must choose to either deploy it to the **Reserve**, or set it aside and declare that it will perform a **Cloud Dive**.

A unit performing a Cloud Dive is deployed in the **Make a Special Deployment Action** step of the Deployment Phase. Its Admiral places the unit anywhere in the Play Area so that none of its models are within **2"** of an enemy model, or within **15"** of the enemy Deployment Zone.

After a unit makes a Cloud Dive, it is marked with an **Incoming** status token, as though it had been deployed from Reserve.

COMBAT DIVERS

When this model's unit makes a **Boarding** action, the Target can be a ***Surface*** or ***Underwater*** model, and this model can **Participate**.

In addition, this model's unit can make Boarding actions while ***Underwater***, as long as the Target is also ***Underwater***.

COR CAROLI RAIDERS

When this model's unit makes a **Boarding** action, its Admiral can declare that it is a **Portal Raid**. If they do so, the target of the Boarding action can be any ***Surface*** model that is within **4"** of a **Portal** marker. Models in the active unit can only **Participate** if they have this Property and are within **4"** of a Portal marker.

When resolving a Portal Raid, the target's **Defences** rating has a **-2** modifier.

DAREDEVIL CREW

This model automatically passes its **Crew Check** when **Resolving a Ram** and does not gain **Disorder** in the **Inflict Disorder** step. The enemy model gains Disorder as normal.

In addition, attempting a Ram does not prevent this model from **Participating** in **Boarding** actions in the subsequent **Action Step**. It is still prevented from Participating in other Actions.

Note that this Property does not allow the model's unit to launch a Boarding action if it does not have another Property which allows it to do so.

DECEPTIVE DEPLOYMENT

This Property only applies if every model in the unit has it listed on its unit profile - otherwise, it is disregarded.

During Deployment, this unit can make a **Special Deployment Action** to **Redeploy**, so long as it has been deployed to the Play Area.

The active Admiral removes the unit from play, then deploys it again, following all of the standard rules for deployment. A unit can be redeployed to the **Reserve**, so long as it would normally be able to do so.

DESCEND

This Property only applies if every model in the unit has it listed on its unit profile - otherwise, it is disregarded.

At the start of each of this unit's Activations, its Admiral must choose its position: it can fly high, in which case it remains an ***Airborne*** unit, following all of the normal rules for ***Airborne*** units, or it can **Descend** to hover a short distance above the water, temporarily becoming a ***Surface*** unit.

A unit that Descends gains a **Surfacing** status token until the start of its next Activation.

While subject to this status, it is treated as having the ***Surface*** positional trait instead of ***Airborne***, and is not subject to the **Wide Open Skies** or **Unconventional Target** rule. The unit treats all Terrain Features as Open Water for the purposes of Movement and is not **Impeded** by **Treacherous Water**, does not **Trigger** Minefield markers, and never suffers **Critical Damage** as a result of contacting a **Wreck** marker. Models in the unit can **Pass Through** other ***Surface*** models, but if they do so both models gain **1** level of **Disorder**.

Submerged Weapons cannot **Contribute** to **Attack** actions against Surfacing models.

DIRIGIBLE

Whenever this model would suffer a *Breach* or *Structural Failure* **Critical Damage Effect**, it suffers two instances of that Effect instead.

EKRANOPLAN

This model can move into or through **Grounding Hazards** without **Colliding** with them, and can still **Rally** when it is within **Proximity** of them.

ELEVATED

This model is not **Impeded** by **Treacherous Water**, does not **Trigger Minefield** markers, and never suffers **Critical Damage** as a result of contacting a **Wreck** marker.

If this model is the **Initial Target** of an **Attack** action, **Submerged** weapons cannot Contribute.

ENCOMPASSING BROADSIDES

In the **Determine Contributing Batteries** step of a **Broadside** action, this model can choose a **Target** that is within ***any*** of its **Arcs**, not just **Port** and **Starboard**.

ESCORT SUPPORT

This model's unit, and every friendly unit within 10" of this model, has **Escort Support,** which grants the following benefits:

If the unit uses the **Raiding Parties** rule (see page 103 of *Dystopian Wars: The Rules*) the **X** value of the *Boarding Parties (X)* property is equal to ***three times*** the number of **Escort** tokens discarded, instead of two times.

In addition, if an Escort token is discarded from the unit for any reason other than Raiding Parties, its Admiral rolls an **Action Die.** If the result shows a **Standard Counter** or **Heavy Counter,** the Token remains in play.

EURIPIDEAN HOST

Once per game, this model's unit can make a **Special Action** to **Detach the Sub-remoras**.

When it does, the unit's Admiral sets up a new unit of **6 Euripides Submarines**. Each model in the new unit must be placed within 4" of a model in the active unit, and no model can be placed within 1" of a model outside the active unit.

The new unit is marked with an **Activated** status token. It is now a fully-fledged unit within the Force, and can be activated as normal from next round onwards.

EVASIVE

During the **Inflict Damage** step of an **Attack** action in which this model is the Target, its Admiral may, so long as it does not already have 3 levels of **Disorder,** declare **Evasive Manoeuvres.**

If they do so, then any **Damage** inflicted may be converted into Disorder until the model has 3 levels of Disorder. If the Attack action resulted in more than this amount of Damage then the remainder is applied to the model as normal.

If an Admiral declares Evasive Manoeuvres, then this model does not suffer from the effects of **Under Fire.**

*Note: you do not **have** to convert all Damage to Disorder at once. If a model takes 3 Damage, they may choose to only convert 1 into Disorder, rather than all 3.*

FLIGHT DECK (SRS TYPE)

At the end of a unit's **Movement Step,** each model in the unit with this property **Scrambles** short range squadrons, which can either **Support a Mission** or **Fly Interference**.

If the squadrons Support a Mission, the unit's Admiral chooses a friendly **SRS Stack**. For each Scrambling model that is within 10" of the unit or Marker to which the chosen Stack is allocated, one SRS token of the listed type is added to the chosen Stack.

If the squadrons Fly Interference, each Scrambling model adds one SRS token of the listed type to the active unit, as though they were being assigned an **Air Support Mission**.

FLIGHT OF THE VALKYRIES (X)

Once per game, this model's unit can make a **Special Action** to **Let Loose the Valkyries**.

When it does, the unit's Admiral sets up a new unit of **X Valkyrie Hunt Rotors**. Each model in the new unit must be placed within 4" of a model in the active unit, and no model can be placed within 1" of a model outside the active unit.

The new unit is marked with an **Activated** status token. It is now a fully-fledged unit within the Force, and can be activated as normal from next Round onwards.

Additionally, Valkyrie Hunt Rotor units within 7" of a model with this property have the *Stoic* property.

FLOTSAM

If this model is **Destroyed,** replace it with a **Wreck** marker, positioned over the model's **Centre Point**. If this would cause the Marker to be placed in contact with a **Terrain Feature,** a model, or another Marker, it is not placed.

FORWARD DEPLOYMENT

This Property only applies if every model in the unit has it listed on its unit profile - otherwise, it is disregarded.

During **Deployment**, this unit ***cannot*** be held in **Reserve**.

In addition, this unit can be deployed anywhere in the Play Area that is at least 10" from the enemy **Deployment Zone** and not within **Proximity** of an enemy model.

FUSILLADE

When making a **Broadside** action, the Admiral can re-roll **Blank** results, so long as all **Contributing** models have this Property.

GROUND ASSAULT (X)

Once per game, this model's unit can use a **Special Action** to make a **Ground Assault** on a single target **Territory**. Models in the unit can **Participate** in the action if they are within 4" of the target Territory and have this Property.

When this model Participates in a Ground Assault, it contributes **X Landing Party Tokens**.

To resolve a Ground Assault action, all of the Landing Party Tokens from the Participating models are combined into a single **Landing Party Stack** (in the same way that **SRS Tokens** are combined into an **SRS Stack**) and placed on the target Territory. If there is already a friendly Landing Party Stack on the target Territory, the new Tokens are added to it.

In the **Complete Objectives** step of the **End Phase**, each Admiral scores 2 **Victory Points** for every Territory where they have more Landing Party tokens than their opponent. Landing Party tokens remain in play even after they have scored Victory Points, and may score Victory Points again in the End Phase of subsequent Rounds.

Note that a unit can only make this Action once per game, even if some models did not Participate in the Action.

GUARDIAN WING (X)

Whenever this model's unit is the Target of an **Attack Run** mission, each model in the unit with this Property adds **X** dice to any **Interception Attempt**. This allows an Interception Attempt to be made even if there is no **SRS Stack** Supporting the unit.

HOVERCRAFT TRANSPORT

When this model is Deployed, its Admiral may choose a friendly **Yak Transport Hovercraft** unit with up to two models that has not yet been Deployed. This model is **Transporting** the chosen unit.

To show this, the Yak models can be placed inside the model, as shown in the diagram.

While the Yak Hovercraft unit is being Transported, it does not count as being in the Play Area. It cannot be **Activated** and cannot be **Targeted**—effectively, it is treated like a Token allocated to this model.

Once per game, while this model is Transporting a unit, it can make an **Unload** special action during its Activation. The **Yak Transport Hovercraft** unit is immediately deployed so that each of its models is within 5" of this model, and fully within its **Aft Arc**.

The newly deployed unit may then Activate later in the Round.

If this model is **Annihilated** before it makes an Unload special action, all models in the Transported unit are also Annihilated.

HEAVY PROW (X)

When building the **Action Pool** for a Ram performed by this model, add **X Bonus Dice**.

In addition, when this model **Collides** with or **Rams** another model, or is itself the Target of a **Ram** and the point of contact is in this model's **Fore Arc**, the amount of **Damage** it suffers is reduced by **X**, to a minimum of 0.

HELLION ASSAULTERS

When this model's unit makes a **Boarding** action, the target can be a **Surface** or **Airborne** model, and this model can **Participate**.

If at least one model with this property Participates in the Boarding Action any **Blank** dice results may be re-rolled.

HUNTER (TRAIT)

When this unit makes an **Attack** action, the active Admiral can re-roll any **Blanks** in the **Action Roll**, so long as each **Participating** model has this Property and the **Initial Target** has the listed Trait.

INCENDIARY BROADSIDES

If this model's flank batteries **Contribute** to a **Broadside** action in which the Target suffers at least 1 **Damage**, roll a number of **Critical Damage Dice** equal to this model's **Broadside** rating. For each *Hazard* result, the Target suffers one *Hazard* **Critical Damage Effect**.

If multiple models with this Property are Contributing to the Action, use the highest Broadside rating among them to determine how many dice are rolled.

INDOMITABLE

This Model may always **Rally,** even if another rule would prevent it from doing so.

During the **End Phase** of each Round, before the **Complete Objectives** step, this Admiral may attempt to **Enact** a **Special Valour Effect** on this unit.

If successful, any **Crippled** models in this unit ignore the **Unreliable** rule and count as **Battle-Ready** until the start of the next Round.

INSPIRATIONAL (X")

At the start of this model's **Consolidation** step, all friendly **Battle-Ready** models within **X"** of it immediately lose 1 level of Disorder. A model can only lose 1 level of Disorder as a result of this property per Round.

LANDING PARTY SUPPORT

If this model is within 4" of a **Territory** at the end of its **Movement Step,** its Admiral can either add one token to an existing friendly **Landing Party** stack on that Territory, or remove one Token from an enemy Landing Party stack on that Territory.

LEGIONNAIRE ASSAULT PODS

When this model **Participates** in a **Boarding** action, and the Target is a ***Surface*** model which its Centre Point **Passed Through** in the preceding **Movement Step**, the number of dice it contributes to the **Action Roll** is doubled.

LIGHTNING RAID

If this model successfully **Rams** an ***Airborne*** model in its **Movement Step**, its unit can make a **Boarding** action in its subsequent **Action Step**. The Target must be the model that was Rammed, and only models that Rammed the same enemy model can **Participate**. If the Target of this Action has the *Boarding Parties* (*X*) property, its Admiral does ***not*** add **X** dice to the **Resistance Roll**.

LIGHT VESSEL

If this model becomes **Crippled,** it is immediately **Destroyed** and does not trigger a **Catastrophic Explosion**.

LINGCHI SHADOW JUMPERS

When this model's unit makes a **Boarding** action, its Admiral can choose a **Target** that is within 6" of this model. Models in the unit that have this Property can **Participate** as long as they are within 6" of the Target.

Additionally, if the **Action Roll** for the Boarding action scores at least one **Success,** the Target suffers an additional *Hazard* **Critical Damage Effect** after the Action has been resolved.

LOW ALTITUDE

During a **Broadside** action, this model's flank batteries can **Contribute** if the Target has the ***Surface*** trait. If the Target has the ***Airborne*** trait, this model's flank batteries can only Contribute if the Target also has this Property.

In addition, while this model is **Battle-Ready,** it counts as a **Scoring Model**.

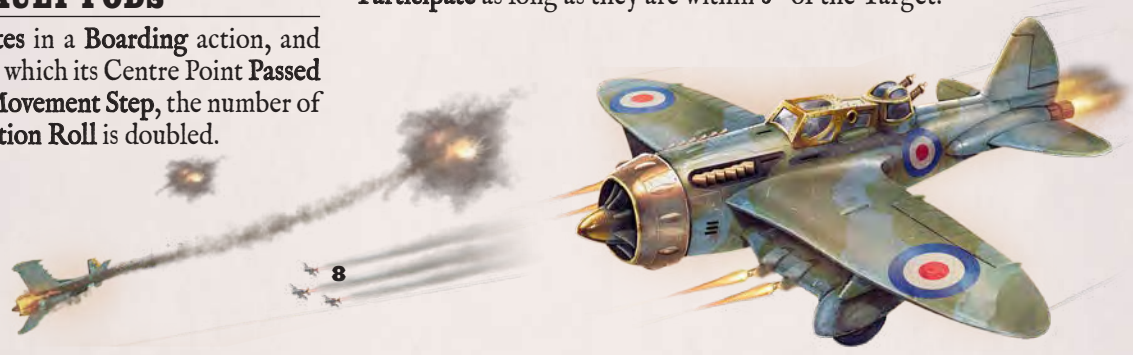
However, this model does not benefit from the **Unconventional Target** rule when it is the Initial Target of an Attack action.

*Note that this model can be the target of a Broadside action if the Contributing model is **Airborne,** or has the Broadside Cascade property.*

LUFTLANCER ASSAULT

When this model's unit makes a **Boarding** action, the target can be an ***Airborne*** model, and this model can **Participate** in the Action.

When this model's unit makes a **Boarding** action, its Admiral can choose a **Target** that is within 6" of this model. Models in the unit that have this Property can **Participate** as long as they are within 6" of the Target.



MARITIME PATROL

During Deployment, enemy models cannot be deployed within 10" of this model unless they are fully within their own **Deployment Zone**.

Additionally, if all models in a unit have this Property, the unit can be deployed in the **Deploy an Airborne Unit** step and placed anywhere in the Play Area that is at least 15" from the enemy Deployment Zone and not within **Proximity** of an enemy model.

MECHANICAL SOUL

This model's **Crew** rating cannot be **Modified**.

Models with this Property are unaffected by **Valour Effects** enacted by their Admiral. They are affected by **Special Valour Effects** (enacted by either Admiral) as normal.

MICROWAVE CONTROL NODE

If this model suffers a **Critical Damage Effect**, its Admiral can make a **Crew Check** for it. If the Check is passed, its Admiral nominates a friendly ***Automata*** model within 10" of this one. The nominated model is **Destroyed**, and this model does not suffer the Critical Damage Effect.

*Note: if there is no friendly **Automata** model within 10", this property cannot be used.*

MINE LAYER (X)

As a **Special Deployment** action, this model's unit can **Distribute Mines**.

When it does, for each model in the unit with this **Property**, the unit's Admiral places up to **X Minefield** markers anywhere in the **Play Area**. Each one must be placed at least 10" from the enemy **Deployment Zone**.

Additionally, from the second Round onwards, this model's unit can **Launch Mines** as a **Special Action**, even if it is ***Underwater***. Its Admiral places a single Minefield marker within 5" of a model in the unit that has this Property.

Minefield markers that are placed using this Property cannot be placed within 1" of a model (including one with an **Incoming** status token), a **Terrain Feature**, or another **Marker**.

MOBILE

At the start of its **Movement Step**, this model can make up to two free **Pivots** before moving. It must then move in a straight line, with the distance measured to and from the **Centre Point** at its starting position to the Centre Point at its finishing position. At the end of the move, it can make up to two free Pivots.

MOTHERSHIP (CLASS)

During **Force Selection**, an **Attachment** that is chosen for this model's unit is not limited to its minimum **Model Count** - it can have up to its full number of models.

In addition, if a friendly unit of the listed **Class** arrives from **Reserve**, the Admiral may choose to deploy it so that each model in the unit is within 5" of this model, instead of along an **Edge**.

ORICHALCITE CONSTRUCTION

If this model has more than one instance of the same **Critical Damage Effect**, it only counts as having a single instance of that Effect when resolving ongoing penalties.

This does not affect the number of Critical Damage Effects required to trigger a **Catastrophic Explosion**.

For example, if a **Mass** 3 model with this property has two or more *Breach* effects, it only suffers 1 **Damage** in its **Consolidation Step** - but if it suffers one more Critical Damage Effect, it will suffer a Catastrophic Explosion.

PHYSETER SUPPORT HUB

At the end of the **Deployment** step, this model's Admiral gains 4 **Physeter Construct** tokens (see the *Enlightened ORBAT*). They can then allocate these Tokens between the units in their Force, with a maximum of 3 Tokens per unit.

After this model's Admiral uses **Physeter Protection** or **Physeter Sabotage** with this model's unit, or another a unit that is within 7" of at least one friendly model with this Property, they roll an **Action Die** for each Physeter Construct token that was **Unleashed**. If they score a **Heavy** or **Exploding Strike**, they return the Token to the unit from which it was Unleashed.

PIVOT

This model can **Pivot** when it **Comes About** during its **Movement Step**.

PLATFORM

At the start of the **Deployment Phase**, this model's Admiral must divide its unit into one or more **Platform Groups** (each containing at least one model). Each Platform Group counts as a separate unit for the duration of the game, including for the purposes of **Deployment**.

This model's unit cannot be **Deployed** to the **Reserve**. Once it has been Deployed, it cannot move, or be moved, for the rest of the game, and nor can it ever **Withdraw**. When this model is targeted by an **Attack** action, the **Vulnerable Stern** rule does not apply.

If this model is **Destroyed** or **Abandoned**, replace it with a **Wreck** marker, positioned over the model's **Centre Point**. If the Marker would be placed in contact with a **Terrain Feature**, a model, or another Marker, it is not placed.

Note that Platforms can be Abandoned! This represents the crew departing, and setting scuttling charges to prevent a vital asset falling into enemy hands.

RAKING STRIKE (X)

Once per Activation, as a **Special Action**, this model's unit can perform a **Raking Strike**, even if it is an ***Underwater*** unit. Only models with this Property can **Participate**.

This Action targets an enemy model that at least one Participating model **Passed Through** during its **Movement Step**. The Target must have the same **Positional Trait** or be a ***Surface*** model.

The controlling Admiral makes an **Action Roll**. There is no Resistance Roll.

Action Pool	**X** Action Dice for each Participating model.
Success Threshold	The Target's **Armour** rating. If the Target has a *Heavy Shield Generator*, the **+1 Modifier** to its Armour rating is ignored.

For each **Success** scored in the Action Roll, the Target Model suffers **1 Damage**. In addition, if the Action Roll results in at least one Success, the Target Model gains **1** level of **Disorder**.

RECLAMATOR SWARM

If an enemy ***Surface*** model ends its Activation within **4"** of this model, this model's Admiral rolls an **Action Die**. If they score an **Exploding Hit**, the enemy model suffers a *Structural Failure* **Critical Damage Effect**.

If an enemy model ends its Activation within **4"** of more than one model with this Property, roll an Action Die for each, and apply a *Structural Failure* for each Exploding Hit scored.

REINFORCED DECKING

When this model is targeted by an **Attack** action made with **Aerial Weapons**, any **Heavy Strikes** in the **Action Roll** are converted to **Standard Strikes** at the start of the **Count Hits** step.

REINFORCED WATERLINE

When this model is targeted by an **Attack** action made with **Submerged Weapons**, any **Heavy Strikes** in the **Action Roll** are converted to **Standard Strikes** at the start of the **Count Hits** step.

RESUPPLY (X)

During the **Launch Phase**, the controlling Admiral may nominate this model's unit, as if it were a ***Carrier*** unit, to make a **Resupply Run**.

When a unit makes a Resupply Run, each model launches **X** Resupply tokens. Each Token must be allocated to a friendly unit within **10"** of the launching model.

At the start of a unit's Activation, each Resupply token allocated to it allows one model in the unit to **Take On Supplies**.

A model that Takes On Supplies removes **1** level of **Disorder**, even if it would otherwise not be able to **Rally**. In addition, if the model has a **Depleted** status token, its Admiral can choose to make a **Crew Check** for it. If the check passes, the Depleted status token is removed.

All Resupply tokens allocated to the unit are then discarded, whether or not they were used.

SELF DESTRUCT (X)

When this model is **Crippled** or **Destroyed**, its Admiral can immediately attempt to enact a **Special Valour Effect** with it.

If successful, the model immediately suffers a **Catastrophic Explosion**, treating its **Mass** rating as being **X** higher, and dealing **X** Damage to each model in range instead of **1**.

SHALLOW DRAUGHT

This model's movement is not **Impeded** by **Treacherous Water**, and it can **Rally** even if it is in **Proximity** of a **Terrain Feature**.

SKY COMMANDOS

When this model's unit makes a **Boarding** action, the Target can be a ***Surface*** or ***Airborne*** model, and this model can **Participate**.

SOAR

This model is not **Impeded** by **Treacherous Water**, does not **Trigger Minefield** markers, and never suffers **Critical Damage** as a result of contacting a **Wreck** marker.

This model can move into or through all **Terrain Features** without **Colliding** with them, and can still **Rally** when it is within **Proximity** of them.

This model can **Pass Through** other models, and they can Pass Through it.

If this model is the **Initial Target** of an **Attack** action, **Submerged** weapons cannot **Contribute**.

SRS (TYPE)

In the **Launch Phase**, *Carrier* models in this unit can launch SRS tokens of the type(s) listed.

STOCKPILE (X)

When a model with a **Depleted** status token begins its Activation within 4" of this model, its Admiral can declare that this model will attempt to **Transfer Munitions**.

The Admiral makes a **Crew Check** for this model. If the check passes, the Depleted status token is moved to this model.

If this model has at least **X** Depleted status tokens, it can no longer Transfer Munitions.

During the **Action Step** of this model's Activation, its unit can make a **Special Action**. Only models with the *Stockpile* (*X*) property can **Participate**. Each Participating model loses one Depleted status token, if it has any. This Special Action can be made multiple times during the same Activation.

Note: If more than one model is able to Transfer Munitions, its Admiral resolves each one separately, in an order of their choice. In addition, if a model with a Depleted status token is within 4" of more than one model with this Property at the start of its Activation, only one model can attempt to Transfer Munitions.

STOIC

Whenever this model would raise its **Disorder** level from 0 to 1, it gains a **Stoic** token instead, unless it already has one.

A model with a Stoic token does not suffer any of the effects of having Disorder. If it gains another level of Disorder, the Stoic token is removed and replaced with a **1 Disorder** token.

Any rule that allows a model to lose a level of Disorder also allows it to remove a Stoic token.

DESIGNERS' NOTE

In effect, this Property gives the model a one-level buffer against Disorder. Think of Stoic as another rung on the Disorder ladder, before level 1, which does not impose any penalty on the model.

STRATEGIC ASSET (X)

If this model is in the Play Area and **Battle-Ready** at the end of the game, the controlling Admiral scores **X Victory Points**.

SUBMARAUDER

This Property only applies if every model in the unit has it listed on its unit profile - otherwise, it is disregarded.

If this unit has a **Surfacing** status token in the **Consolidation Step** of this unit's Activation, its Admiral can choose to make a **Group Crew Check** for the unit.

If the Check passes, the unit immediately loses the Surfacing status.

TEMPERAMENTAL

When a **Repair Roll** is made for this model, **Heavy Strikes** do not allow the Admiral to remove **Critical Damage Effects**.

In addition, a model with this Property may not attempt **Jury-Rigged Repairs**.

TERRIFYING (TRAIT)

Once this model's unit has completed its **Movement Step**, any models (friend or foe) within 5" immediately gain 1 level of **Disorder**.

Models with the listed Trait are unaffected by this Property.

TEUTONIC CONSTRUCT

When making a **Repair Roll** for a **Battle-Ready** model with this rule, any unused **Exploding Strikes** (after all **Critical Damage Effects** have been removed) can be used to remove 1 point each of **Damage**.

UBIQUITOUS

During **Force Selection**, a Battlefleet can contain up to two units of this Class, or three if it is a **Mainstay Class**. This overrules the **Duplicate Classes** restriction (see page 126 of *Dystopian Wars: The Rules*).

UNDERWATER CARRIER (X)

In the **Launch Phase**, this model's unit can resolve an **SRS Launch**. When it does so, this model launches up to **X SRS tokens**, as described in ***Launching Short Range Squadrons*** on page 108 of *Dystopian Wars: The Rules*. This Property's **X** value is reduced by 1 for each level of **Disorder** on the model.

The type(s) of SRS tokens that this model can launch is determined by other **Properties** on the unit profile, most commonly the **SRS (Type)** property. If a model can launch more than one type of SRS token then these can be launched in any combination, so l ong as the total number of Tokens launched does not exceed **X**.

Unlike models with the *Carrier* property, If an ***Underwater*** model has this Trait, it may launch SRS without first **Surfacing**.

UNEXPECTED ARRIVAL

This Property only applies if every model in the unit has it listed on its unit profile - otherwise, it is disregarded.

Before making a **Reserve Roll** for this unit, its Admiral can declare that it will make an **Unexpected Arrival**.

They do not need to make a **Reserve Roll** for the unit; it arrives automatically. The Admiral can place it anywhere in the Play Area provided that no models are placed in **Proximity** of another model or a **Terrain Feature**. The unit is ***not*** marked with an **Incoming** status token, but when it is Activated later in the Round, its **Maximum Speed** is halved (rounding up) and its **Action Limit** has a **-1 Modifier**, to a minimum of 1.

VALOROUS

When a unit containing a model with this Property is chosen to **Enact** a **Valour Effect**, you may declare that this model is **Valorous**.

Treat the value of their **Card** as being equal to this Model's **Crew Rating**, taking into account any modifiers.

After the Valour Effect is resolved (even if it was **Denied**) every model in the unit gains 1 level of **Disorder**.

VANGUARD (X")

This Property only applies if every model in the unit has it listed on its unit profile - otherwise, it is disregarded.

This unit can make a **Special Deployment Action** to make a **Vanguard Move**.

When it does so, each model in the unit makes a move as though it were the **Movement Step** of its Activation. During this move, each model has a **Minimum Speed** of 0" and a **Maximum Speed** of X".

If this unit is **Deployed to the Reserve** its Admiral adds 2 **Bonus Dice** to any **Reserve Rolls** they make for it.

VERY LARGE

When this model is **Deployed**, it does not need to be fully within its Admiral's **Deployment Zone** as long as its **Centre Point** is within the Deployment Zone.

A model with this Property suffers no **Disorder** from **Collisions** or **Ramming** actions, and is never prevented from **Rallying** by **Proximity**.

When this model is the Target of a **Broadside** action, the opposing Admiral adds two **Bonus Dice** to the **Broadside Roll**.

If this model is **Destroyed**, replace it with four **Wreck** markers. The first is positioned over the **Centre Point** of the model. This model's Admiral then places the remaining three Markers, so that each is within 1" of the first, and none are in contact with any Markers, models, or **Terrain Features**. Any Markers that cannot be placed in accordance with these rules are not placed.

VIKINGR (X)

When this model's unit makes a **Boarding** action, its Admiral can choose a **Target** that is within 8" of this model, instead of the usual 4". Models with this Property can **Participate** as long as they are within 8" of the Target.

If the Boarding action scores at least one **Success**, the active Admiral can apply **X Damage** to the Target, in addition to any **Critical Damage Effects**.

VITRUVIAN FORM

At the start of its **Movement Step**, this model can make a free **Pivot** before moving.

In addition, this model must always Pivot when it **Comes About**, but these Pivots cost 1" of Movement instead of 2".

This Admiral can declare a **Ram** with this model, even if they move less than 3" before **Colliding** with an enemy model. Additionally, they automatically pass the **Crew Check** for Ramming.

WAVELURKER

This model can **Pass Through** other ***Surface*** models during its **Movement** step, and does not **Block** or **Obscure Visibility** when a friendly unit makes an Attack action.

In addition, when this model is the target of an Attack action, before making the **Resistance Roll**, this model's Admiral can make a **Crew Check** for it. If this Check is passed, any **Standard Strikes** in the Resistance Roll are converted to **Standard Counters**. This does not apply if the Attack action is being made with **Assault** or **Submerged** weapons.

If this model has a *Navigation Lock* **Critical Damage Effect**, this Property has no effect.

SYSTEMS

AERIAL SHIELD ENHANCER (X")

If an ***Airborne*** model within **X"** of at least one friendly model with this System benefits from a *Heavy Shield Generator*, its **Armour** rating receives a **+2** Modifier instead of **+1**.

ARC GENERATOR

This is a **Generator** and grants the following **Unit Benefit:**

When this unit makes an **Attack** action, its Admiral can declare that they are **Overcharging** their weapons.

For the duration of the Action, all **Contributing** weapons with the *Arc* (*X*) quality gain the *Devastating* (*1*) quality, or increase the **X** value of their *Devastating* quality by **1**. They also increase the **X** value of the *Arc* quality by **1**.

After the Action has been resolved, the active Admiral chooses one model in the unit with an Arc Generator. That model gains **1 Disorder**. If it already has **3** levels of Disorder, it suffers **1 Damage** instead.

If the Unit Benefit was granted by a model in a different unit - for example, a model with the *Generator Ship* system - that model gains Disorder instead.

ATOMIC GENERATOR

This is a **Generator** and grants the following **Unit Benefit:**

When moving a model in this unit, the Admiral can declare an **Atomic Surge**.

For the duration of the model's move, it gains a **+3"** Modifier to its **Maximum Speed** and the *Agile* (*1*) property. At the end of its move, the model gains a level of **Disorder**.

An Atomic Generator provides no Unit Benefit to ***Immobile*** models.

AUTOMATA REPAIR BAY

If a **Battle-Ready** ***Automata*** model ends its **Movement Step** within **10"** of at least one friendly model with this System, it recovers **1 Damage**.

BOOSTED PROPULSION (+X")

Before moving this model, its Admiral can declare that they will **Boost its Propulsion**.

If they do so, then for the duration of the current **Movement Step**, the model's **Minimum Speed** is increased to its unmodified **Maximum Speed**, its Maximum Speed by **X"**, and its **Turn Limit** reduced to **0**.

Note, if a unit has any means of ***Pivoting*** *or* ***Turning*** *without* ***Coming About*** *(such as the Vitruvian Form, Mobile, or Interphase Generator properties/systems), the controlling Admiral* ***can not*** *choose to* ***Boost its Propulsion*** *in an activation in which they use any of those properties/systems to turn.*

CALLIMACHUS CHRONO-LATHE

Once per Round, during the **Deploy Reserves** step of the **Ready Phase**, the controlling Admiral may use this System instead of making a **Reserve Roll**, provided that this model is in the **Play Area**. The other unit arrives immediately, and is deployed so that each model is within **3"** of a friendly model with this System. Each model in the newly deployed unit immediately suffers a single instance of the Hazard **Critical Damage Effect**, but the unit is ***not*** marked with the Incoming status.

Additionally, as a **Special Action**, this model's unit can **Enact Temporal Reconfiguration**. Only models with this System can **Participate**.

The unit's Admiral adds an **Action Die** to the **Localised Anomaly Pool**, then makes an **Anomaly Roll** for the unit. (See the **Experimental Contraptions** section of the *Enlightened ORBAT*.)

For each **Blank** result rolled, each Participating model gains **1** level of **Disorder**. If a Participating model already has **3** Disorder, it suffers **1 Damage** instead. Then, each friendly **Battle-Ready** ***Enlightened*** model within **15"** of at least one Participating model immediately recovers **1** Damage.

Note that a Participating model does not count as being within **15"** *of itself, but can recover Damage if it is within* **15"** *of another Participating model.*

CHANG'AN TOWER GENERATOR

This is a **Generator** and grants the following **Unit Benefit**:

If any model in this unit, or a model in another friendly unit within **5"**, is the target of an **Attack** action, you may convert up to **2 Exploding Strikes** to **Heavy Strikes** at the start of the **Resolve Exploding Strikes** step.

Attack actions made with **Assault, Bomb,** or **Submerged Weapons** ignore this effect.

CHRONO GENERATOR

This is a **Generator** and grants the following **Unit Benefit**:

When this unit is **Activated**, its Admiral can choose whether or not to engage the *Chrono Generator*. If they do so, they add an **Action Die** to the **Localised Anomaly Pool**, then make an **Anomaly Roll** for the unit. (See the **Experimental Contraptions** section of the *Enlightened ORBAT*.)

For each **Blank** result rolled, each model in the active unit gains **1** level of **Disorder**. If a model already has **3** Disorder, it suffers **1 Damage** instead.

Then, the Admiral draws a card from their **Victory & Valour** deck:

- If the **Value** of the drawn card is even, each **Battle-Ready** model in the unit immediately recovers **1** Damage.
- If the Value of the drawn card is ***odd***, the first **Attack** action made during this Activation adds **5 Bonus Dice** to its **Action Pool**.
- If the Value of the drawn card is **1** or **2**, the Admiral can choose one of the above results.

COORDINATED DEFENCES

When this model is chosen as the **Initial Target** of an **Attack** action, its Admiral can choose to make a **Crew Check** for it.

If the check passes, the **Resistance Roll** gains **Bonus Dice** equal to the Defences rating of all other models in its unit that have this System, and are within **4"** of the target.

This has no effect against Attacks made with **Submerged Weapons**.

CRYO GENERATOR

This is a **Generator**. This model's unit can make a **Cryogenic Blast Special Action**, as described in the Commonwealth ORBAT.

DECKSWEEPERS

When this model is chosen as the Target of a **Boarding** action, its Admiral can choose to make a **Crew Check** for it.

If the Check is passed, this model gains a **+2 Crew Modifier** when determining how many **Successes** are scored by the active Admiral.

DEFENSIVE (X)

Any other friendly model that is within **4"** of this model, and has the same **Positional Trait**, is **Protected** by it. This grants the friendly model a **+X Modifier** to its **Defences** rating.

Multiple models with this System can Protect the same friendly model. When this is the case, the Modifiers are added together.

DIOPHANTUS CHAOS-ORB

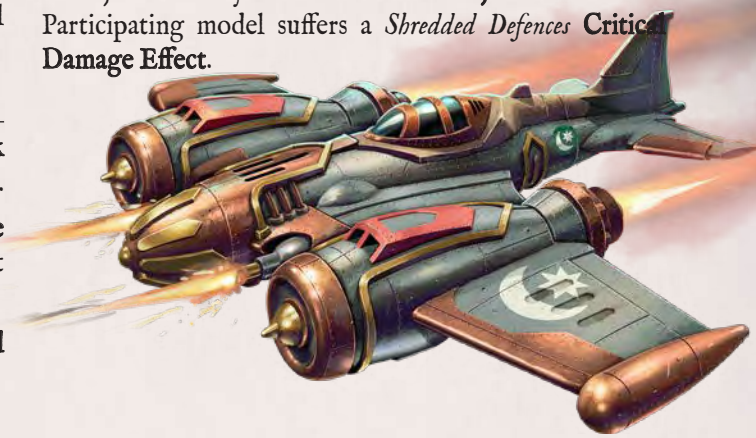
In the **Draw Cards** step of the **Ready Phase**, the controlling Admiral draws **2 Bonus Cards** if they have at least one model with this System in the **Play Area**.

In addition, as a **Special Action**, this model's unit can **Unleash Chaos**. Only models with this System can **Participate**.

The unit's Admiral adds an **Action Die** to the **Localised Anomaly Pool**, then makes an **Anomaly Roll** for the unit. (See the **Experimental Contraptions** section of the *Enlightened ORBAT*.)

For each **Blank** result rolled, each Participating model gains **1** level of **Disorder**. If a Participating model already has **3** Disorder, it suffers **1 Damage** instead.

Then, each enemy model that is within **5"** of at least one Participating model suffers a *Shredded Defences* **Critical Damage Effect**.



ESCORT BAY (X)

As a **Special Action,** this model's unit can **Deploy Escorts.** Take a **Group Crew Check** for the unit. If the **check** is passed, the Admiral may assign **X Escort** tokens for each model with this system to any friendly unit within 10", including itself.

The Admiral may divide these Tokens amongst different units however they choose, but they cannot assign more Escort tokens to a unit than would normally be permissible during **Force Selection.**

EYE OF YEOMNA (X)

As a **Special Action,** this model's unit can pronounce **Yeomna's Judgement** against an enemy unit within 15". Only models with this **System** and within 15" of the target unit may **Participate.**

To resolve Yeomna's Judgement, allocate an **SRS stack** of **X Doksuri Fighter** tokens for each Participating model to the target unit, as if it had just launched on an **Attack Run** mission.

In addition, when resolving a friendly Attack Run mission where at least one **Attack Run Target** is within 15" of this model, increase the **Attack** rating of each **Doksuri Fighter** token in the Stack by 1 until the Mission is resolved.

FLAK BARRAGE (X)

As a **Special Action,** this model's unit can unleash a **Flak Barrage** against an enemy **SRS Stack** allocated to a unit or **Marker** within 10". Only models with this System, and within 10" of the target unit or Marker, may **Participate.**

To resolve a Flak Barrage, the active Admiral makes an **Action Roll.** There is no Resistance Roll.

Action Pool	Participating model adds **X** Action Dice to the Pool.
Success Threshold	The Resilience rating of the target Stack.

For each **Success** scored in the Action Roll, remove one SRS token from the target Stack.

FLIGHT COMMAND (X)

As a **Special Action,** this model's unit can give **New Mission Orders.**

When it does so, its Admiral selects up to **X** friendly **SRS Stacks,** and allocates each one to a new unit or **Marker** that is within 10" of the unit or Marker to which it is currently allocated. This must be a valid Target for the Stack, i.e. one that it could ordinarily be allocated to in the **Choose SRS Mission(s)** step of the **Launch Phase.**

Note that there is no additional benefit for having more than one model in a single unit with this Property.

FREYA ARRAY

This model's unit can make a **Special Action** to generate a **Disruptive Pulse.** Only models in the unit with a Freya Array can Participate.

When this Special Action is resolved, each enemy model within 10" of at least one Participating model gains 1 level of **Disorder.** *Underwater* units that gain Disorder in this way are subject to the **Blow the Tanks** rule.

FURY GENERATOR

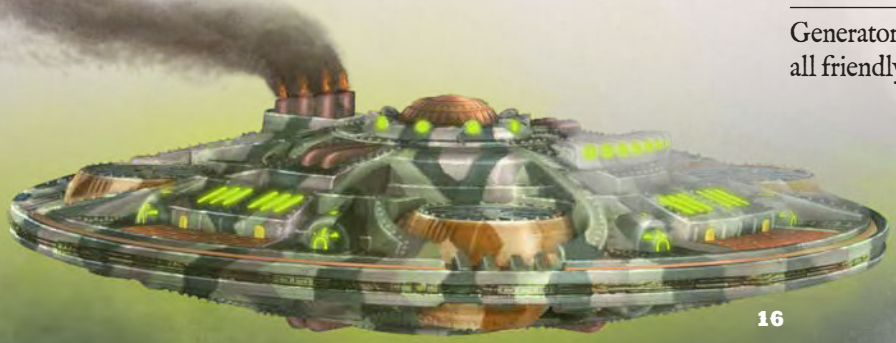
This is a **Generator** and grants the following **Unit Benefit:**

Each model in this unit has the *Daredevil Crew* property.

In addition, at the start of this unit's Action Step, the active Admiral can declare that they will **Unleash Fury.** If they do so, each model in the unit gains the *Boarding Parties* (*X*) property until the end of its current Activation, with an **X** value equal to the model's **Crew** rating. In the Consolidation Step of the current Activation, each model in the unit that Participated in a Boarding action gains 1 level of **Disorder.**

GENERATOR SHIP

Generators mounted on this model provide **Unit Benefits** to all friendly models within 7" with the same **Positional Trait.**



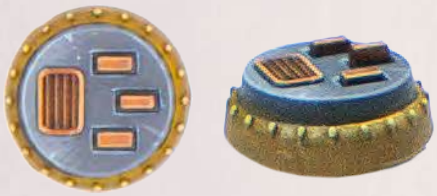
GRAPPLE

If an enemy *Surface* or *Underwater* model begins their **Movement Step** within 2" of a friendly model with this System, that model may attempt to **Grapple** the enemy model. All friendly models with this System and within 2" of the enemy model **Participate** in the Grapple. If the combined **Mass** rating of all Participating models is greater than that of the enemy model, then the Grapple is successful.

This model's Admiral rolls a number of **Action Dice** equal to the number of Participating models, then chooses one die and resolves the corresponding result on the table to the left.

Action Dice	Result
	The Grappled model gains 1 level of **Disorder** and suffers a *Structural Failure* **Critical Damage Effect**. Additionally, each Grappled model has a **-3"** Modifier to its **Maximum Speed** for the duration of this Movement Step.
 	The Grappled model gains 1 level of **Disorder**. Additionally, each Grappled model has a **-2"** Modifier to its **Maximum Speed** for the duration of this Movement Step.
 	The Grappled model gains 1 level of **Disorder**. Additionally, each Grappled model has a **-1"** Modifier to its **Maximum Speed** for the duration of this Movement Step.
	No effect.

GREAT WALL GENERATOR



This is a **Generator**. Its effect **cannot** be conferred to another unit via the *Generator Ship* system. A model with a Great Wall Generator may create Great Walls, defending itself and other models from enemy munitions. (See the ***Empire ORBAT***).

GUARDIAN GENERATOR (X)

This is a **Generator**.

At the start of each **Activation Phase**, this model contributes **X Action Dice** to its Admiral's **Guardian Pool**, as described in the *Crown ORBAT*.

If there is at least one die in the Guardian Pool when this model is targeted by an **Attack** action, its Admiral can declare that they will **Employ Guardian Generators**. They cannot do so against an Attack action made with **Assault** or **Submerged** weapons, or against anything that is not an Attack action (such as the *Breaching Drill* or *Raking Strike* properties).

When an Admiral Employs Guardian Generators, they immediately spend a number of Action Dice from the Guardian Pool; they must spend at least one, and the maximum number they can spend is equal to this model's **Defences** rating.

Each die spent in this way is removed from the Guardian Pool, and added to the **Resistance Pool** as a **Bonus Die**. In addition, when making this **Resistance Roll**, the Admiral can re-roll any **Blank** results

For example, at the start of the Action Step, the Crown Admiral has the following models in play: one Victory Heavy Carrier with Guardian Generator (3), three Albion Cruisers with Guardian Generator (1), and two Newfoundland Cruisers with Guardian Generator (1). The Admiral gathers a Guardian Pool consisting of 8 Action Dice.

During the Round, one of the Albion Cruisers is targeted by an Attack action. The Admiral really wants to ensure its safety, so they add 4 Bonus Dice from the Guardian Pool to their Resistance Pool (This is the maximum number, as the Albion has a Defences rating of 4.) There are now 4 dice left in the pool.

GUARDIAN SURGE (X)

This model's unit can make a **Guardian Surge** as a **Special Action**. Only models with this System can **Participate** in this Action.

Each Participating model adds **X Action Dice** to its Admiral's **Guardian Pool**.

HEAVY SHIELD GENERATOR

This is a **Generator** and grants the following **Unit Benefit**:

Each model in this unit gains a **+1** Modifier to its **Armour** rating when it is the **Initial Target** of an **Attack** action.

This has no effect against attacks made with **Assault** or **Submerged Weapons.** It also has no effect against the Breaching Drill or Raking Strike properties.

HOVED TARGETING ARRAY

When a weapon in this unit with the *Barrage* quality **Contributes** to an **Attack** action, its Admiral can choose to use the weapon's **Standard Range Firepower** value in place of its **Extreme Range**, even if that weapon does not have an Extreme Range Firepower value.

In addition, if a model in this unit Participates in an Attack action at any Range, and all Contributing weapons have the *Barrage* quality, its **Visibility** cannot be **Hampered** or **Obscured**.

HYDROPHONE RELAY

Attack actions targeting enemy models within **10"** of this model never count their **Visibility** as **Hampered** or **Obscured**.

INTERPHASE GENERATOR

This is a **Generator**. Its effect ***cannot*** be conferred to another unit via the *Generator Ship* system.

A model with an Interphase Generator can Interphase, becoming temporarily intangible. (See the *Empire ORBAT*)

LANGSAM GENERATOR

This is a **Generator**.

As a **Special Action**, this model's unit can **Slow** an enemy unit, provided it is **Visible**. Only models with a *Langsam Generator* can **Participate** in this Action.

When making this Action, the active Admiral chooses an enemy model within 10" of a Participating model to be the **Initial Target**. They then roll a number of **Action Dice** equal to the number of Participating models. If at least one Participating model has the ***Capital*** trait, they roll 1 additional die. Then they select the die of their choice, and resolve the corresponding result from the table below.

Action Dice	Result
	The Initial Target suffers 1 **Damage** and 1 **Disorder**. In addition, the Initial Target's unit is **Slowed** (as described below).
	The Initial Target suffers 1 **Damage**. In addition, the Initial Target's unit is **Slowed** (as described below).
	The Initial Target's unit is **Slowed** (as described below).
	Each Participating model suffers a *System Failure* **Critical Damage Effect**.

To show that a unit is Slowed, mark it with a **Generator Effect** token.

While a unit is Slowed, its **Action Limit** has a **-1** Modifier (to a minimum of 1), and its **Maximum Speed** is halved, or reduced to its **Minimum Speed**, whichever is higher.

At the end of the unit's next Activation, it stops being Slowed and the Generator Effect token is removed

L.A.S.U. (LOCALISED ANOMALY STABILISATION UNIT)

This model's Admiral never has to make an **Anomaly Roll** (see the **Experimental Contraptions** section of the *Enlightened ORBAT*) for a unit if all of the unit's models are within **6"** of this model. If this model is in the unit for which the Anomaly Roll is being made, this System has no effect.

Note that it is only the Anomaly Roll that is skipped; if a rule instructs the Admiral to add an Action Die to the Localised Anomaly Pool and then make an Anomaly Roll, the die is still added to the pool.

LATERAL ENGINES (X")

At the start of its **Movement Step**, before moving, this model can move up to **X"** without changing its facing. This is a free move and does not count towards the model's **Minimum Speed**, or against its **Maximum Speed**. The direction of this free move must be within its **Port** or **Starboard** arc. The entirety of this free move must be made in the same direction.

A model with a *Navigation Lock* **Critical Damage Effect** cannot use this System, nor can a model making a **Vanguard Move**. Additionally, while this model is **Limping**, halve **X"**, rounding up.

LOGISTICAL SUPPORT

If, in the **Draw Cards** step of the **Ready Phase**, at least one model with this System is in the Play Area, the controlling Admiral increases their **Hand Limit** by **1**.

LONG-RANGE COORDINATION

If at least one model with this System is in the Play Area, the controlling Admiral can re-roll any **Blank** results when making a **Reserve Roll**.

LUMINIFEROUS DEFENCES (X)

This model's **Defences** rating is increased by **X** while this System is active.

The Defences rating of a unit with this System is marked with an asterisk (*) as a reminder.

MAGMA CAST GENERATOR

This is a **Generator.** Its effect **cannot** be conferred to another unit via the *Generator Ship* system.

This model's unit can make a **Magma Sear Special Action**, as described in the *Empire ORBAT*.

MAGMA TOWER GENERATOR

This is a **Generator.** Its effect **cannot** be conferred to another unit via the *Generator Ship* system.

This model's unit can make a **Magma Sear Special Action**, as described in the *Empire ORBAT*, with a slight alteration:

When making the **Magma Sear Roll**, roll **4 Action Dice**, instead of **1**, and do not add any additional dice for the ***Capital*** trait. In addition, if an **Exploding Strike** is chosen, then its **Magma Eruption** deals **2 Damage** and **1 Disorder**, instead of the usual effects

MAGNETIC ACCELERATOR TUBES

In the **Choose SRS Mission** step of an **SRS Launch** in which this model is **Participating**, any SRS Tokens launched from this model can be allocated to a unit or Marker that is within **40"** of this model, instead of the usual **30"**.

MAGNETIC GENERATOR

This is a **Generator** and grants the following **Unit Benefit**:

If a model in this unit is targeted by an **Attack** action involving **Aerial**, **Assault**, or **Submerged Weapons**, or an **Attack Run** mission, convert any **Heavy Strikes** in the **Resistance Roll** to **Heavy Counters** at the start of the **Count Hits** step.

In addition, if a model in this unit moves into **Proximity** with a **Minefield** marker, it can gain **1** level of **Disorder** to attempt to **Repel** the mines. If it does, roll an **Action Die**.

If a **Blank** is rolled, the Minefield is **Triggered** as normal. On any other result, remove the Marker from the Play Area and, at the end of the model's move, place it within **3"** of the moving model, wholly within its Fore Arc. If this brings the Minefield marker into contact with another model, that model immediately counts as Triggering it.

MINE SWEEPER (X)

As a **Special Action**, this model's unit can perform **Mine Clearance**. Only models with this System, and within 5" of a **Minefield** marker, may **Participate**.

The controlling Admiral rolls **X Action Dice** for each Participating model. For each **Exploding Strike** rolled, they can choose to **Clear** a **Minefield** marker that is within 5" of at least one Participating model.

In addition, if a model in this unit moves into **Proximity** with a **Minefield marker**, it can gain 1 level of **Disorder** to attempt to **Repel** the mines. If it does, roll an **Action Die**.

If a **Blank** is rolled, the Minefield is **Triggered** as normal. On any other result, remove the Marker from the Play Area and, at the end of the model's move, place it within 3" of the moving model, wholly within its Fore Arc. If this brings the Minefield marker into contact with another model, that model immediately counts as Triggering it.

MIRAGE GENERATOR

This is a **Generator** and grants the following **Unit Benefit**:

When a model in this unit is chosen as the **Initial Target** of an **Attack** action, and it is not within 10" of any **Participating** models, its Admiral can declare that they will **Raise Refractive Fields** before the **Action Roll** is made. They cannot do this if this model has 3 levels of **Disorder**.

If they do so, their opponent must re-roll any **Standard Strikes** in the Action Roll. If no Participating models are within 30" When the **Action Roll** is made, they must also re-roll any **Heavy Strikes**.

After the Attack action has been fully resolved, this model gains 1 level of **Disorder**.

MIRAGE PROJECTOR ARRAY

When a friendly model within 7" of this model is chosen as the **Initial Target** of an **Attack** action, its Admiral can use this system to grant that model the *Mirage Generator* system for the duration of the action, even if the target model has a *System Failure* **Critical Damage Effect**. They cannot do this if this model has 3 levels of **Disorder**.

After the Attack action has been fully resolved, ***this*** model gains 1 level of **Disorder**, as detailed in the *Mirage Generator* rules, instead of the target model.

NAVAL SHIELD AMPLIFIER

When making a **Resistance Roll** for this model, or a friendly model with the same Positional Trait within 10" of this model, the controlling Admiral can re-roll **Blanks**.

NULL-CLONE GENERATOR

This is a **Generator**.

As a **Special Action**, this model's unit can **Engage Null-Clone Generators**. Only models with this System can **Participate**.

The unit's Admiral adds an **Action Die** to the **Localised Anomaly Pool**, then makes an **Anomaly Roll** for the unit. (See the **Experimental Contraptions** section of the *Enlightened ORBAT*.)

For each **Blank** result rolled, each Participating model gains 1 level of **Disorder**. If a Participating model already has 3 Disorder, it suffers 1 **Damage** instead.

Then, each enemy model within 5" of a Participating model gains a *System Failure* **Critical Damage Effect**, unless it already has one. For every *System Failure* inflicted in this way, the active Admiral can remove a *System Failure* from a Participating model, or another friendly model within 10" of a Participating model.

OVERTHRUSTERS

When this model uses its *Boosted Propulsion* (+X") system, mark it with a **Special Effect** token to show that it is at **Full Thrust**.

While a model is at Full Thrust, it benefits from the effects of the **Unconventional Target** rule, even if it is not an ***Airborne*** unit.

If a model at **Full Thrust** suffers a *Navigation Lock or System Failure* **Critical Damage Effect**, it immediately ceases to be at Full Thrust and the Special Effect token is removed. Otherwise, the Token is removed in the **Clean Up** step of the **End Phase**.

PLATFORM TRANSPORT

Once per game, during the **Deploy Reserves** step of the **Ready Phase**, this model's Admiral may deploy a single ***Union Platform*** model with a **Mass** rating of 3 or below within 2" of this unit.

This is a free model and does not have to be chosen during **Force Selection**.

PORTAL ACCELERATOR ARRAY

This model has additional options when **Weaving a Portal** or **Closing a Portal**, as described in the **Portal Technology** section of the *Sultanate ORBAT*.

PORTAL GENERATOR

This is a **Generator**.

This model is a **Portal Manipulator**, and can be used to **Weave a Portal** in the **Launch Phase**, and **Shift** and/or **Close a Portal** as a **Special Action** during its **Activation**.

This is described in detail in the **Portal Technology** section of the *Sultanate ORBAT*.

POWER TRANSFER GENERATOR

This is a **Generator**.

When making an **Action Roll** or **Resistance Roll** for another ***Enlightened*** model within 4" of this model, its Admiral can add 3 **Bonus Dice** to the Pool. If they do so, this model gains 1 level of **Disorder**. If it already has 3 Disorder, it suffers 1 **Damage** instead.

PRIORITY SIGNALS

When attempting to enact a **Valour Effect**, but before the opposing Admiral declares whether or not they will attempt to **Deny** it, this model's Admiral can declare that they are using **Priority Signals**, provided they have at least one model with this System in the **Play Area**.

If they do so, the **Value** of the **Valour card** is treated as being 2 higher, to a maximum of 12.

An Admiral can only use Priority Signals once per Round, even if they have multiple models with this System.

RECOMBINATION NEXUS (X)

This model's unit can **Reinforce Reality** as a **Special Action**. Only models with this System can **Participate** in this Action.

Each Participating model removes **X Action Dice** from its Admiral's **Local Anomaly Pool**. (See the *Enlightened ORBAT*.)

REPAIR FACILITIES (X)

Models within 4" of at least one friendly model with this System are in **Repair Range**, as long as they share the same **Positional Trait**. A model with this System always counts as being in Repair Range.

When making a **Repair Roll** for a model that is in Repair Range, add **X Bonus Dice**. If the roll would allow the unit to remove more **Critical Damage Effects** than it has allocated to it, **1 Damage** is also removed from the model.

REPULSION FIELD GENERATOR

This is a **Generator** and grants the following **Unit Benefit**:

When moving a model in this unit, its Admiral can declare that they will **Engage Repulsion Fields**.

For the duration of the model's move, it treats all **Terrain Features** as **Open Water**, and can **Pass Through** ***Surface*** models. It only counts as contacting a **Minefield** or **Wreck** marker if it ends its move in contact with the Marker.

At the end of its move, the model gains **1** level of Disorder. If it ends its move in contact with a **Terrain Feature**, it is immediately **Destroyed**.

SENTINEL GENERATOR

This is a **Generator** and grants the following **Unit Benefit**:

Before the **Action Roll** is made for an **Attack** action or **Attack Run** mission in which a model from this unit is the target, its Admiral can declare that they will activate its Sentinel Generator. They cannot do so if the model is targeted by an Attack made with **Assault**, **Bomb** or **Submerged** Weapons.

If a model's Sentinel Generator is activated, it cannot benefit from any other Generators during this Attack action or Attack Run mission. However, immediately before the **Resolve Exploding Strikes** step of the Action Roll, its Admiral can remove **2 Action Dice** of their choice from the roll.

SHOCKWAVE GENERATOR

This is a **Generator**.

As a **Special Action**, this model's unit can emit a **Seismic Blast**. Only models with the System may **Participate**.

The active Admiral selects an enemy model within **10"** of all Participating models. They then make a **Shockwave Roll**, using a number of **Action Dice** equal to the combined **Mass** rating of all Participating models.

For each **Heavy Strike** or **Exploding Strike** that is rolled, the enemy model gains **1** level of **Disorder**

SHROUD GENERATOR.

This is a **Generator** and grants the following **Unit Benefifit:**

When a model in this unit is the **Initial Target** of an **Attack** action, each Participating model's **Visibility** always counts as **Hampered** (as described in ***Environmental Features*** on page 117 of the *Dystopian Wars* Rulebook) unless it is within **5"** of the **Initial Target** and has the same **Positional Trait**.

In addition, when this model **Obscures** another model's Visibility during an Attack action, that model's Visibility will be both Hampered and Obscure

STORM GENERATOR

This is a Generator and grants the following **Unit Benefit**:

When a model in this unit is the **Initial Target** of an **Attack** or **Boarding** action, this **Admiral** may re-roll **Blanks** during the **Resolve Re-roll** step.

Additionally, at the end of this unit's **Movement Step**, each enemy model in **Proximity** of at least one model with this System gains **1** level of **Disorder**.

SOLEX GENERATOR

This is a **Generator** and grants the following **Unit Benefit**:

When this unit makes an Attack action, its Admiral may declare **Thermal Agitation**.

For the duration of the Action, all **Contributing** weapons that have the *Solex* (*X*) quality use the Enhanced *Solex* (*X*) quality instead, retaining the same **X** value.

After the Action has been resolved, the active Admiral chooses one model in the unit with a Solex Generator. That model gains **1 Disorder**. If it already has 3 levels of Disorder, it suffers **1 Damage** instead.

If the Unit Benefit was granted by a model in a different unit - for example, a model with the *Generator Ship* system - that model gains Disorder instead.Storm Generator

This is a **Generator** and grants the following **Unit Benefit**:

When a model in this unit is the **Initial Target** of an **Attack** action, or the **Target** of a **Boarding** action, the opposing Admiral must re-roll any **Heavy Strikes** in the **Action Roll**.

Additionally, at the end of this unit's Activation, each enemy model in **Proximity** of at least one model in the unit with this System gains **1** level of **Disorder**.

SUPERIOR VOID-ENGINE

This model, and other friendly ***Enlightened*** models within **10"** of this model, benefit from **Superior Void-Engines**.

When a unit makes a **Turbo Encabulation Jump** (see the **Experimental Contraptions** section of the *Enlightened ORBAT*), any models in the unit that benefit from Superior Void-Engines can jump up to **20"**, instead of up to **15"**.

T.E.D. (TURBO ENCABULATION DRIVE)

As a **Special Action**, this model's unit can make a **Turbo Encabulation Jump**, as detailed in the **Experimental Contraptions** section of the *Enlightened ORBAT*.

Only models with this System can **Participate** in the Action.

TRIDENT GENERATOR

This is a **Generator**.

This model's unit can **Flag a Target** as a **Special Action**, even if it is *Underwater*. Only models with a *Trident Generator* can **Participate** in this Action.

When making this Action, each Participating model can **Flag** a single enemy Surface or Underwater model within **20"**. Mark each Flagged model with a **Generator Effect** token.

Whenever a Flagged model is the Target of an **Attack** action made with **Submerged Weapons**, all **Standard Counters** in the **Action Roll** are converted to **Standard Strikes** at the start of the **Count Hits** step.

QUALITIES

AERIAL

Weapons with this **Special Attack Quality** are **Aerial Weapons**, and can only **Contribute** to an **Attack** action if all Contributing weapons are also Aerial Weapons.

See *Aerial Weapons* on page 91 of the *Dystopian Wars* Rulebook.

AGITATION (X)

Each of this weapon's **Firepower** ratings is increased by an **Agitation Bonus**. This is equal to the **Mass** rating of the **Initial Target**, up to a maximum of **X**.

Firepower ratings of '-' cannot be increased in this way. However, Firepower ratings of 0 *can* be increased in this way.

For example, a weapon with the Agitation (4) quality has Firepower ratings of 0 / 2 / -. If the Initial Target has a Mass of 2, its Firepower ratings are increased to 2 / 4 / -. If the Initial Target has a Mass of 6, its Firepower ratings are increased to 4 / 6 / -.

ALCHEMICAL

After this **Attack** action is resolved, each **Contributing** weapon with this Quality inflicts **X Negative Effect** tokens on the **Initial Target**. These are **Ablaze** tokens. A model with a *Hazard* **Critical Damage Effect** cannot gain Ablaze tokens.

If at least one weapon Contributing to this Attack action also has the *Blast* (*X*) quality, any **Secondary Targets** that take at least **1 Damage** also gain an Ablaze token.

If a model accumulates Ablaze tokens equal to or in excess of its **Mass** rating, all of its Ablaze tokens are removed and it immediately gains a *Hazard* Critical Damage Effect.

When making a **Repair Roll**, an Admiral can remove all Ablaze tokens from a model as though they were a single Critical Damage Effect.

ALL AROUND

When **Declaring Contributing Weapons** for an **Attack** action, this weapon can **Contribute** to an Attack against an **Initial Target** in any **Targeting Arc**. When Contributing to an Attack outside of the Arc(s) listed on the Unit Profile, its **Firepower** rating is halved (rounding up) for the duration of the Action.

ARC (X)

Before making the **Action Roll** for an **Attack** action, the active Admiral rolls **X Critical Damage Dice** for each **Contributing** weapon with this Quality.

If any die shows a *System Failure*, the **Initial Target** immediately suffers a single *System Failure* **Critical Damage Effect**.

If the Initial Target has already suffered a *System Failure* during this **Action Step**, this Quality has no effect.

ASSAULT

Weapons with this **Special Attack Quality** are **Assault Weapons**, and can only **Contribute** to an **Attack** action if all Contributing weapons are also Assault Weapons.

See *Assault Weapons* on page 91 of the *Dystopian Wars* Rulebook.

AQUATIC

An *Underwater* unit may make an **Attack** action if all **Contributing** weapons have this Quality, and the **Initial Target** is also an *Underwater* model.

BARRAGE

If at least one weapon **Contributing** to an **Attack** action has this Quality, the Target's **Mass** rating it treated as being one point lower when resolving the **Under Fire** rule.

In addition, if all weapons **Contributing** to an **Attack** action have this Quality and the Target is an *Airborne* model, only **Standard Strikes** in the **Resistance Roll** are converted to **Standard Counters** by the **Unconventional Target** rule.

BLAST (X)

After choosing a model to be the **Initial Target**, the active Admiral chooses a point on the model. Every other model (friend or foe) that is within **3"** of this point and shares a **Positional Trait** with the **Initial Target** is a **Secondary Target**.

After this **Attack** action has been resolved, the active Admiral makes a separate **Action Roll** for each Secondary Target. There is no Resistance Roll.

Action Pool	**X Action Dice** for each **Contributing** weapon with this Quality.
Success Threshold	The **Armour** rating of the **Secondary Target**.

For each **Success** scored in the Action Roll, the Secondary Target suffers **1 Damage**.

*Note that any Properties or Weapon Qualities that apply against the Initial Target **do not** apply against Secondary Targets.*

BOMB

Weapons with this **Special Attack Quality** are **Bomb Weapons**, and can only **Contribute** to an **Attack** action if all Contributing weapons are also Bomb Weapons.

See ***Bomb Weapons*** on page 91 of the *Dystopian Wars* Rulebook.

In addition, if a Bomb Weapon is mounted on a model whose **Centre Point** passed through the Initial Target during the **Movement Step** of this Activation, each of its **Firepower** ratings are doubled.

BREACH (X)

If the **Initial Target** of this **Attack** action suffers at least **1 Damage**, the active Admiral rolls **X Critical Damage Dice** for each **Contributing** weapon with this Quality. If one or more dice show a **Breach** result, the Initial Target suffers one **Critical Damage Effect** of that type.

This is a **Critical Damage Quality**. If multiple different Critical Damage Qualities apply to an Attack, the Admiral makes a separate roll for each one.

CELERITY

After resolving an **Attack** action in which a weapon with this quality **Contributed**, make a **Group Crew Check** for the unit, including any number of models with this quality on one of their weapons. If the Check is passed, the unit can perform an immediate **Follow-Up Attack**.

Each model that was included in the Check can **Pivot** and move up to **4"** directly forwards. These models can then **Participate** in a new Attack action in which only weapons with this quality can Contribute, but which does not count towards the unit's **Action Limit**.

A unit can only make one Follow-Up Attack per Activation.

CORUSCATING

This weapon cannot contribute to a normal **Attack** action. Instead this Admiral may declare that this model will fire a **Coruscating Beam,** a unique Action that can be considered an Attack action for the purpose of any other **Qualities** that this weapon may possess.

To do so, this Admiral must draw a **2 cm** width line from the prow of this ship to the other side of the battlefield, ensuring the line is entirely within this weapon's **Targeting Arc(s).** Each **Surface** model (friend or foe) that this line crosses is a **Coruscating Target.**

Note: the Warcradle measuring tool is roughly 2 cm wide, and works perfectly for plotting the course of your beam.

The Admiral then rolls a number of **Action Dice** equal to the **Firepower** rating of this weapon at the relevant range band for each Coruscating Target.

The Target suffers **1 Damage** for each **Standard Strike** and **2 Damage** for each **Heavy Strike** and **Exploding Strike.**

If the Target suffers at least **1** Damage, it also gains **1** level of **Disorder.**

*Note: This is not a standard Attack action and so **Exploding Strikes** do not cause additional dice to be rolled and the **Under Fire** rule does not apply.*

CRUOR (TRAIT)

After resolving an **Attack** action in which one or more weapons with this Quality **Contributed**, the active Admiral may attempt to enact a **Special Valour Effect** with the active unit.

If successful, each model within 10" of the **Initial Target** gains 1 level of **Disorder**, unless they have the listed Trait.

DEATHBLOW (X)

When declaring an **Attack** action with a unit that has at least one weapon with this Quality, this Admiral can declare that they will attempt a **Deathblow**.

After the **Declare Contributing Weapons** step, the Admiral makes a **Group Crew Check**, including each **Participating** model with the *Deathblow (X)* quality on one of their weapons. If the Check is passed then each weapon in the unit with this Quality adds **X** to their **Firepower** ratings, but counts as having the *Intensive* quality.

Note that a Deathblow can only be attempted with a unit that has at least two Actions remaining.

DEPTH CHARGE

An ***Underwater*** model can be chosen as the **Initial Target** of this **Attack** action, as long as all **Contributing** weapons have this Quality. A weapon with this Quality cannot Contribute to any Attack action in which an ***Airborne*** model is the Initial Target.

DEVASTATING (X)

Each **Contributing** weapon with this Quality allows the active Admiral to **Convert** up to **X Heavy Strikes** in the **Action Roll** to **Exploding Strikes**, immediately after rolling the dice, ***before*** beginning the **Resolve Exploding Strikes** step.

Note: this quality directly opposes the Ablative Armour (X) property. See that property for details.

DISRUPTION

If the Initial Target suffers at least 1 **Disorder** as a result of this action, it takes a Negative Effect token (unless it already has one). This is a **Disruption** token.

A model with a Disruption token has a **-1 Crew Modifier**, and standard **Valour Effects** cannot be enacted upon it. (**Special Valour Effects** can be enacted upon it as normal.)

In the **Consolidation Step** of the model's next Activation, its Disruption token is removed.

ENHANCED SOLEX (X)

After the **Resolve Exploding Strikes** step of an **Attack** action, each **Contributing** weapon with this Quality allows the active Admiral to convert up to **X Counters** in the Action Roll into equivalent **Strikes**. (**Standard Counters** become **Standard Strikes**, and **Heavy Counters** become **Heavy Strikes**.)

ENTROPIC

When a model is the target of an **Attack** action, its Admiral can re-roll two **Blank** results in the **Resistance Roll** for each weapon in its unit that has this Quality. Weapons mounted on models that have a *System Failure* **Critical Damage Effect** are disregarded.

E.S.C.F. MUNITIONS

If all weapons **Contributing** to an **Attack** action have this Quality, the Admiral can re-roll any **Blanks** in the **Action Roll**.

GASEOUS

If all weapons **Contributing** to an **Attack** action have this **Quality**, the Attack is considered **Gaseous.**

When resolving a Gaseous attack, each **Success** scored in the **Action Roll** inflicts 1 **Disorder** instead of 1 **Damage.**

If this would cause the Target to gain more than 3 levels of Disorder, then each excess point of Disorder inflicts 1 Damage instead. A Gaseous attack does not trigger the **Under Fire** rule. However any model suffering Damage as the result of a Gaseous attack automatically gains a *Hazard* **Critical Damage** token if it does not already have one.

*Note: Disorder **Spreads** as normal even when Damage is inflicted. Additionally, if the **Jade Fury** Battlefleet Bonus is in effect (see the Empire ORBAT), the target suffers 1 Damage for each excess point of Disorder and not 2.*

GUIDED (X)

If the **Initial Target** of this **Attack** action is also being **Threatened** by a friendly **SRS stack**, increase each of this weapon's **Firepower** ratings by **X**. Firepower ratings that do not have a value are ***not*** increased.

HAZARD (X)

If the **Initial Target** of this **Attack** action suffers at least **1 Damage**, the active Admiral rolls **X Critical Damage Dice** for each **Contributing** weapon with this **Quality**. **If one or more dice show a Hazard result, the Initial Target suffers one Critical** Damage Effect of that type.

This is a **Critical Damage Quality**. If multiple different Critical Damage Qualities apply to an Attack, the Admiral makes a separate roll for each one.

HIGH VELOCITY (X)

At the start of the **Count Hits** step of this **Attack**, each **Contributing** weapon with this Quality allows the active Admiral to convert **X Heavy Counters** in the **Resistance Roll** to **Standard Counters**.

HOMING

If at least half of the weapons **Contributing** to an **Attack** action have this Quality, the **Resistance Roll** does not gain any **Bonus Dice** for **Obscured** or **Hampered** Visibility.

INDIRECT

This weapon does not need to confirm **Visibility** to the **Initial Target** to **Contribute** to an **Attack** action. However, for each Indirect weapon that Contributes to an Attack where Visibility to the Initial Target is **Blocked**, add **3 Bonus Dice** to the **Resistance Roll**.

This weapon cannot Contribute to an Attack if the Initial Target is an ***Airborne*** model.

INDISCRIMINATE

If at least half of the weapons **Contributing** to an **Attack** action have this Quality, the **Resistance Roll** does not gain any **Bonus Dice** for **Obscured** or **Hampered** Visibility.

Additionally, after this Action has been resolved, roll an **Action Die** for each **Escort** token accompanying the target's unit. On any **Strike** result, the Token is immediately discarded.

INTENSIVE

If at least one weapon with this Quality **Contributes** to an **Attack** action, the active unit counts as having spent an additional **Action**. If the unit does not have enough Actions remaining, weapons with this Quality cannot Contribute to the Action.

INVALID TARGET (TRAIT)

This weapon cannot **Contribute** to an **Attack** action if the **Initial Target** has any of the listed **Traits**.

KINGSLAYER (X)

If the Initial Target of this Attack has an **Armour** rating of **5** or more, it is treated as having an Armour rating of **4** in the **Resolve Outcome** step. Once **X Successes** have been resolved, this Quality ceases to apply, and any remaining **Hits** are re-grouped accordingly.

If multiple **Contributing** weapons have this Quality, their **X** values are combined.

LEAPING

Weapons with this Quality may **Contribute** to **Attack** actions against targets with the *Elevated, Amphibious,* or *Landstrider* properties, or models with the *Descend* property that are **Surfacing,** even if they are not normally able to. Weapons with this Quality ignore the *Reinforced Waterline* property.

Additionally, if every **Contributing** weapon has this Quality, the unit's Admiral may attempt to enact a **Special Valour Effect.** If successful, the **Vulnerable Stern** rule applies to the Target, even if the **Participating** models are outside of the Target's Aft arc, and even if another rule would exempt it from Vulnerable Stern.

LIMITED

After resolving this **Attack** action, each weapon with this Quality that **Contributed** to the action is **Depleted**. The model that the weapon is mounted on gains a **Depleted** status token. This weapon cannot Contribute to an Attack action if it is mounted on a model with the Depleted status.

At the end of the model's next Action Step, the Depleted status token is removed.

MAYHEM

If a model suffers at least **1 Damage** from this Attack, it immediately gains **1** level of **Disorder**. This replaces the **Under Fire** rule, but any other rules that cause the target to gain Disorder still apply.

If this attack also has the Blast (X) quality, this affects Secondary Targets as well as the Initial Target.

MULTIPLE BATTERIES (X)

This weapon may be selected to **Contribute** to an **Attack** action up to **X** times per **Activation**, instead of only once.

Each time it Contributes to an attack, the Target must be in a different **Targeting Arc** to one previously used in this Activation.

NAVIGATION LOCK (X)

If the **Initial Target** of this **Attack** action suffers at least **1 Damage**, the active Admiral rolls **X Critical Damage Dice** for each **Contributing** weapon with this Quality. If one or more dice show a **Navigation Lock** result, the Initial Target suffers one **Critical Damage Effect** of that type.

This is a **Critical Damage Quality**. If multiple different Critical Damage Qualities apply to an Attack, the Admiral makes a separate roll for each one.

PIERCING (X)

In the **Resolve Outcome** step of this **Attack** action, the **Initial Target** suffers a **-1** Modifier to its **Armour** rating (to a minimum of **1**) during the **Resolve Outcome** step. Once **X Successes** have been resolved, this Quality ceases to apply, and any remaining **Hits** are re-grouped accordingly.

If multiple **Contributing** weapons have this Quality, their **X** values are combined.

PRECISE (X)

If the **Initial Target** of this **Attack** action suffers at least **1 Damage**, the active Admiral chooses a **Critical Damage Effect**.

After the Effect has been announced to the opposing Admiral, the active Admiral rolls **X Critical Damage Dice** for each **Contributing** weapon with this Quality. If at least one die matches the declared Effect, a single instance of that Effect is immediately applied to the Target.

PROCECTIVE FIRE (X)

When a model with this weapon is the target of an **Attack Run** mission, or of an **Attack** action in which at least one weapon with the *Barrage* quality is **Contributing,** it may perform **Protective Fire.**

Add a number of **Bonus Dice** to the **Resistance Roll** equal to the combined **X Values** of all weapons on the model with this Quality.

POWERED

This weapon cannot **Contribute** to an **Attack** action if the model on which it is mounted has a *System Failure* **Critical Damage Effect**.

RAIL (X)

In the **Resolve Exploding Strikes** step of the **Action Roll** for this **Attack** action, the first **X Exploding Strikes** cause ***two*** additional **Action Dice** to be rolled, instead of one.

If multiple **Contributing** weapons have this Quality, their **X** values are combined.

For example, the weapons Contributing to an attack have, in total, Rail (4). The initial Action Roll contains 3 Exploding Strikes, so they roll 6 additional dice (two for each Exploding Strike), scoring a further 2 Exploding Strikes. They roll 3 additional dice: two for the first Exploding Strike, but only one for the second as Rail no longer applies.

SHREDDED DEFENCES (X)

If the **Initial Target** of this **Attack** action suffers at least **1 Damage**, the active Admiral rolls **X Critical Damage Dice** for each **Contributing** weapon with this Quality. If one or more dice show **Shredded Defences** result, the Initial Target suffers one **Critical Damage Effect** of that type.

This is a **Critical Damage Quality**. If multiple different Critical Damage Qualities apply to an Attack, the Admiral makes a separate roll for each one.

SINGULAR

Weapons with this **Special Attack Quality** are **Singular Weapons**.

See ***Singular Weapons*** on page **92** of the *Dystopian Wars* Rulebook.

SKY STRIKE (X)

If the **Initial Target** of this attack is an ***Airborne*** model, increase each of this weapon's **Firepower** ratings by **X**. Firepower ratings that do not have a value are ***not*** increased.

In addition, if one or more of the weapons **Contributing** to an **Attack** action have this Quality, the **Unconventional Target** rule does not apply.

SOLEX (X)

After the **Resolve Exploding Strikes** step of an **Attack** action, each **Contributing** weapon with this Quality allows the active Admiral to convert up to **X Standard Counters** in the Action Roll into **Standard Strikes**.

STRUCTURAL FAILURE (X)

If the **Initial Target** of this **Attack** action suffers at least **1 Damage**, the active Admiral rolls **X Critical Damage Dice** for each **Contributing** weapon with this Quality. If one or more dice show a **Structural Failure** result, the Initial Target suffers one **Critical Damage Effect** of that type.

This is a **Critical Damage Quality**. If multiple different Critical Damage Qualities apply to an Attack, the Admiral makes a separate roll for each one.

See ***Submerged Weapons*** on page **92** of the *Dystopian Wars* Rulebook.

SUBMERGED

Weapons with this **Special Attack Quality** are **Submerged Weapons**, and can only **Contribute** to an **Attack** action if all Contributing weapons are also Submerged Weapons.

See ***Submerged Weapons*** on page **92** of the *Dystopian Wars* Rulebook.

SYMPATHETIC DETONATION

When making an **Attack** action in which one or more weapons with this Quality is **Contributing**, at the start of the **Resolve Exploding Strikes** step, the active Admiral can discard one or more friendly **Scythe Fighter SRS tokens** that are attached to the Initial Target's unit.

For each token they discard, one **Heavy Strike** in the **Action roll** is converted to an **Exploding Strike**.

SYNERGY

For each additional weapon with this Quality (above one) that **Contributes** to this **Attack** action, increase each of those weapons' **Firepower** ratings by 1. Firepower ratings that do not have a value are not increased.

SYSTEM FAILURE (X)

If the **Initial Target** of this **Attack** action suffers at least 1 **Damage**, the active Admiral rolls **X Critical Damage Dice** for each **Contributing** weapon with this Quality. If one or more dice show a **System Failure** result, the Initial Target suffers one **Critical Damage Effect** of that type.

This is a **Critical Damage Quality**. If multiple different Critical Damage Qualities apply to an Attack, the Admiral makes a separate roll for each one.

TORPEDO

This weapon cannot **Contribute** to an **Attack** action if the **Initial Target** is within 5" of this model.

TORRENT (X)

Weapons with this **Special Attack Quality** are **Torrent Weapons**, and can only **Contribute** to an **Attack** action if all Contributing weapons are also Torrent Weapons.

See **Torrent Weapons** on page 92 of *Dystopian Wars: The Rules*.

TRACER

After resolving an **Attack** action in which one or more weapons with this Quality is **Contributing**, the **Initial Target** is **Marked**. Track this by placing a **Negative Effect** token on the Initial Target; this is a **Tracer** token.

When a unit makes an Attack action that targets a Marked model, the active Admiral re-rolls any **Blanks** in the **Action Roll**.

Once this Attack action has been resolved, the Tracer token is removed and the Marked model loses this status.

TRACTION

If an **Attack** action involving this weapon scores a number of **Successes** equal to or greater than the **Mass** rating of the **Initial Target**, the active Admiral may select one **Contributing** weapon with this Quality. The Initial Target immediately moves 4" directly towards the model on which that weapon is mounted, without changing its facing. Any **Collisions** that result from this move are resolved as normal.

TRIANGULATE (X)

If the **Initial Target** of this **Attack** action is within 15" of a friendly model with the Hydrophone *Relay* system, increase each of this weapon's **Firepower** ratings by **X**. Firepower ratings that do not have a value are ***not*** increased.

VOLTAIC (X)

As a **Special Action**, a unit containing one or more models with the *Voltaic* (*X*) quality on at least one of its weapons may **Charge Capacitors**. If they do so, place a **Special Effect** token next to the unit. This is a **Charge** token. A unit can never have more than one Charge token.

The Charge Capacitors Special Action immediately ends the unit's **Action Step**.

When a unit with a Charge token declares an **Attack** action, its Admiral can discard the Token in order to **Discharge Capacitors**. If they do so, then at the end of the **Resolve Re-rolls** step, they can convert up to **X** dice (equal to the cumulative *X* value of all **Contributing** *Voltaic* (*X*) weapons) into **Standard Strikes**.

A unit that has Discharged Capacitors cannot Charge Capacitors in the same Activation.

Additionally, if a model suffers a *System Failure* **Critical Damage Effect** while marked with a Charge token, make a **Group Crew Check** for the unit. If the Check fails, discard the unit's Charge token.

SRS PROPERTIES

BOMBER

During the **Resolve Critical Damage** step of an **Attack Run** mission that contained at least one **SRS** token with this property, each **Attack Run Target** with at least 1 **die** allocated to it suffers 1 **Damage**.

EXCEPTIONAL

This **SRS token** can only be stacked with other SRS tokens of the same type.

A **Stack** made up of these Tokens cannot be allocated to a unit that already has friendly SRS tokens of a different type allocated to it. The reverse is also true - a unit with a stack of these SRS tokens already allocated to it cannot be allocated friendly SRS tokens of a different type.

EXO-SUB

When resolving an **Attack Run** mission with a Stack containing only SRS tokens with this Quality, each *Breach* or *Structural Failure* allocated to an **Attack Run Target** also inflicts 1 **Damage**.

HARRIERS

During an **Attack Run** mission, if this Token is discarded from the attacking SRS Stack as the result of an **Interception Attempt**, it still adds 1 **Action Die** to the Attack Run's **Action Pool**.

If the last token in the Stack is discarded, the Attack Run mission ***does not*** end immediately if at least one token that was discarded has this property.

HOVER SRS

If this Token is allocated to an ***Underwater*** unit, its **Attack** rating is reduced to 0.

A Token with this SRS Property cannot be removed as a result of a **Flak Barrage** (see the *Flak Barrage* (*X*) system).

In the **Clean Up** step of the **End Phase**, Tokens with this SRS Property are removed from play without performing **Aerial Reconnaissance**.

LAUNCH RANGE (X")

In the **Choose SRS Mission** step of an **SRS Launch**, a Stack containing one or more of these Tokens can only be allocated to a unit or marker that is within **X"** of the ***Carrier*** model from which it is being launched, instead of the normal 30".

PORTAL STRIKE

When this Admiral resolves an **Attack Run** mission against an enemy unit that is within 10" of a **Portal marker**, they can declare a **Portal Strike** at the start of the **Disengage Step** by discarding a **Victory & Valour Card** from their hand.

If they do so, any **SRS tokens** with this SRS Property are not removed from play. Instead, the active Admiral chooses a different enemy unit that is within 10" of a different Portal marker, and allocates those SRS tokens to that unit, either forming a new **SRS stack** adding them to a friendly Stack that is already allocated to it.

Mark the SRS Stack with a **Negative Effect** token until the **Clean Up** step of the **End Phase** to show that it cannot make another Portal Strike this Round. This is a **Portal Strike** token.

OFFENSIVE

This SRS token is not counted when resolving a **Mine Clearance** mission with its Stack.

SPECIALIST

When choosing a Mission for an SRS Stack that contains one or more Tokens with this type, its Admiral must choose from a specific list of Missions, as shown in its ORBAT. This might include Special Missions which are not normally available to SRS tokens.

See the ***Short Range Squadrons*** section of this Token's ORBAT for details.

SUPERIOR MINE CLEARANCE

After rolling the **Action Dice** for a **Mine Clearance Mission**, the active Admiral can convert one **Heavy Strike** into an **Exploding Strike** for each Token in the **Stack** with this SRS Property.

SURGICAL STRIKE (CRITICAL DAMAGE EFFECT)

In the **Resolve Critical Damage** step of an **Attack Run** mission, when allocating **Critical Damage Dice** to **Attack Run Targets**, each Token in the **Stack** with this SRS Property causes ***one*** Critical Damage Die of the listed type to inflict ***two*** instances of that Effect.

TAIL GUNNERS (X)

During an **Attack Run** mission, if the opposing Admiral makes an **Interception Attempt**, this token's Admiral makes a **Resistance Roll**. Each token in the attacking SRS Stack with this property contributes **X Action Dice** to the **Resistance Pool**.

UNDERWATER SRS

If this **SRS token** is allocated to an ***Airborne*** unit, a ***Surface*** unit with the *Elevated* or *Soar* properties, a unit with the *Descend* property that is **Surfacing**, or a unit with the Amphibious property that is Traversing a **Terrain Feature**, its **Attack**, **Intercept** and **Support** ratings are reduced to **0**.

A Token with this SRS Property cannot be removed as a result of a **Flak Barrage** (see the *Flak Barrage* (*X*) system).

In the **Clean Up** step of the **End Phase**, Tokens with this SRS Property are removed from play without performing **Aerial Reconnaissance**.

GLOSSARY CHANGE LOG

This section provides a summary of changes from **v4.04** *to* **v4.05**. *Small errors such as spelling and grammatical mistakes have been omitted for the sake of brevity.*

PROPERTIES

- *Flight of the Valkyries* has been added.
- Soar has been expanded, removing the need for units with this property to also have *Elevated*.
- Some elements have been removed from *Teutonic Construct*.
- *Vikingr* has been simplified.
- *Vitruvian Form* has been slightly rephrased.

SYSTEMS

- A note has been added to *Boosted Propulsion* (X^{11}), explaining how it interacts with other special rules that affect movement.
- *Langsam Generator* has been reworked.
- *Storm Generator* now inflicts Disorder at the end of the unit's Movement Step, rather than at the end of its Activation.

QUALITIES

- *Celerity* has been reworked.
- *Deathblow* is now *Deathblow* (*X*). It now increases Firepower ratings by X, instead of doubling them.
- *Sky Strike* has been slightly rephrased.
- *Voltaic* has been significantly reworked.

SRS PROPERTIES

- *Bomber* has been added.