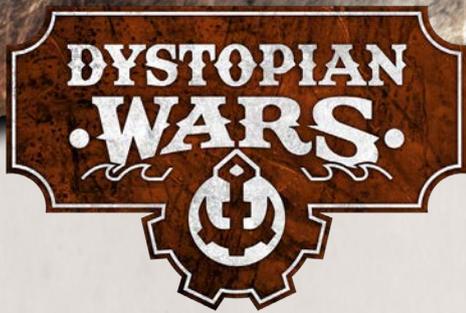


RULES GLOSSARY

v4.00A

PART OF THE





DYSTOPIAN WARS



RULES GLOSSARY

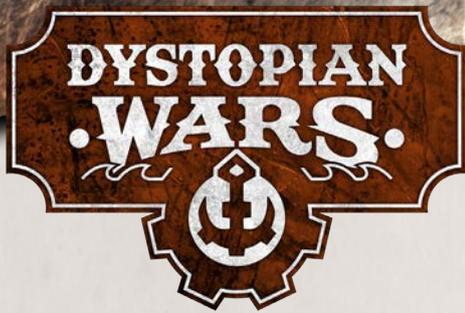
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This document contains a complete list of the Properties, Systems, and Qualities used by units in *Dystopian Wars*, as well as the SRS Properties used by their Short Range Squadrons. These are collectively referred to as Special Rules.

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*.





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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 model's line of sight, the amount 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** attack, and at least 1 **Damage** is dealt to the **Target**, roll a **D6**. If the result is 1-3, the **Target** suffers an additional **1** **Damage**.

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) property.

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.

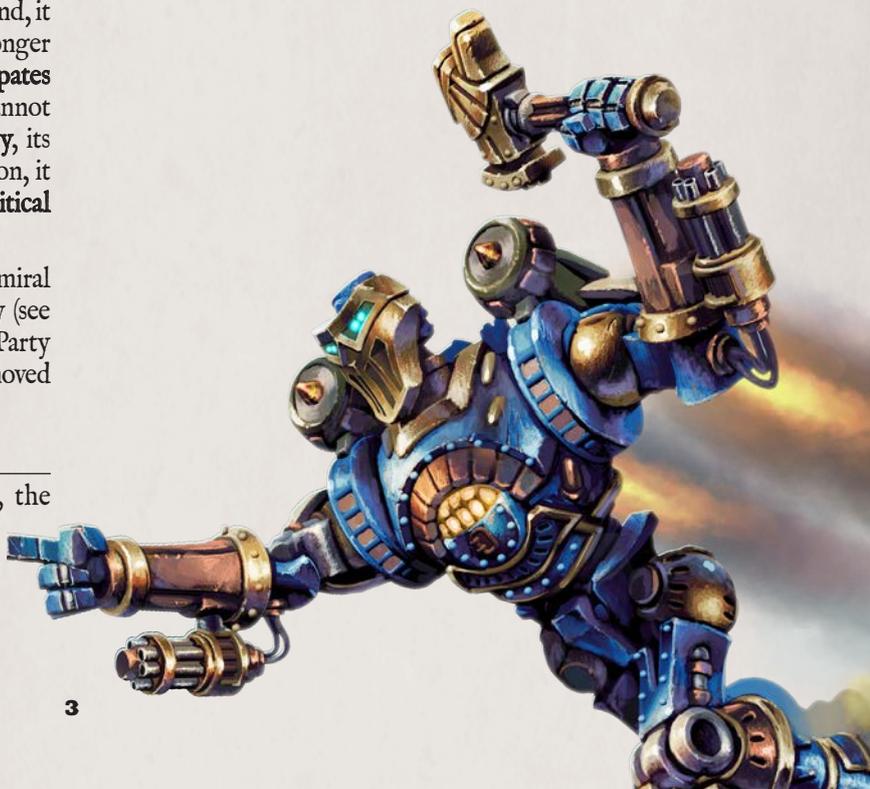
AUXILIARY MINE LAYER (X)

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**.

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.



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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. (The +1 Modifier granted by a <i>Heavy Shield Generator</i> 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.

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

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.

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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**.

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**.

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 model 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**.

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.

DYSTOPIAN WARS.



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.

HEAVY TRANSPORT (TRAIT)

Before making a **Reserve Roll** for a unit with the listed **Trait**, which is at its minimum **Model Count**, and which does not have the **Capital** trait, its Admiral can declare that it is being **Transported** on a friendly model with this Property.

They do not need to make a **Reserve Roll** for a **Transported** unit. Instead, they set up the unit so that each model is within 5" of this model. A model with this Property can only be chosen to **Transport** one unit per game.

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.

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**.



DYSTOPIAN WARS.



PROPERTIES

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.

INSPIRATIONAL (X")

A model within X" of a friendly **Battle-Ready** model with this Property can always **Rally**, even if another rule would prevent it from doing so. In addition, whenever such a model **Rallies**, it loses one additional level of **Disorder**.

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 RAIDS

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.

In addition, 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.



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PROPERTIES

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.

Additionally, this model's unit can **Launch Mines** as a **Special Action**, even if it is *Underwater*. If it does, 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.

MOON POOL

An *Empire* unit within 10" of at least one friendly model with this Property benefits from **Chita Support**, and gains the following benefits:

If a unit with Chita Support uses the **Raiding Parties** rule, the **X** value of the *Boarding Parties* (*X*) property becomes **three times** the number of **Escort** tokens discarded, instead of twice the number.

Each time an Escort token is discarded from a unit with Chita Support, for any reason other than Raiding Parties, roll an **Action Die**. If the result shows a **Standard Counter** or a **Heavy Counter**, the Token remains in play.

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**.



DYSTOPIAN WARS.



PROPERTIES

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.

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**.

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.



Resupply Tokens can be stacked like SRS tokens

DYSTOPIAN WARS.



PROPERTIES

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 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.

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.



DYSTOPIAN WARS.



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**.

SUBMARAUDEUR

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 a **Repair Roll** is made for this model, **Heavy Strikes** do not allow the Admiral to remove **Critical Damage Effects**. However, if this model is **Battle-Ready** when the Repair Roll is made, any number of Exploding Strikes can be used to make Structural Repairs instead of being used to remove Critical Damage Effects. For each die that is used to make Structural Repairs, remove 1 point of **Damage** from this model.

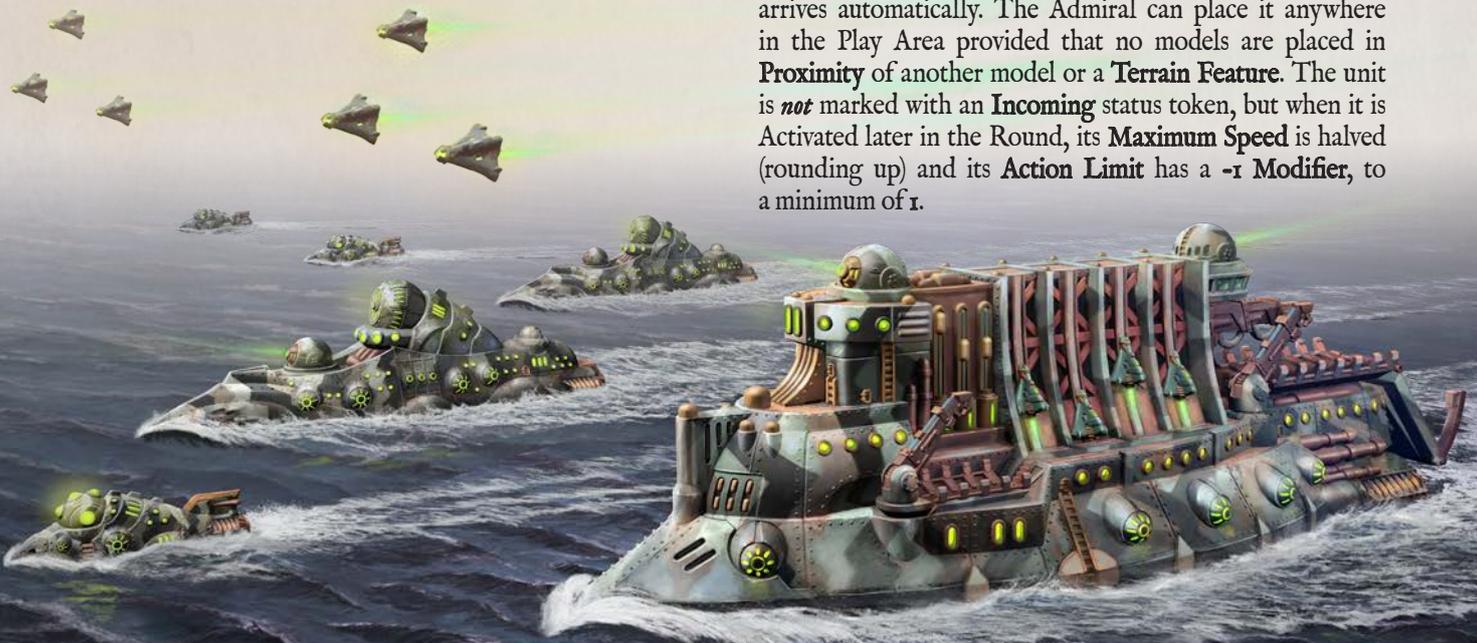
A model with this Property may not attempt **Jury-Rigged Repairs**, and cannot benefit from the Repair Facilities (X) system.

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.



DYSTOPIAN WARS.



PROPERTIES

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 **Participates** in a **Boarding** action, the **Target** gains X **Negative Effect** tokens. These are **Vikingr Tokens**, and indicate that the target is **Under Attack**.

On the target model's next **Activation**, its unit can make a **Special Action** to **Repel Boarders**. Only models that are **Under Attack** can **Participate**, but a model can **Participate** in this **Action** multiple times during a single **Activation**.

For each **Participating** model, the active **Admiral** rolls a number of **Action Dice** equal to the model's **Crew** rating. For each **Strike**, they remove one **Vikingr** token from the model.

At the end of the model's **Activation**, it suffers 1 **Damage** for each **Vikingr** token it still has. Then, all of its **Vikingr** tokens are removed, and it is no longer **Under Attack**.

If multiple models with this property **Participate** in a **Boarding** action, the target gains a number of **Vikingr** tokens equal to the total of their **X Values**.

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 model cannot declare a **Ram**.

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, 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.



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SYSTEMS

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.

CALLIMACHUS CHRONO-LATHE

Once per Round, as a **Special Action**, this model's unit may engage this System. If it does so, each friendly **Battle-Ready Enlightened** model within 15" immediately recovers 1 **Damage**.

Additionally, 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.



DYSTOPIAN WARS.



CHANG'AN TOWER GENERATOR

This is a **Generator** and grants the following **Unit Benefit**:
If any model in this unit is the target of an **Attack** action, add **4 Bonus Dice** to the **Resistance Pool**.

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, make a **Group Crew Check** for the unit.

If the **Check** is passed, and the **Value** of the drawn card is **even**, each **Battle-Ready** model in the unit immediately recovers **1 Damage**.

If the check is passed, and 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 check is passed, and the **Value** of the drawn card is **1** or **2**, the **Admiral** can choose one of the above results.

If the check is failed, each model in the unit gains **1** level of **Disorder**. If a model already has **3** levels of **Disorder**, it suffers **1 Damage** instead.

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, this model's unit can **Unleash Chaos** as a **Special Action**. Only models with a *Diophantus Chaos-Orb* can **Participate** in this Action. Each enemy model that is within **5"** of at least one **Participating** model suffers a *Shredded Defences* **Critical Damage Effect**.

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.

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SYSTEMS

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 below.

Action Dice	Result
	The Grappled model gains 1 level of Disorder and suffers a <i>Structural Failure Critical Damage Effect</i> . 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.

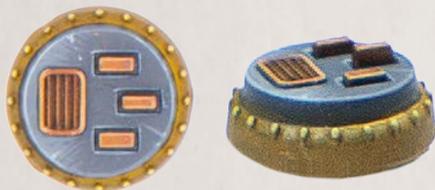


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SYSTEMS

GREAT WALL GENERATOR



This is a **Generator**.

While this model is within 5" of another friendly model that has the same **Positional Trait** and a *Great Wall Generator*, an **Energy Wall** is generated, connecting the two models. This takes the form of a straight line, drawn between the **Centre Points** of the two models, and has a **Strength** equal to the highest **Mass** rating of the two models.

A single model can generate multiple Energy Walls, provided it is within 5" of multiple eligible models.

Whenever an enemy unit makes an **Attack** action, trace a straight line from the Centre Point of each Participating Model to the Centre Point of the Initial Target. For each line that passes through an Energy Wall, add **Bonus Dice** equal to the Energy Wall's Strength to the **Resistance Roll**.

Energy Walls that are connected to the Initial Target are disregarded. If the line passes through multiple Energy Walls, the Energy Wall with the highest Strength is counted.

Attack actions made with **Assault**, **Bomb**, or **Submerged Weapons** ignore Energy Walls.

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 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 the **Resistance Roll**, the Admiral can re-roll any **Blank** results.

The Admiral cannot Employ Guardian Generators if the Attack action is made with **Assault** or **Submerged** weapons. It also has no effect against the *Breaching Drill* or *Raking Strike* properties.

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.



DYSTOPIAN WARS.



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* property.

If *every* model in a unit has an *Interphase Generator*, its Admiral can declare that it will **Interphase** at the end of its **Consolidation Step**. Mark the unit with a **Special Effect** token. All of the models in the unit are Interphasing until the start of the unit's next Action Step.

In the next Round, the Admiral must **Activate** any Interphasing units in their Force *before* they activate any units that are not Interphasing.

An Interphasing model cannot be targeted by any **Actions**, rules or effects, and cannot gain **Damage**, **Critical Damage** or **Disorder** by any means. It cannot **Block Visibility** (though it can still **Obscure** it as normal) and any **Properties** and **Systems** it may have other than *Interphase Generator* are ignored. **Surface** models can **Pass Through** an Interphasing model, but if they do so, they gain **1** level of **Disorder**.

In an Interphasing unit's **Movement Step**, each model's **Maximum Speed** rating is doubled, they treat all **Terrain Features** and **Environmental Features** as **Open Water**, can **Pass Through** all other models, and are unaffected by **Markers** of any kind. They cannot **Come About**, but at the end of the move they can freely rotate around their **Centre Point** to face any direction. No model can end its move in contact with a **Terrain Feature**, model or **Marker**.

At the end of the **Movement Step**, the **Special Effect** token is removed, and each other model, friend or foe, that one or more models in the active unit **Passed Through** gains **1** level of **Disorder**.

In the subsequent Action Step, the unit's **Action Limit** is reduced to **1**.

It cannot **Interphase** again in its **Consolidation** step if it was **Interphased** at the start of its **Activation**.

INTERPHASE NAVIGATOR

At the end of this unit's **Activation**, its Admiral can attempt a **Turbo Encabulation Jump** with it. (See the *Enlightened ORBAT*.)



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SYSTEMS

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 **Main Target**. They then roll a number of **Action Dice** equal to the number of Participating models, select the die of their choice, and resolve the corresponding result from the table below.

Action Dice	Result
	The Main Target suffers 1 Critical Damage Effect . In addition, the Main Target's unit is Slowed (as described below).
	The Main Target suffers 1 Damage . In addition, the Main Target's unit is Slowed (as described below).
	The Main Target's unit is Slowed (as described below).
	The Main Target's unit is Slowed (as described below).
	The Main Target's unit is Slowed (as described below).
	Each Participating model suffers a <i>System Failure Critical Damage Effect</i> .

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, and its **Maximum Speed** is reduced to its **Minimum Speed**.

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

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**.

MAGMA CAST GENERATOR



This is a **Generator**.

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

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.

MIRAGE GENERATOR



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

When an **Attack** action targets a model in this unit, add **1 Bonus Die** to the **Resistance Roll** for each **Participating** model that is further than **5"** from the Initial Target. **Torrent Weapons** or weapons with the *Indiscriminate* quality are not affected by this rule.

In addition, immediately before the **Action Roll** is made for an **Attack** action against a model in this unit, its Admiral can attempt to enact a **Special Valour Effect** with it.

If successful, the Action immediately ends.

A unit can attempt this **Special Valour Effect** only once per Round. Mark the unit with a **Valour Effect** token, whether the Effect was successfully enacted or not. Remove the Token in the **Clean Up** step of the **End Phase**.

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**.

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

When this Action is made, 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 (+X²)** 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**.



DYSTOPIAN WARS.



PORTAL GENERATOR



This is a **Generator**.

This model's unit can **Weave** and **Shift Portals**, as described 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**.

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SHROUD 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, 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 **Obscured**.

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

When this unit (or a friendly unit within 10") makes a **Turbo Encabulation Jump**, the controlling Admiral can choose to re-roll a single **Blank** result in the **Anomaly Roll**. (See the *Enlightened ORBAT*.)

TRIDENT GENERATOR



This is a **Generator**.

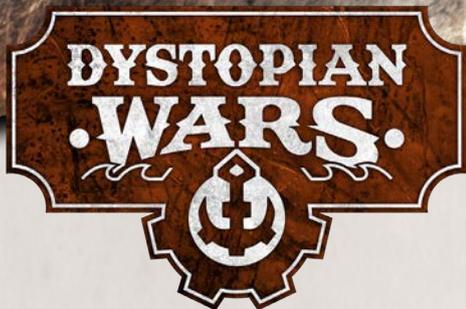
As a **Special Action**, this model's unit can **Flag a Target**. Only models with a *Trident Generator* can **Participate** in this **Action**.

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.

In the **Clean Up** step of the **End Phase**, all **Flagged** models cease to be **Flagged**, and their **Generator Effect** tokens are removed.





DYSTOPIAN WARS



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 resolving an **Attack** action to which at least one weapon with this **Quality** is **Contributing**, the **Initial Target** is set **Ablaze** if it suffered at least 1 **Damage** during the action, and it does not have a **Hazard Critical Damage Effect**. While a model is **Ablaze**, each **Contributing** weapon with this **Quality** inflicts **X Negative Effect** tokens on the target. These are **Alchemical** tokens.

If the attack also has the Blast (X) quality, any Secondary Targets that take at least 1 Damage are also Set Ablaze and gain 1 Alchemical token.

If the number of **Alchemical** tokens a model has accumulated equals or exceeds its **Mass** rating, all **Alchemical** tokens are removed and the model gains a **Hazard Critical Damage Effect**.

If an **Ablaze** model's unit performs a **Maintenance** action, its **Admiral** can discard **Alchemical** tokens as though they were **Critical Damage Effects**.

ALL AROUND

When **Declaring Contributing Weapons** for an **Attack** action, this weapon can **Contribute** regardless of which **Targeting Arc** the **Initial Target** is in.

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 is 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.



DYSTOPIAN WARS.



QUALITIES

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 this **Attack** has been resolved, the active Admiral can attempt to enact a **Special Valour Effect** with the active unit.

If the effect is successfully enacted, this unit can immediately make a **Follow-Up Attack**.

First, each model in this unit that has a weapon with this **Quality** can immediately **Pivot** and move up to 4" straight forwards. Then, this unit makes another **Attack** action, which does not count towards its **Action** limit. Only weapons with this quality can **Contribute** to this action.

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

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**.



DYSTOPIAN WARS.



DEATHBLOW

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

After the **Declare Contributing Weapons** step, the Admiral makes a **Group Crew Check** for the **Participating** models. If the Check is passed then each weapon in the unit with this Quality doubles each of its **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**.)

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.



DYSTOPIAN WARS.



QUALITIES

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.

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**.*

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**.



DYSTOPIAN WARS.



QUALITIES

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 all weapons **Contributing** to this attack 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.

SUBMERGED

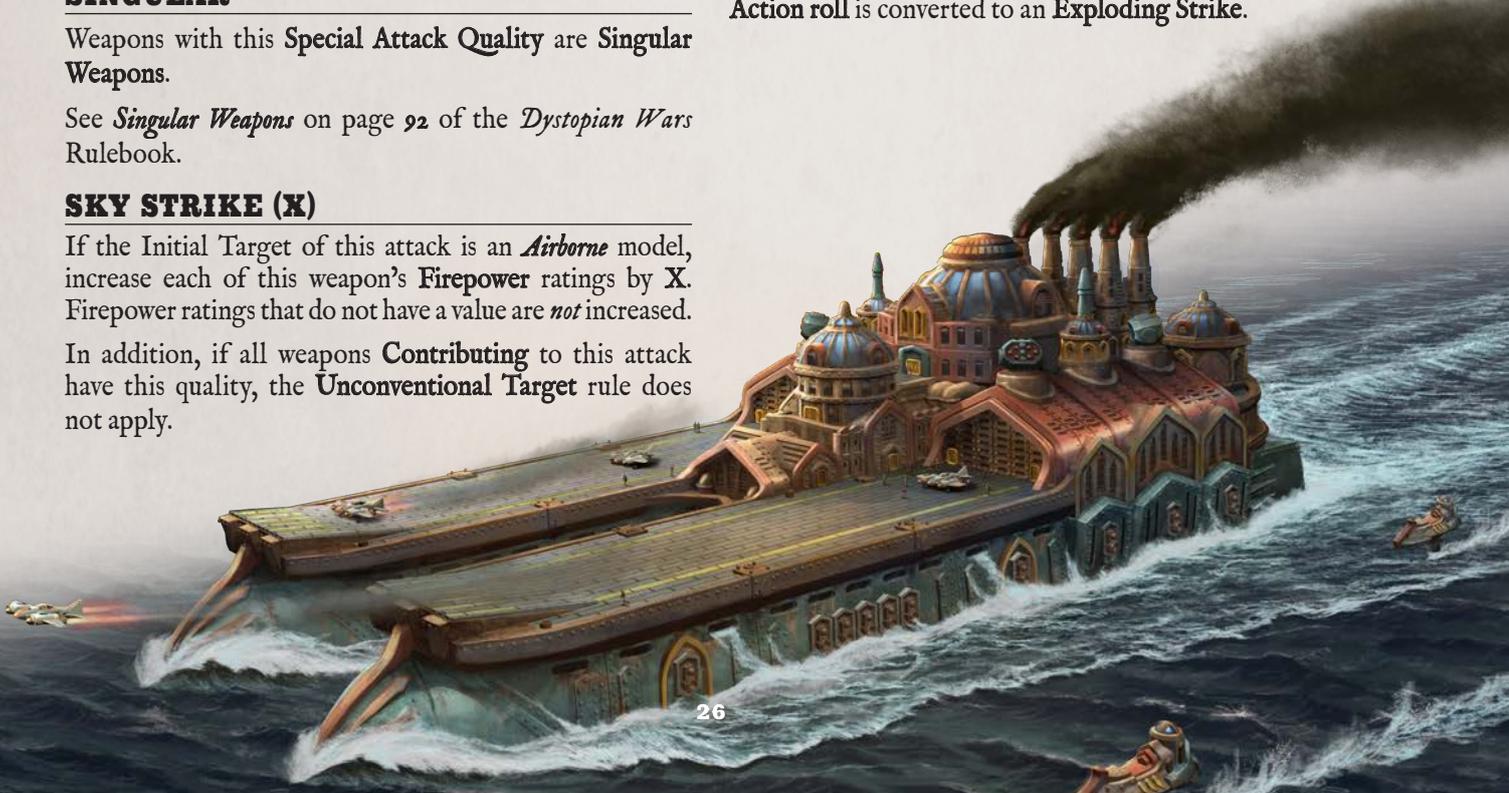
Weapons with this **Special Attack Quality** are **Submerged Weapons**, and can only **Contribute** to an **Attack** action if all **Contributing** weapons are also **Submerged Weapons**.

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**.



DYSTOPIAN WARS.



QUALITIES

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 the *Dystopian Wars* Rulebook.

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**.

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

Remove the **Negative Effect** token in the **Clean Up** step of the **End Phase**.

TRACTION

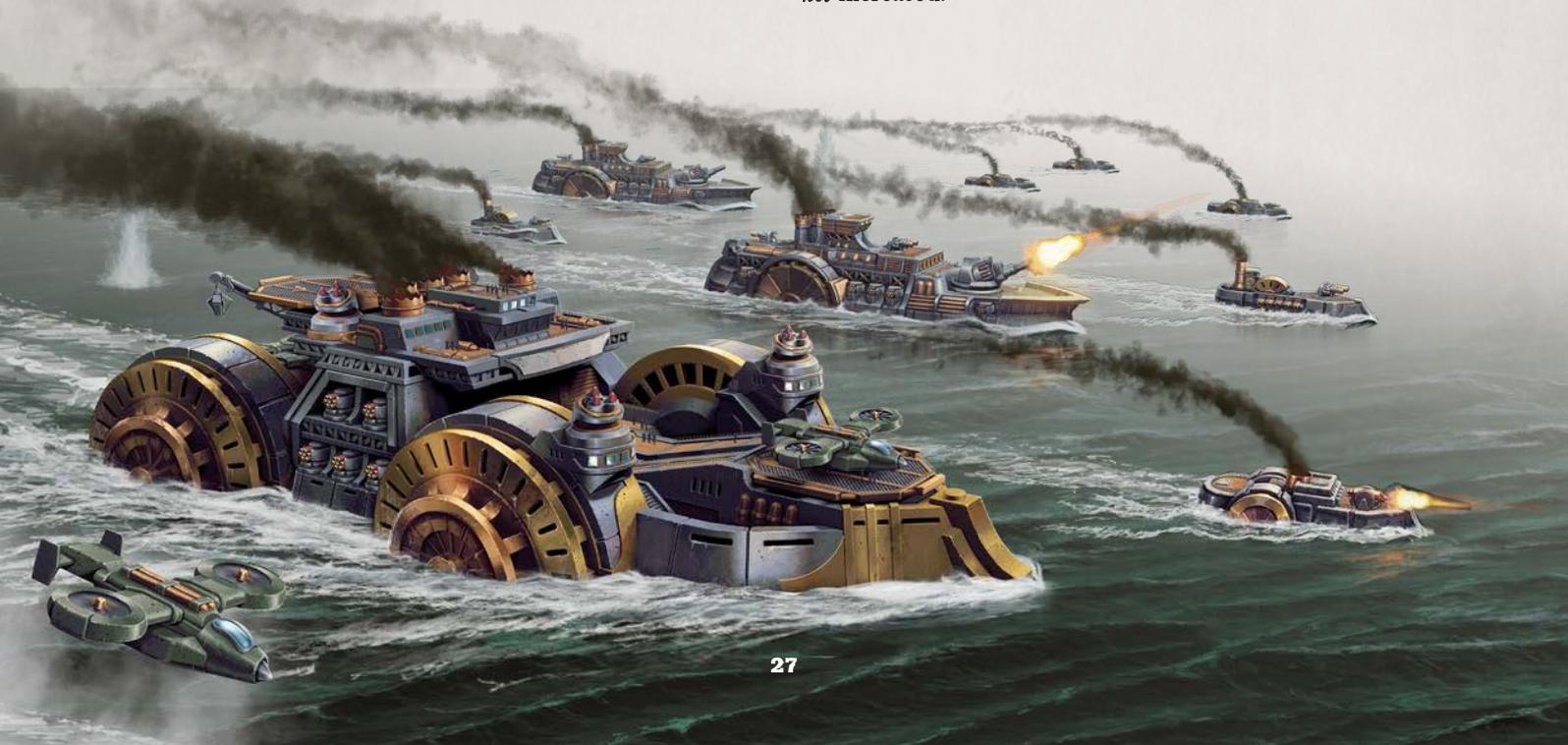
If an **Attack** action involving this weapon scores a number of **Successes** equal to or greater than the **Mass** rating of the **Initial Target**, the active Admiral may select one **Contributing** weapon with this Quality. The **Initial Target** immediately moves 4" directly towards the model on 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

Each of this weapon's **Firepower** ratings are increased by **X** for each **System Failure** Critical Damage Effect the target has. Firepower ratings that do not have a value are *not* increased.



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SRS PROPERTIES

SRS PROPERTIES

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 this Token is the target of an **Interception Attempt** or **Flak Barrage** (see the **Flak Barrage (X)** system) treat its **Resilience** rating as being 2 higher.

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.



DYSTOPIAN WARS.



SRS PROPERTIES

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 v4.00 beta-5 to v4.00. Small errors such as spelling and grammatical mistakes have been omitted for the sake of brevity.

PROPERTIES

The following changes have been made to Properties:

- Ablative Armour now explicitly triggers before the Resolve Exploding Dice step, which tidies up interactions with some other rules (such as the Rail (X) quality).
- *Amphibious* has had a line added, stipulation that it only applies to **Underwater** models while they are **Surfacing**. Also, it has been clarified that a unit that is Traversing an island cannot make use of its **Submerged** weapons.
- *Breaching Drill* and *Raking Strike* now each have a note clarifying that *Heavy Shield Generators* do not work against them.
- *Broadside Cascade* has been clarified; it can no longer be used to target **Underwater** models.
- *Bushi Ryu Dojos* now allow the model's unit to target **Airborne** models when it makes **Boarding** actions. (Previously, any unit that took a *Bushi Ryu Dojo* also gained the *Sky Commandos* property; this is no longer necessary.) In addition, instead of allowing its Admiral to re-roll **Blank** results during a Boarding action, it gives a bonus during Boarding Actions if the target has one or more **Hazard Critical Damage Effects**.
- *Combat Divers* and *Sky Commandos* have been reworded for clarity.
- *Flight Deck (X)* has been rewritten to make it more flexible. Now, there is an option to allocate SRS launched tokens to the active unit as a new Air Support stack, instead of adding them to an existing friendly stack.
- *Landstrider* and *Lone Wolf* have been removed. Units which previously had *Landstrider* now have *Amphibious*.
- *Low Altitude* has an added line, stipulating that their **Broadside** actions cannot target **Airborne** models unless they also have the *Low Altitude* property - however, their Broadside actions can target **Surface** models.
- *Mindless Storm* has been removed.
- *Mine Layer (X)* now allows the unit to make a Special Action to launch additional mines during play.
- *Orichalcite Construction* has been added, allowing a model to reduce the effects of **Critical Damage**.
- *Platform* now allows the Admiral to split the unit into multiple Platform Groups before deployment, each of which operates as a separate unit during the game. In addition, it has been clarified that Platforms can't Withdraw, and that they are replaced with a Wreck marker when they are abandoned.
- *Unexpected Arrival* has been tweaked. Now, no **Reserve Roll** is required when the unit is deployed from Reserve, and when it arrives, its **Maximum Speed** rating is halved instead of its **Movement Step** being skipped.
- *Teutonic Construct* has had a line added, stipulating that the model cannot benefit from the *Repair Facilities (X)* system.
- *Vanguard (X¹¹)* now grants 2 **Bonus Dice** to **Reserve Rolls**, so the Admiral can choose to deploy them to the Play Area and make a bonus move, or keep them back and have a fairly reliable reserve unit.
- *Vikings* is now *Vikings (X)*. Each model now gives the target **X Negative Effect** tokens, instead of a number of tokens equal to its **Mass** rating. (As a result, the number of tokens in play has generally been reduced.)



DYSTOPIAN WARS.



SYSTEMS

The following changes have been made to Systems: Qualities

- *Aerial Repair Facilities* has been removed, and its effects consolidated into *Repair Facilities*.
- Decksweepers has been reversed - the **Crew Check** is now made for the unit with this property, rather than for the boarding unit.
- *Guardian Generators* has been reworded for clarity.
- *Heavy Shield Generator* has a new line, stipulating that they do not work against the *Breaching Drill* or *Raking Strike* properties.
- *Interphase Generator* has been slightly reworded for clarity.
- *Repair Facilities (X)* has become more powerful - if a **Repair Roll** allows you to remove more **Critical Damage Effects** than a model has, it also repairs τ **Damage**.
- *Shockwave Generator* now triggers on both **Heavy** and **Exploding Strikes**.

QUALITIES

The following changes have been made to Qualities:

- *Agitation* has been reworked entirely, as *Agitation (X)*, to make it easier to use. Weapons with this quality now have standard Firepower values, to which the target's Mass is added, with a maximum of X additional dice.
- *Alchemical* has been reworked. Instead of requiring a Crew Check, it now imposes Negative Effect tokens on the target, which are upgraded to a Hazard token once the target has a number of them equal to its Mas.
- *Depth Charge* has been corrected - it previously stated that the weapon could not Contribute to attacks against *Surface* models. This is no longer the case.

- Devastating (X) now explicitly triggers before the Resolve Exploding Dice step, in line with the change to Ablative Armour (X).
- *Disruption* has been added as a new quality, reducing the target's **Crew** rating and preventing it from enacting **Valour Effects** until the end of its next Activation.
- *Sympathetic Detonation* has been reworked - now, it allows the active Admiral to discard friendly Scythe SRS tokens that are allocated to the Initial Target to convert **Heavy Strikes** into **Exploding Strikes**.

SRS PROPERTIES

The following changes have been made to SRS Properties:

- *Co-ordinated Explosion* has been removed.
- *Exo-sub* is now effective against **Flak Barrages**.
- *Harrier* has been added as a new SRS Property, allowing a token to contribute a single **Action Die** to an **Attack Run** after it has been destroyed by an **Interception Attempt**.
- *Tail Gunners (X)* has been added as a new SRS Property, allowing the token's Admiral to make a Resistance Roll (with X dice per token with this property) when it is targeted by an **Interception Attempt**.
- *Underwater SRS* has been tweaked to reflect other changes in the Glossary; it is now triggered when the token is allocated to a *Surface* unit with the *Elevated* or *Soar* properties, or a unit with the *Amphibious* property that is Traversing a Terrain Feature.

