

TM

# DYSTOPIAN WARS



## FORTUNE & GLORY CAMPAIGN





# INTRODUCTION

**T**he Great Powers vie for control of the world's trade routes, unleashing mercenary forces to disrupt shipping and sow chaos and confusion to destabilise their rivals. Two of the most notable of these privateers are The Crimson League and The Honorable Eclipse Company.

The Crimson League is led by Princess Scheherazade. Escaping the traditions of her royal family, she joined the Covenant of the Enlightened only to leave when the Egalitarian and Custodians schism came to the fore. Now, she operates following her own unknowable plan. Angry at the power of the Order within the Sultanate, she lashes out, taking contracts that appear to have nothing to do with the religious zealots, only for some to realise later that there was design all along.

The Honorable Eclipse Company have secured lucrative escort contracts with significant clients around the globe. The HEC offer security and defence solutions to those who cannot apply direct political or military action in safeguarding their investments. The HEC have had major investment from the Union of Federated States and often that Great Power has used the Company when the deployment or involvement of a Union battles fleet may be politically unwise. Though some might call the involvement of the HEC an unwelcome influence by the Union in global affairs, in truth, many commanders have found that their need for support in a theatre of engagement can only be solved by hiring the Honorable Eclipse Company.

Within this booklet, you will find instructions on how to build your ships,





Unit Cards for you to use when you play and quick reference sheets to help you with your first few games. These instructions will allow you to build the models included in the Fortune & Glory Campaign but alternative builds can be found on the Dystopian Wars Website. We recommend using Warcradle Plastic Glue to assemble the miniatures. You will also need some clippers and a hobby knife. On the site, you can also find lots more Unit Cards and your Force building guide known as an Order of Battle or ORBAT.

In order to get a real feel for the campaign and to learn all the rules as you go, it is recommended that two players play through the campaign in full and in order.

In the scenarios detailed in this booklet, each faction's forces are described in general terms. Player's personal collections may vary and alternating these forces is encouraged.

Where it lists a Unit, all the Models in that Unit may be substituted for Models from a Unit with the same Mass available to that faction. Regarding the Civilian Vessels, use the stats suggested in the back of this booklet or any relevant Unit rules you may have in your Faction's ORBAT.

All Ship assembly guides can be found here: [wrcdl.com/dw-assembly-guides](http://wrcdl.com/dw-assembly-guides)

All Ship statistic cards can be found here: [wrcdl.com/dw-ship-cards](http://wrcdl.com/dw-ship-cards)

We hope you enjoy assembling and painting these miniatures as well as playing Dystopian Wars. Remember to join us on the Sturgenium Lounge on Facebook ([wrcdl.com/sturgeniumlounge](http://wrcdl.com/sturgeniumlounge)) and show us your painted fleets. You can meet and chat to our community champions, each known as a Warhost. A really nice bunch of enthusiastic hobbyists, just like you!



## ENCOUNTER 1: SO, IT BEGINS

The shipping lanes in this part of the world had been quiet for months. Treaties and peace accords had been preventing the Great Powers from openly battling against each other. However, as with most of their endeavours, a workaround could be found. With the use of shell companies and creative accounting, mercenaries have been hired ready to fight proxy conflicts on behalf of their financial benefactors. Normally, this amounts to the raiding of the Great Powers' battle fleets. Now things were different. Mercenary forces had intersected, whether by accident or design, and were now making the first tentative steps towards violence. The Crimson League and Honorable Eclipse Company would remember the upcoming conflict in their ledgers.

### VICTORY CONDITIONS:

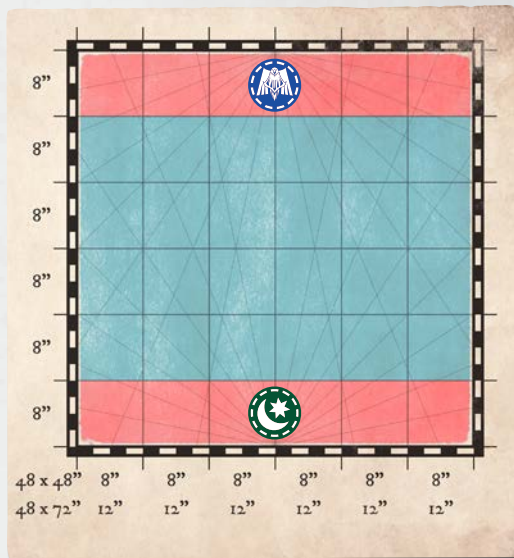
The Player that destroys all of their opponent's Models is the winner. If, after five rounds, neither player has won, the game is a draw.

### UNION PLAYER:

- 1 Steward Sentry Airship

### SULTANATE PLAYER:

- 1 Unit of two Alsagr Skybarques





## ENCOUNTER 2: A BLOODY NOSE

*It didn't matter who fired the first shot, both companies believed their honour to be besmirched. Retaliation must be swift and decisive. If nothing else, losing face against an opposing mercenary company might result in also losing future profits. Perhaps by gaining the upper hand here, one side could prove its superiority.*

### VICTORY CONDITIONS:

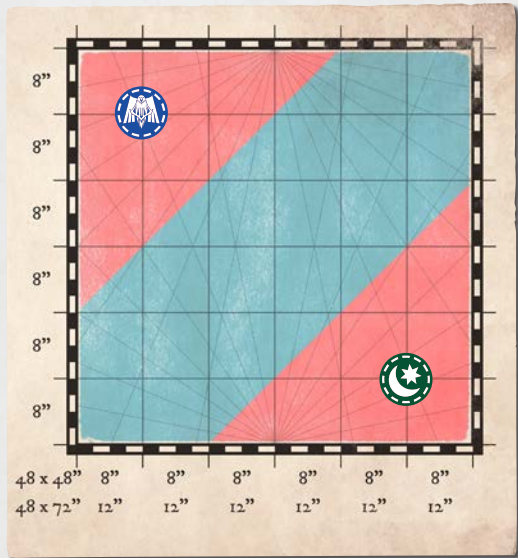
The Player that destroys all of their opponent's Models is the winner. If, after five rounds, neither player has won, the game is a draw.

### UNION PLAYER:

- 2 Steward Sentry Airships

### SULTANATE PLAYER:

- 2 Nasr Skyships







## ENCOUNTER 3: FOLLOW THE PAPER TRAIL

*Things were getting serious out in the shipping lanes. Fortunately, no civilian vessels had been involved. This might change soon, assuming one of the companies can acquire orders from the other to pinpoint the location of the merchant vessels they're protecting. Then the true raiding and privateering can begin.*

**VICTORY CONDITIONS:**

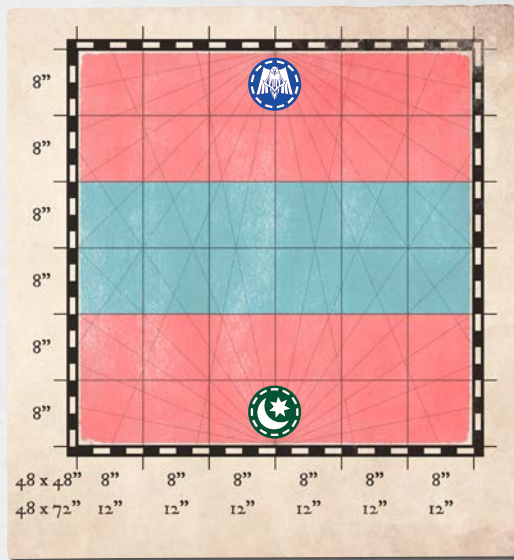
Each time a Player makes a successful Assault (by achieving Havoc or greater on the Assault Result Table) they score 5 VPs. The Player with the most VPs at the end of the game wins.

**UNION PLAYER:**

- 3 Units of 1 Steward Sentry Airships

**SULTANATE PLAYER:**

- 2 Alsaqr Skybarques
- 2 Nasr Skyships





## ENCOUNTER 4: SIFT THROUGH THE WRECKAGE

*It had worked, the location of a civilian flotilla had been found and destroyed with scalpel precision. A lightning raid had annihilated the warships and scuppered the merchant vessels. Now, survivors and valuable wreckage were floating out in the open sea, hoping for rescue and dreading capture.*

Before Deployment, each player alternately places one Cargo Marker in the green area of the Play Area, no closer than 6" from another Marker.

### VICTORY CONDITIONS:

If a Model is within 1" of a Wreck Marker at the start of its Activation, they can make a single attempt to search: Roll an Action Die. On a Blank, the Wreck Marker is nothing of value.

On a Counter or Heavy Counter score 5 VPs.

On a Hit result or Heavy Hit, the player gains 7 VPs.

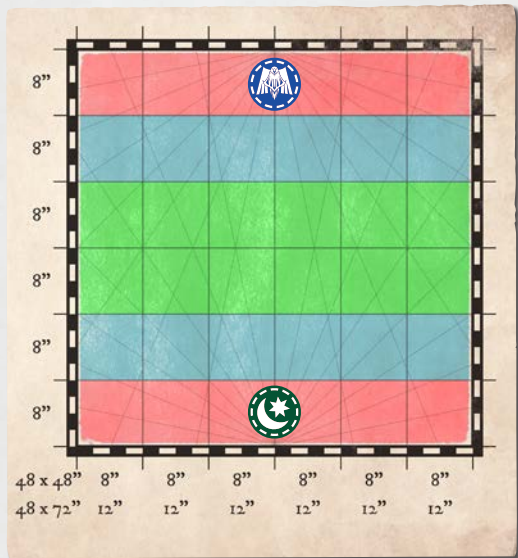
On an Exploding Hit result, the player gains 10 VPs.

### UNION PLAYER:

- 3 Units of 1 Steward Sentry Airships
- 5 Bogota Carryalls

### SULTANATE PLAYER:

- 3 Alsaqr Skybarques
- 2 Nasr Skyships
- 3 Hirka Skycutters





## ENCOUNTER 5: CONVOY OF CHAOS

*The battlefleet was just a precaution, they said. The chances of enemy contact on the open ocean were infinitesimal, they said. And yet, here they were. The sea roiled with violence and the sailors, never having seen combat, prayed this would not be their last day.*

Player A deploys the following after both Forces have been deployed.

- 2 Mass 2 Titan Heavy Conveyor
- 2 Mass 1 Merchant Vessels

### VICTORY CONDITIONS:

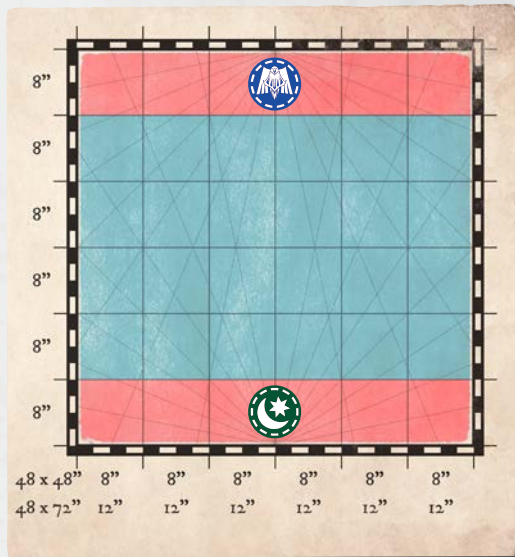
Player A earns 3 VPs for each Titan Heavy Conveyor and each Merchant Vessel that is still on the table at the end of the game.

Player A earns 5 VPs for each Titan Heavy Conveyor and each Merchant Vessel that leaves the Play Area on any board edge in Player B's deployment zone.

Player B earns 4 VPs for each Titan Heavy Conveyor and each Merchant Vessel that is destroyed during the Game.

Titan Heavy Conveyors and Merchant Vessels have an Armour Value of 4. Titan Heavy Conveyors have 6 Hull Points and Merchant Vessels have 2 Hull Points.

All of these ships are activated by Player A after all other ships have been activated. The Titan Heavy Conveyor has a speed and Turn Limit of 6, and the Merchant Vessels have a Speed and Turn Limit of 8. These ships Drift as normal and follow all other Movement Rules.



### UNION PLAYER:

- 1 Excelsior Heavy Aircruiser
- 3 Units of 1 Steward Sentry Airships
- 5 Bogota Carryalls

### SULTANATE PLAYER:

- 1 Lyceum Aerial Dreadnought
- 3 Alsaqr Skybarques
- 3 Nasr Skyships
- 3 Hirka Skycutters

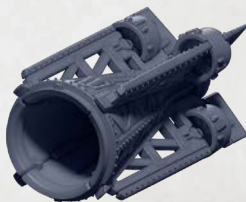
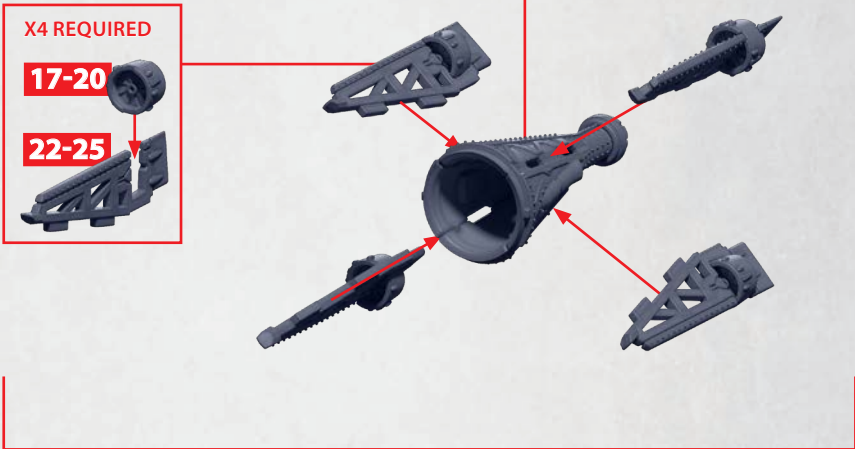
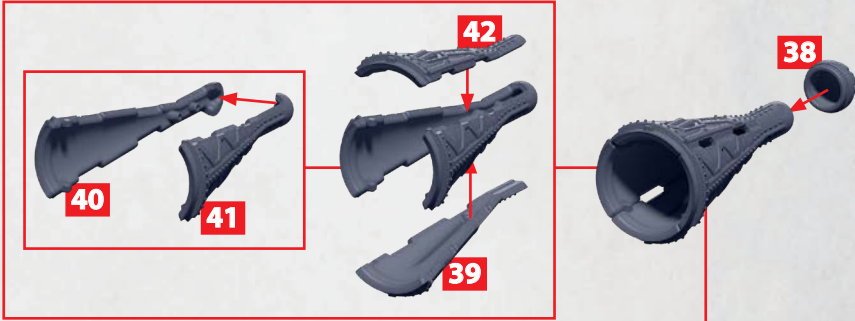






# TAIL ASSEMBLY FOR EXCELSIOR, VENTURE, CUSTODIAN STEWARD, CONSTELLATION, REPUBLIC, TICONDEROGA, RANGER

PARTS CAN BE FOUND ON THE UNION AERIAL SQUADRONS SPRUES



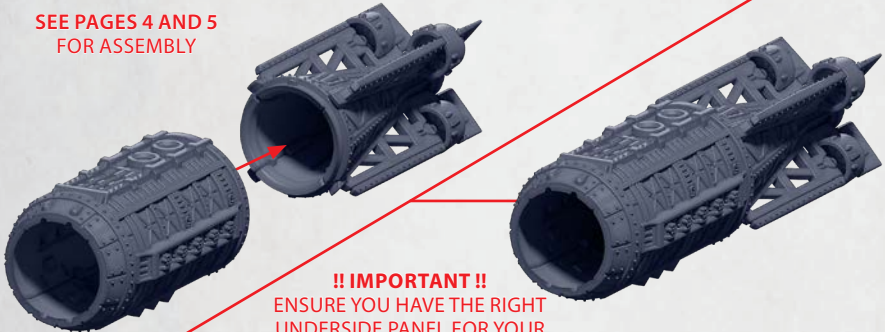




## HULL TO TAIL ASSEMBLY FOR STEWARD, CONSTELLATION, REPUBLIC, TICONDEROGA, RANGER

PARTS CAN BE FOUND ON THE UNION AERIAL SQUADRONS SPRUES

SEE PAGES 4 AND 5  
FOR ASSEMBLY



**!! IMPORTANT !!**

ENSURE YOU HAVE THE RIGHT  
UNDERSIDE PANEL FOR YOUR  
CHOSEN BUILD – PART 14, 37  
OR 43 (SEE PAGE 4 FOR DETAILS)

## EXCELSIOR, VENTURE, CUSTODIAN HULLS TO TAIL

PARTS CAN BE FOUND ON THE UNION AERIAL SQUADRONS SPRUES

21

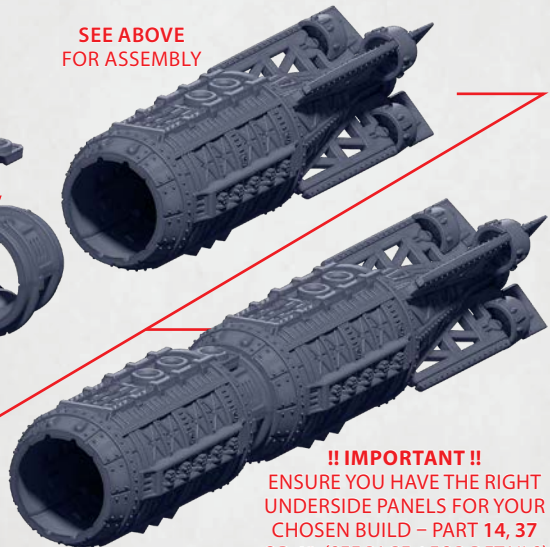


21



SEE ABOVE  
FOR ASSEMBLY

13



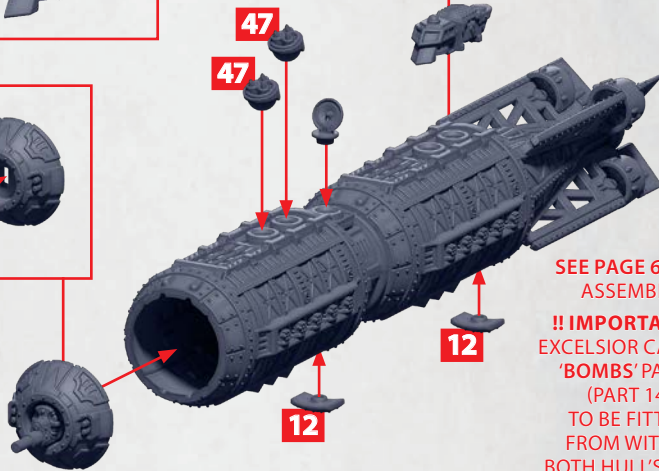
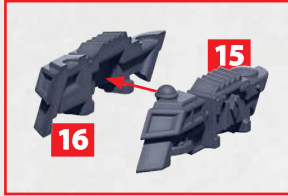
**!! IMPORTANT !!**

ENSURE YOU HAVE THE RIGHT  
UNDERSIDE PANELS FOR YOUR  
CHOSEN BUILD – PART 14, 37  
OR 43 (SEE PAGE 4 FOR DETAILS)



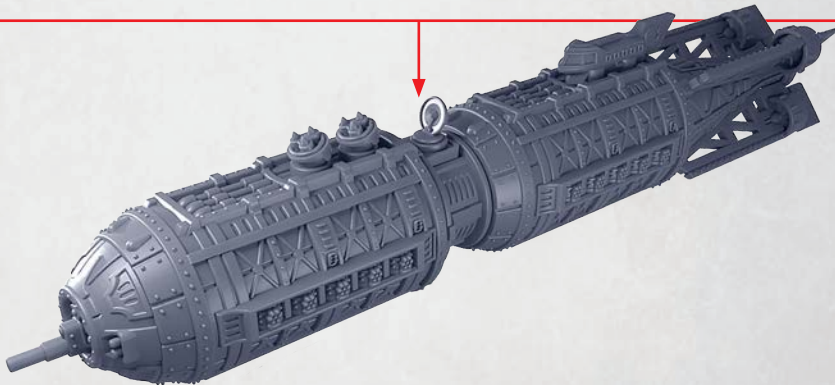
# EXCELSIOR HEAVY AIRCRUISER

PARTS CAN BE FOUND ON THE UNION AERIAL SQUADRONS SPRUES

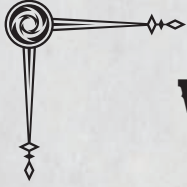


SEE PAGE 6 FOR ASSEMBLY

**!! IMPORTANT !!**  
EXCELSIOR CARRIES 'BOMBS' PANEL (PART 14) TO BE FITTED FROM WITHIN BOTH HULL'S BASE (SEE PAGE 4 FOR ASSEMBLY)

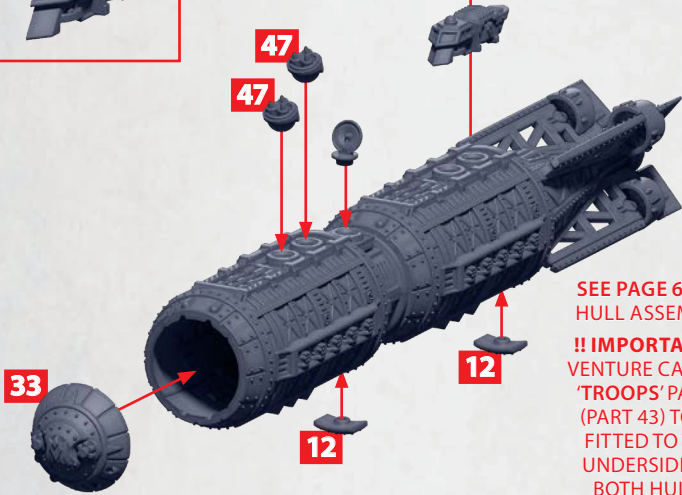
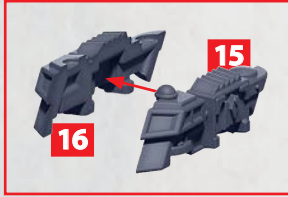






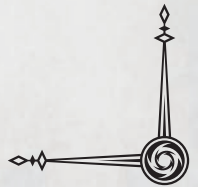
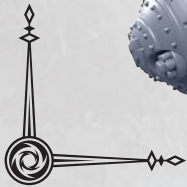
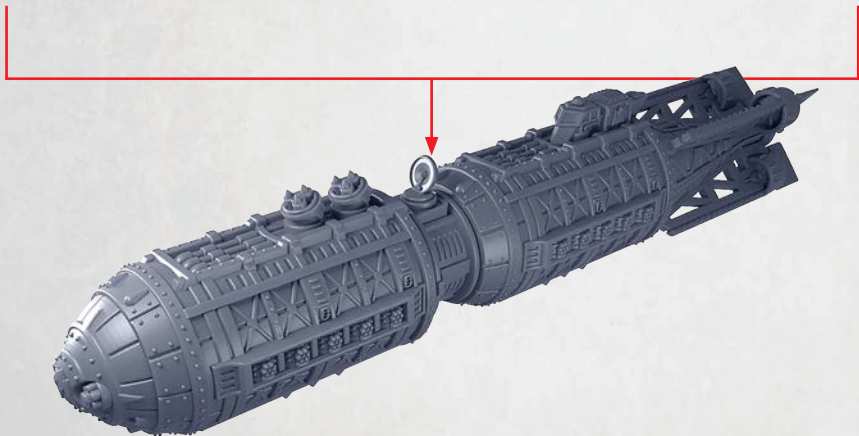
# VENTURE ASSAULT AIRCRUISER

PARTS CAN BE FOUND ON THE UNION AERIAL SQUADRONS SPRUES



SEE PAGE 6 FOR HULL ASSEMBLY

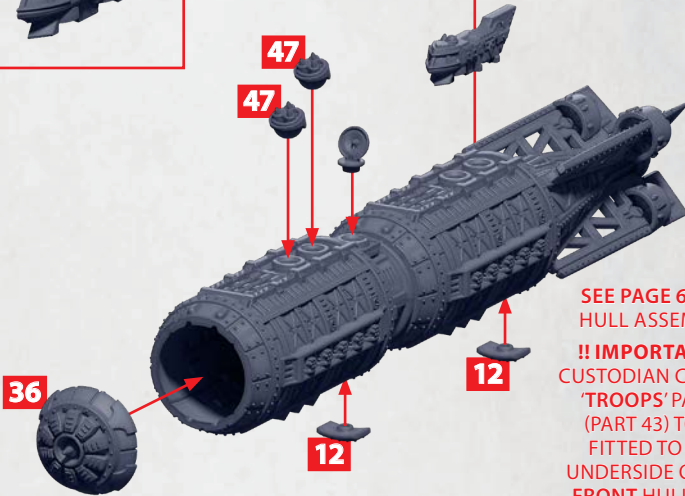
**!! IMPORTANT !!**  
VENTURE CARRIES 'TROOPS' PANEL (PART 43) TO BE FITTED TO THE UNDERSIDE OF BOTH HULLS (SEE PAGE 4 FOR ASSEMBLY)





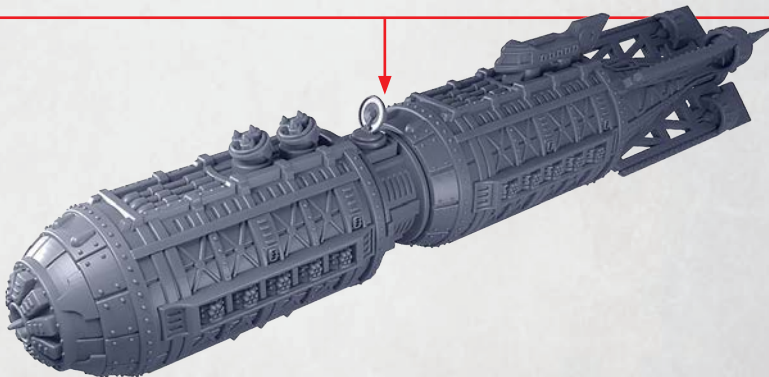
# CUSTODIAN SENTRY AIRCRUISER

PARTS CAN BE FOUND ON THE UNION AERIAL SQUADRONS SPRUES

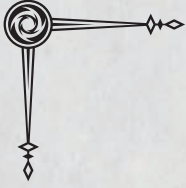


SEE PAGE 6 FOR HULL ASSEMBLY

**!! IMPORTANT !!**  
 CUSTODIAN CARRIES 'TROOPS' PANEL (PART 43) TO BE FITTED TO THE UNDERSIDE OF THE FRONT HULL AND CARRIES 'BOMBS' PANEL (PART 14) TO BE FITTED FROM WITHIN THE REAR HULL'S BASE (SEE PAGE 4 FOR ASSEMBLY)







# STEWARD SENTRY AIRSHIP

PARTS CAN BE FOUND ON THE UNION AERIAL SQUADRONS SPRUES

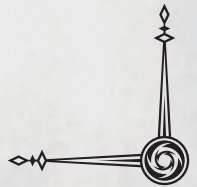
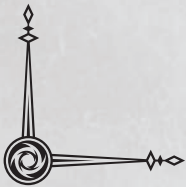
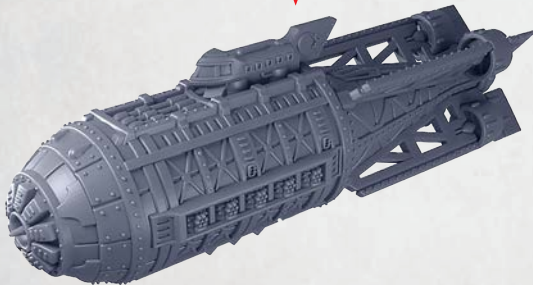
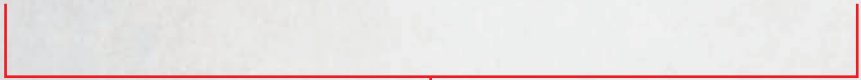


44

45



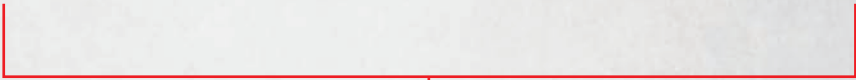
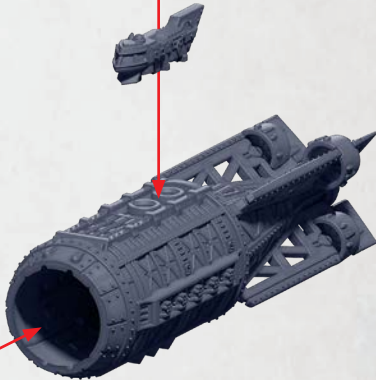
36





# CONSTELLATION ATTACK AIRSHIP

PARTS CAN BE FOUND ON THE UNION AERIAL SQUADRONS SPRUES

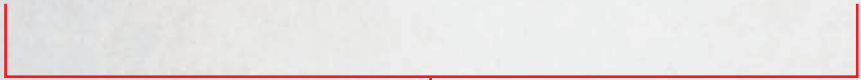
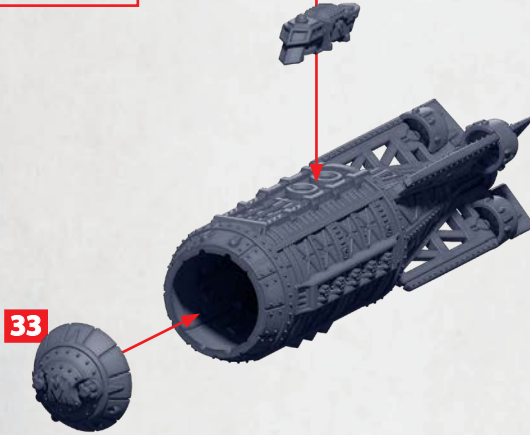
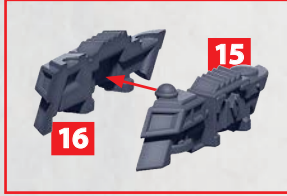






# REPUBLIC CLOUDRAKER AIRSHIP

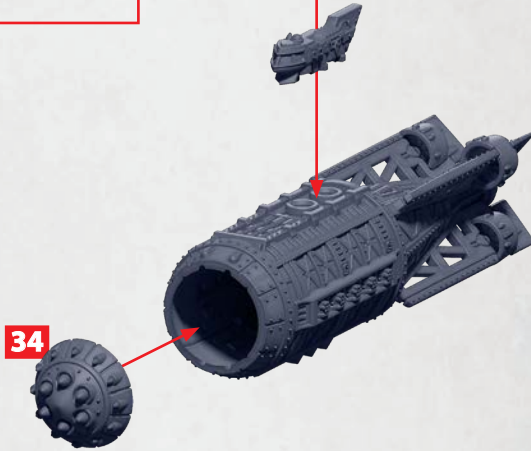
PARTS CAN BE FOUND ON THE UNION AERIAL SQUADRONS SPRUES

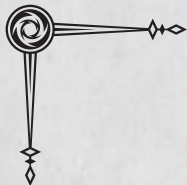




# TICONEROGA ASSAULT AIRSHIP

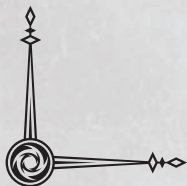
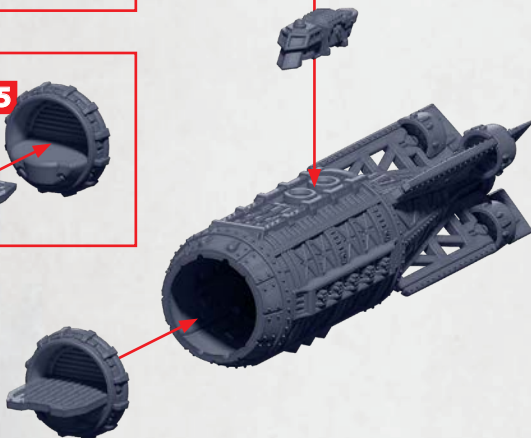
PARTS CAN BE FOUND ON THE UNION AERIAL SQUADRONS SPRUES





# RANGER RECON AIRSHIP

PARTS CAN BE FOUND ON THE UNION AERIAL SQUADRONS SPRUES







# BOGOTA CARRYALL

PARTS CAN BE FOUND ON THE UNION AERIAL SQUADRONS SPRUES



CONTAINERS



FUEL



TORPEDOS

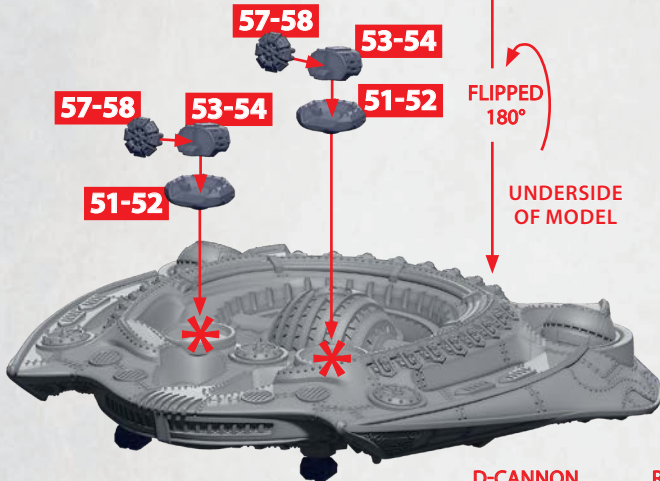
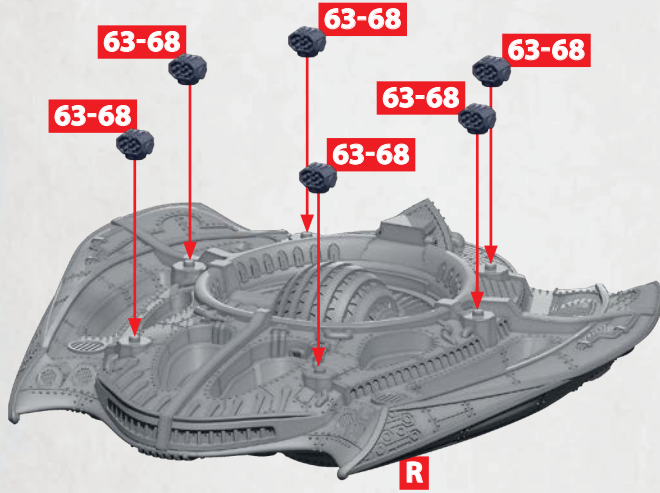


\* CARGO PARTS ARE INTERCHANGEABLE



# LYCEUM AERIAL DREADNOUGHT

PARTS CAN BE FOUND AS RESIN AND ON THE CRIMSON LEAGUE SQUADRONS SPRUES



D-CANNON BATTERY



ROCKET BATTERY

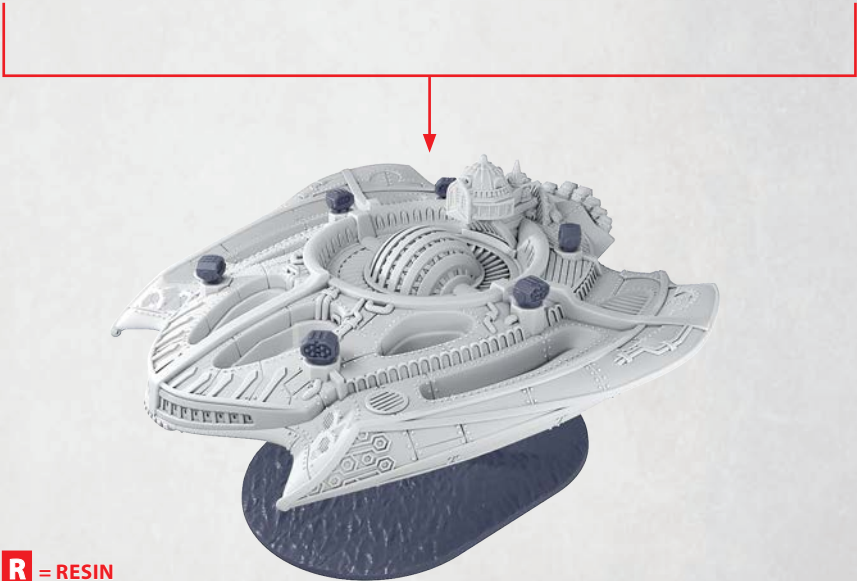
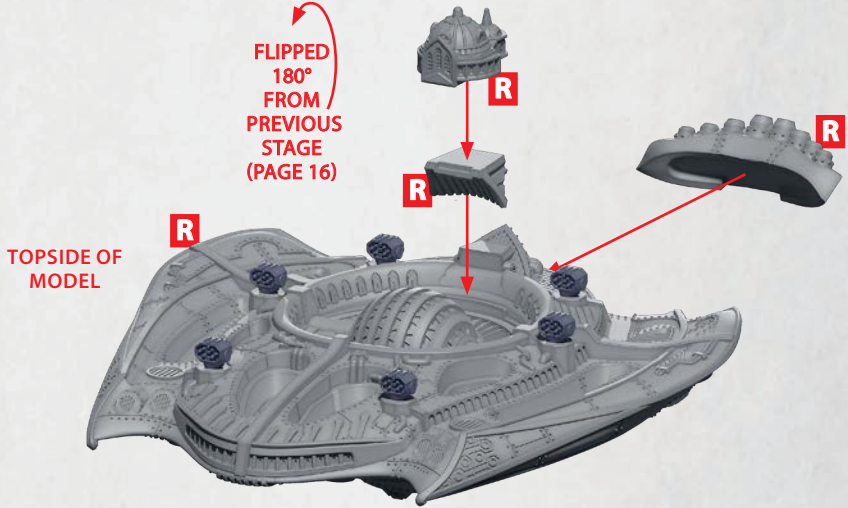


\* ALL TURRETS ARE INTERCHANGEABLE



# LYCEUM AERIAL DREADNOUGHT

PARTS CAN BE FOUND AS RESIN AND ON THE CRIMSON LEAGUE SQUADRONS SPRUES



**R** = RESIN





# OLYMPIA CONVEYOR LOWER BOW, HULL & STERN

PARTS CAN BE FOUND ON THE **MERCHANT CONVOY SQUADRONS** SPRUES

**NOTE:** ON DOUBLE BODY VESSELS, ONE SECTION WILL NOT REQUIRE (RED) PART 2-4 AT THE FRONT OR BACK, DEPENDING WHERE YOU PLACE THE SECTION

**!! IMPORTANT !!**  
PICK REQUIRED BUILD (TITAN OR OLYMPIA CLASS) ON PAGES 22-27, BEFORE ANY ASSEMBLY

COMPLETED SINGLE BODY VESSEL HULL  
- CONSIDER THE POSITION OF FLIGHT STAND BEFORE ANY ASSEMBLY



PARTS 40 WILL ONLY REQUIRE PART 42-43 IN ONE SECTION WHEN ASSEMBLING THE DOUBLE BODY VESSEL (NOT REQUIRED ON SINGLE HULL VERSION) - CONSIDER THE POSITION OF FLIGHT STAND BEFORE ANY ASSEMBLY

\* HOLE FOR FLIGHT STAND

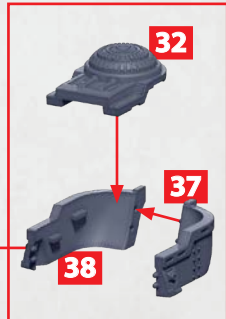
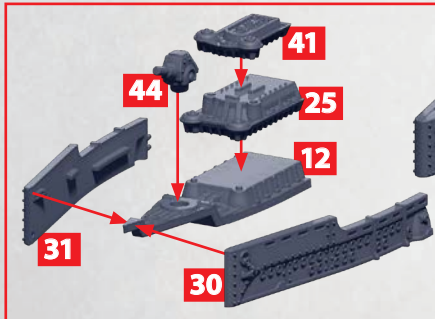
42-43

THE EXTRA SECTION FOR THE DOUBLE BODY VESSEL CAN BE ROTATED TO FIT EITHER THE FRONT OR BACK OF THE SINGLE SECTION (FAR LEFT) - CONSIDER THE POSITION OF FLIGHT STAND BEFORE ANY ASSEMBLY



# TITAN & OLYMPIA CONVEYOR UPPER BOW & STERN

PARTS CAN BE FOUND ON THE **MERCHANT CONVOY SQUADRONS** SPRUES





# TITAN AND OLYMPIA CONVEYOR CARGO

PARTS CAN BE FOUND ON THE **MERCHANT CONVOY SQUADRONS** SPRUES

## SINGLE BODY VESSEL (OR FRONT OF DOUBLE BODY VESSEL)

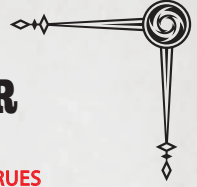
**NOTE:** THE SINGLE BODY VESSEL ONLY  
REQUIRES PART 7 (INDICATED RED) –  
IF PART OF THE DOUBLE BODY VESSEL  
THEN PART 7 IS OMITTED HERE

## DOUBLE BODY VESSEL ONLY (REAR SECTION)

**NOTE:** WHEN CONSTRUCTING A  
DOUBLE BODY VESSEL THEN PART 7  
(INDICATED RED) MOVES TO THE REAR  
OF THIS SECTION – *SEE NOTE LEFT*



\*REPEAT ATTACHMENT OF PARTS 49-52 ON OPPOSITE SIDE OF MODEL

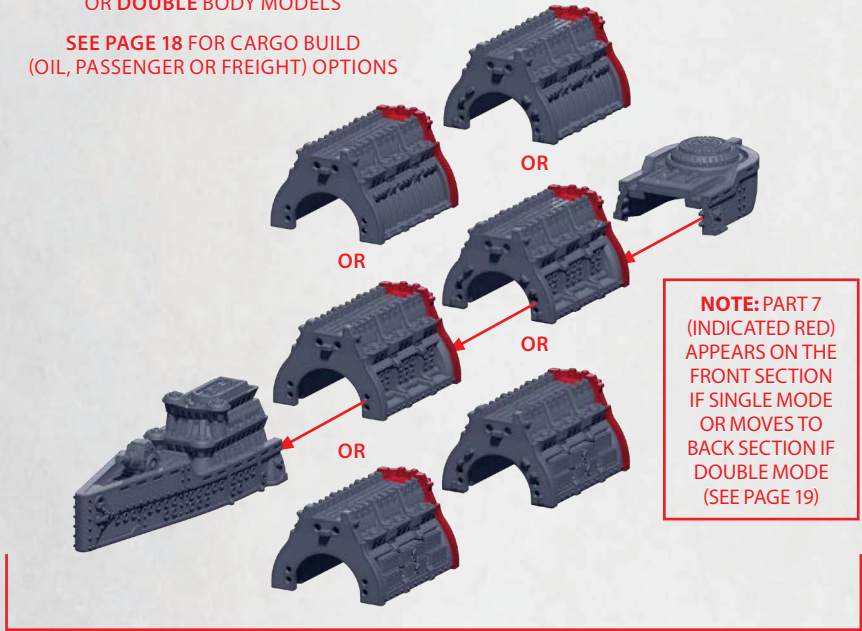


# TITAN AND OLYMPIA CONVEYOR UPPER ASSEMBLY

PARTS CAN BE FOUND ON THE **MERCHANT CONVOY SQUADRONS** SPRUES

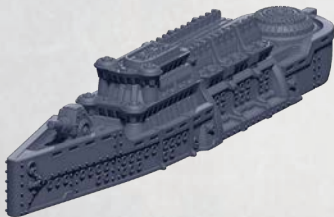
CAN BE BUILT AS EITHER **SINGLE**  
OR **DOUBLE** BODY MODELS

SEE PAGE 18 FOR CARGO BUILD  
(OIL, PASSENGER OR FREIGHT) OPTIONS

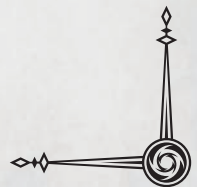
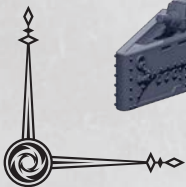
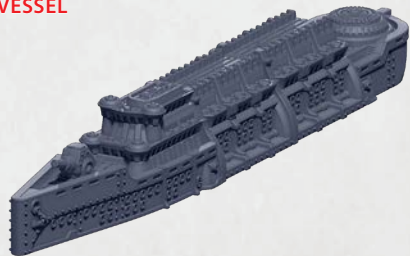


BOTH EXAMPLES BELOW SHOWN WITH PASSENGER CARGO SECTIONS

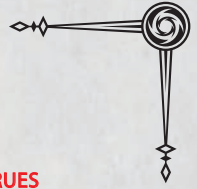
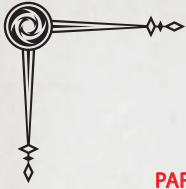
**SINGLE BODY  
VESSEL**



**DOUBLE BODY  
VESSEL**







# OLYMPIA CONVEYOR LOWER ASSEMBLY

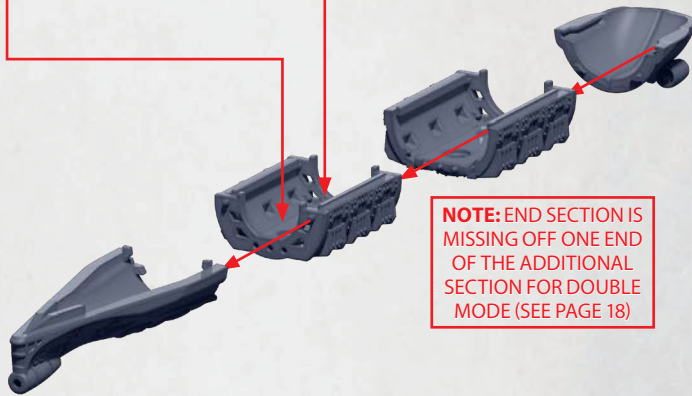
PARTS CAN BE FOUND ON THE **MERCHANT CONVOY SQUADRONS** SPRUES

RECOMMENDED  
POSITION OF FLIGHT  
STAND FOR **SINGLE  
HULL VESSEL** IS  
THE FRONT OF THE  
SECTION TOWARD  
THE BOW

RECOMMENDED  
POSITION OF FLIGHT  
STAND FOR **DOUBLE  
HULL VESSEL** IS THE  
REAR OF THE FRONT  
HULL SECTION  
TOWARD THE CENTRE

CAN BE BUILT AS EITHER **SINGLE**  
OR **DOUBLE** BODY MODELS

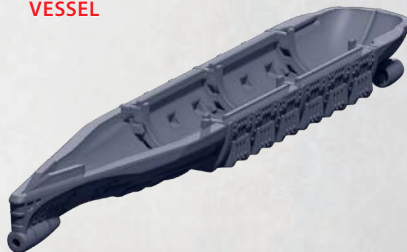
SEE PAGE 18 FOR ASSEMBLY  
OF EACH SECTION

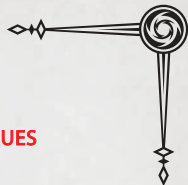
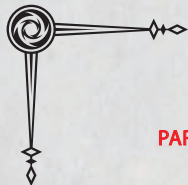


**NOTE:** END SECTION IS  
MISSING OFF ONE END  
OF THE ADDITIONAL  
SECTION FOR DOUBLE  
MODE (SEE PAGE 18)

**SINGLE BODY  
VESSEL**

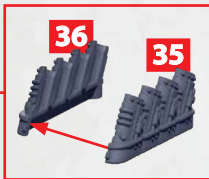
**DOUBLE BODY  
VESSEL**



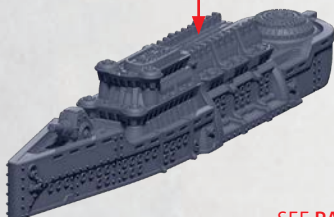


# TITAN CONVEYOR PASSENGER

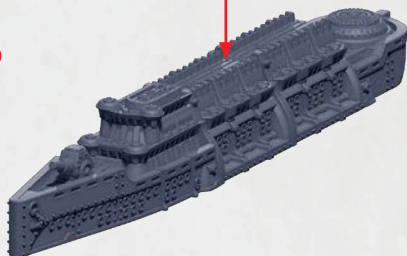
PARTS CAN BE FOUND ON THE **MERCHANT CONVOY SQUADRONS SPRUES**



SEE PAGE 22 FOR FUNNEL ASSEMBLY AND ATTACHEMENT

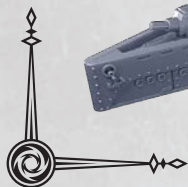
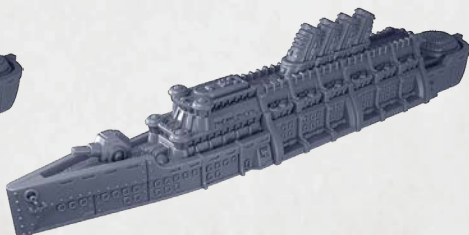
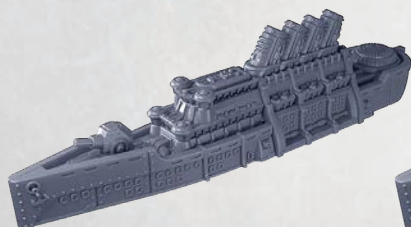


SEE PAGES 18-20 FOR ASSEMBLY



SINGLE BODY VESSEL

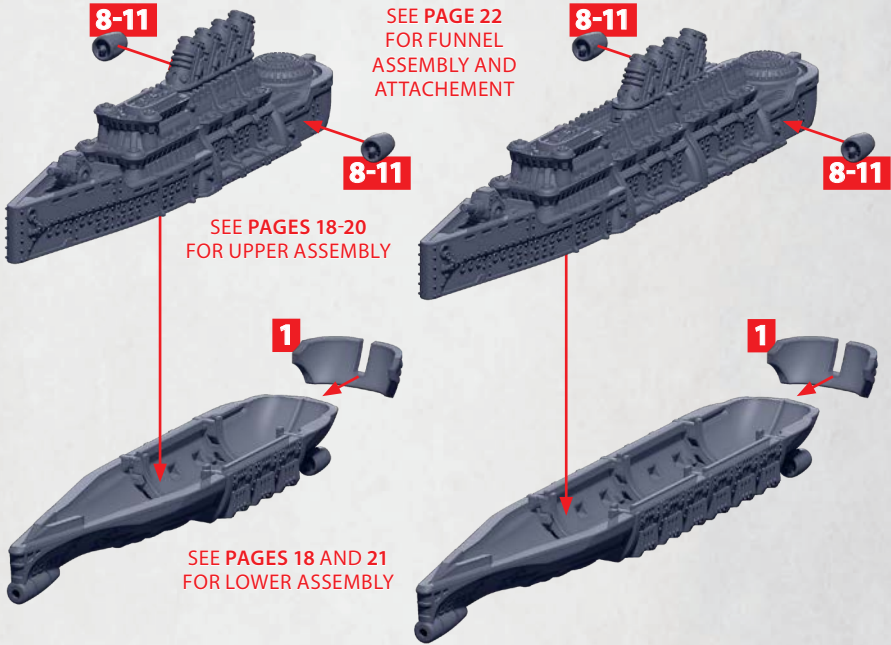
DOUBLE BODY VESSEL





# OLYMPIA CONVEYOR PASSENGER

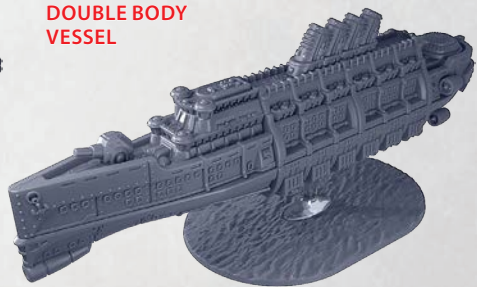
PARTS CAN BE FOUND ON THE **MERCHANT CONVOY SQUADRONS** SPRUES



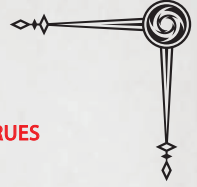
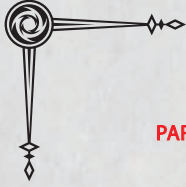
**SINGLE BODY VESSEL**



**DOUBLE BODY VESSEL**

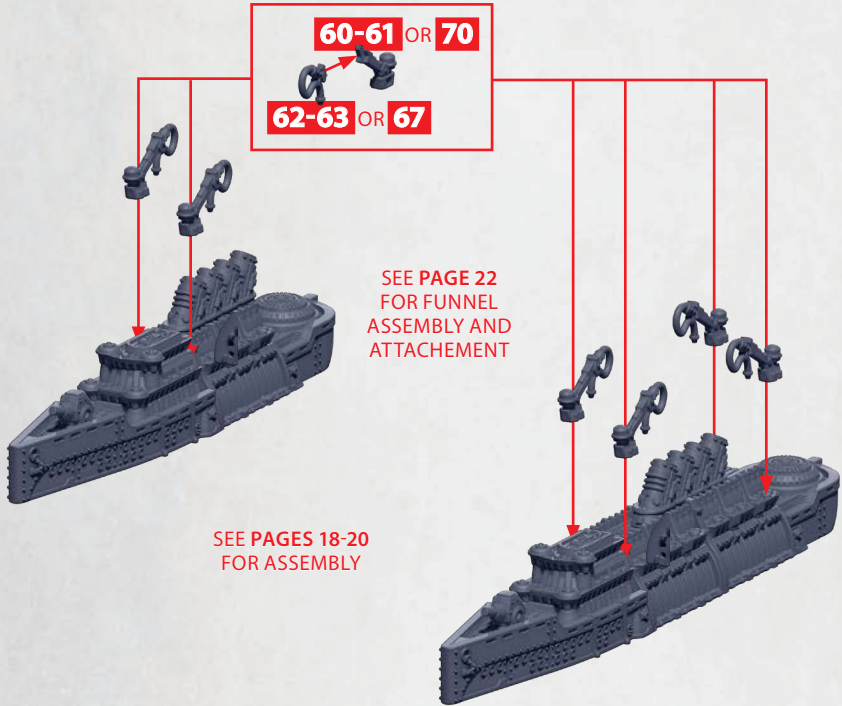






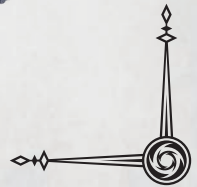
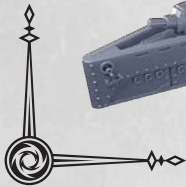
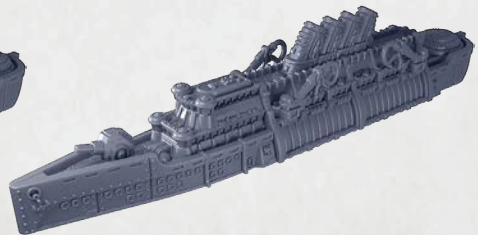
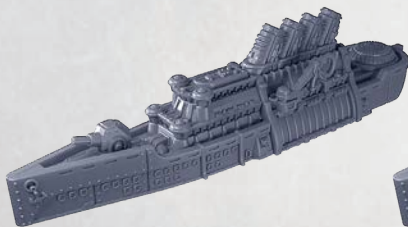
# TITAN CONVEYOR OIL

PARTS CAN BE FOUND ON THE **MERCHANT CONVOY SQUADRONS** SPRUES



**SINGLE BODY VESSEL**

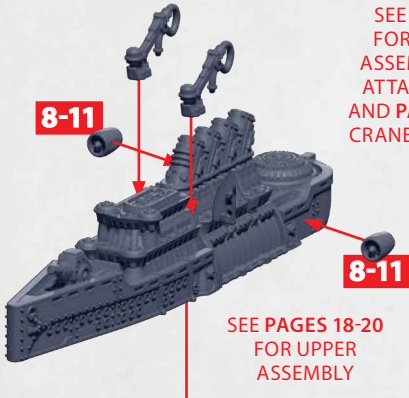
**DOUBLE BODY VESSEL**



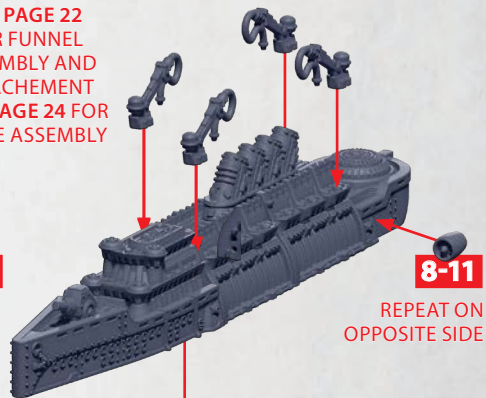


# OLYMPIA CONVEYOR OIL

PARTS CAN BE FOUND ON THE **MERCHANT CONVOY SQUADRONS** SPRUES

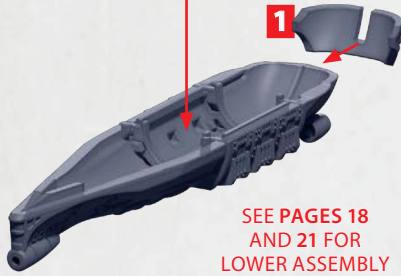


SEE PAGE 22 FOR FUNNEL ASSEMBLY AND ATTACHEMENT AND PAGE 24 FOR CRANE ASSEMBLY

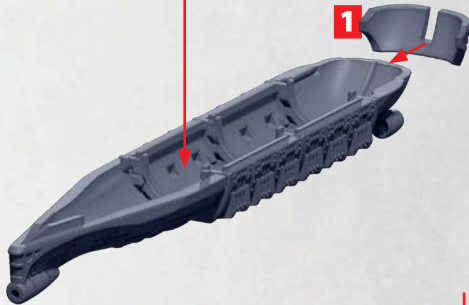


REPEAT ON OPPOSITE SIDE

SEE PAGES 18-20 FOR UPPER ASSEMBLY



SEE PAGES 18 AND 21 FOR LOWER ASSEMBLY

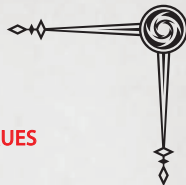
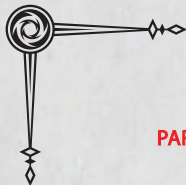


**SINGLE BODY VESSEL**



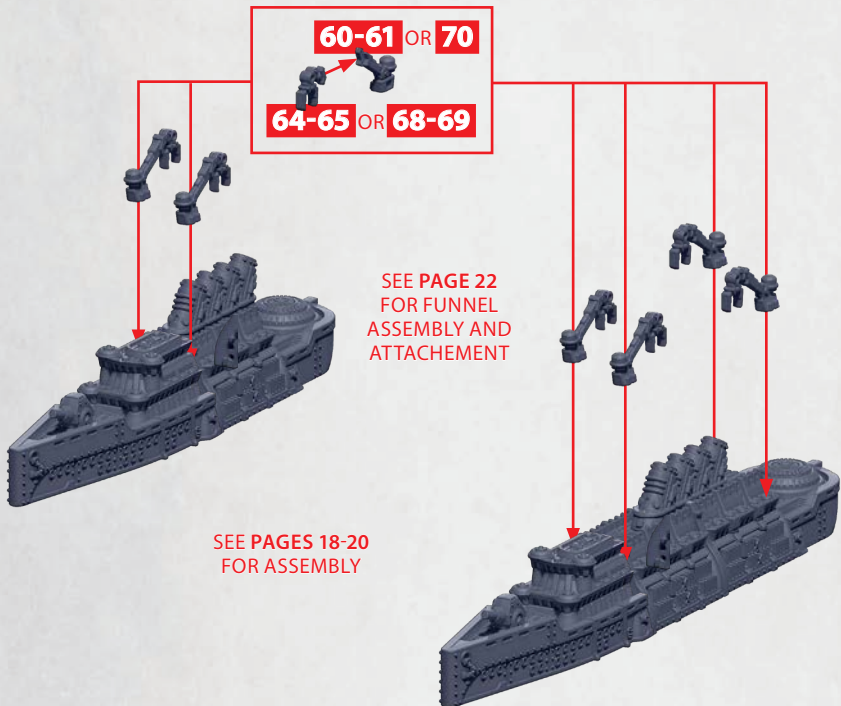
**DOUBLE BODY VESSEL**





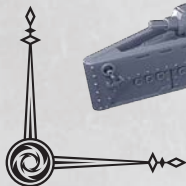
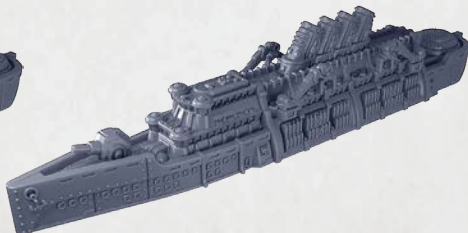
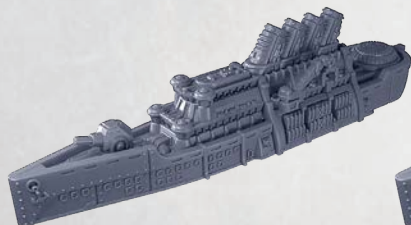
# TITAN CONVEYOR FREIGHT

PARTS CAN BE FOUND ON THE **MERCHANT CONVOY SQUADRONS** SPRUES



**SINGLE BODY VESSEL**

**DOUBLE BODY VESSEL**

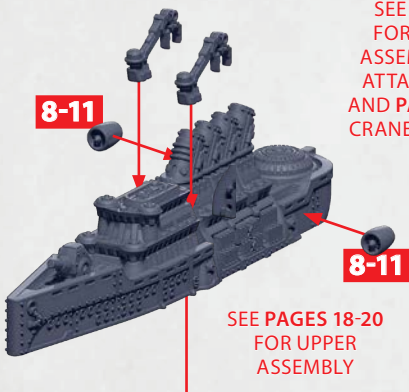




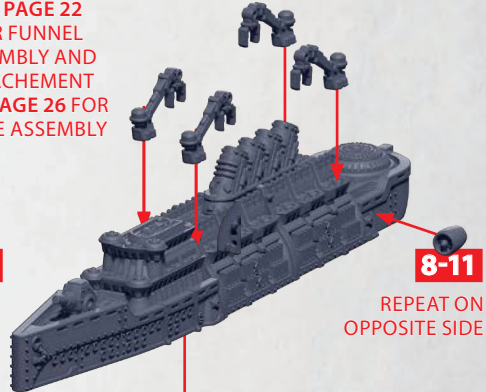


# OLYMPIA CONVEYOR FREIGHT

PARTS CAN BE FOUND ON THE **MERCHANT CONVOY SQUADRONS** SPRUES

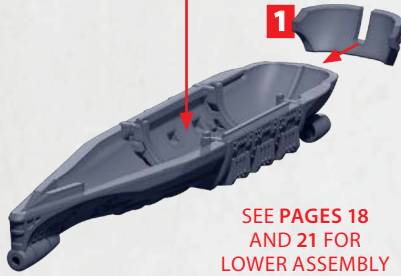


SEE PAGE 22 FOR FUNNEL ASSEMBLY AND ATTACHEMENT AND PAGE 26 FOR CRANE ASSEMBLY



REPEAT ON OPPOSITE SIDE

SEE PAGES 18-20 FOR UPPER ASSEMBLY



SEE PAGES 18 AND 21 FOR LOWER ASSEMBLY



**SINGLE BODY VESSEL**



**DOUBLE BODY VESSEL**

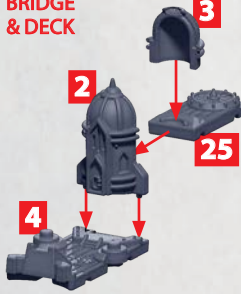




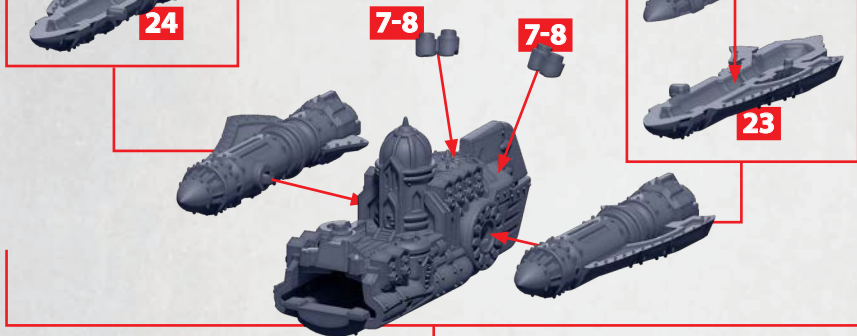
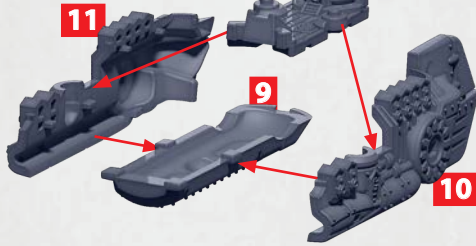
# NASR, AWSBIRI AND MUHARIB HULL

PARTS CAN BE FOUND ON THE **CRIMSON LEAGUE SQUADRONS** SPRUES

**BRIDGE  
& DECK**



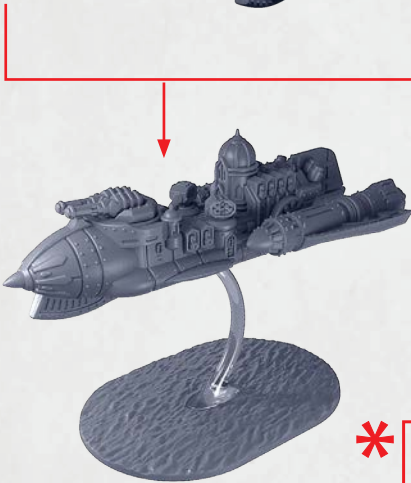
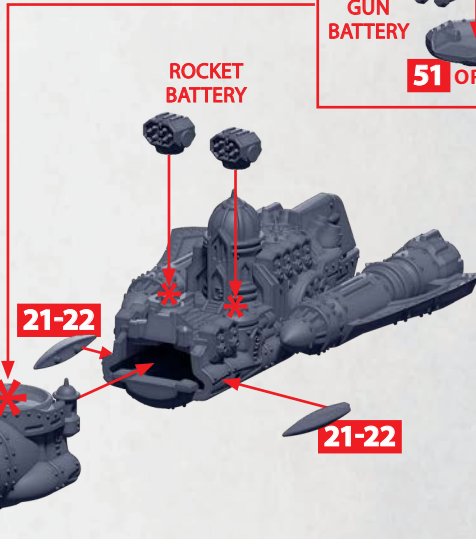
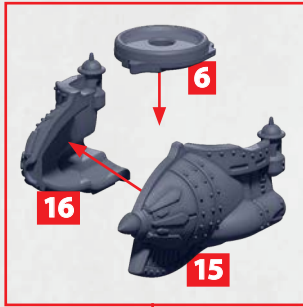
**!! IMPORTANT !!**  
BE SURE TO ATTACHED THE  
BRIDGE & DECK ASSEMBLY  
AND PART 9 TO EITHER PARTS  
10 OR 11 BEFORE ATTACHING  
THE OPPOSITE SIDE





# NASR SKYSHIP

PARTS CAN BE FOUND ON THE **CRIMSON LEAGUE SQUADRONS** SPRUES



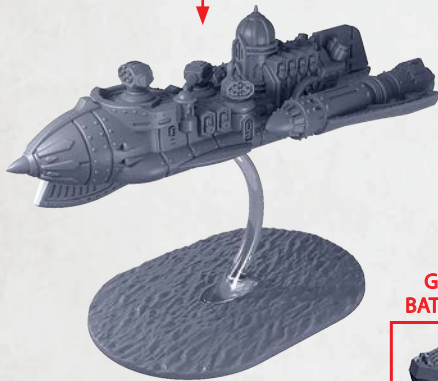
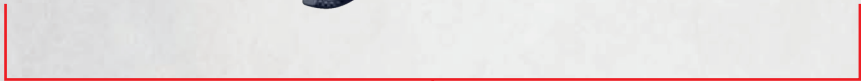
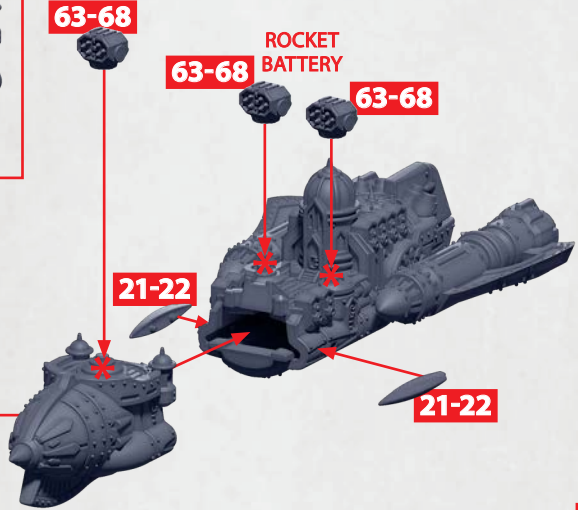
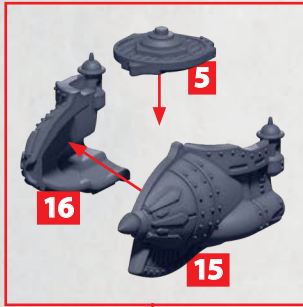
\*ALL TURRETS ARE INTERCHANGEABLE  
 \*\*REQUIRES PART 53 OR 54





# AWSBIRI SKYLANCER

PARTS CAN BE FOUND ON THE **CRIMSON LEAGUE SQUADRONS** SPRUES



**GUN BATTERY**



**45-50**

**AETHERIC LANCE**



**69-74**

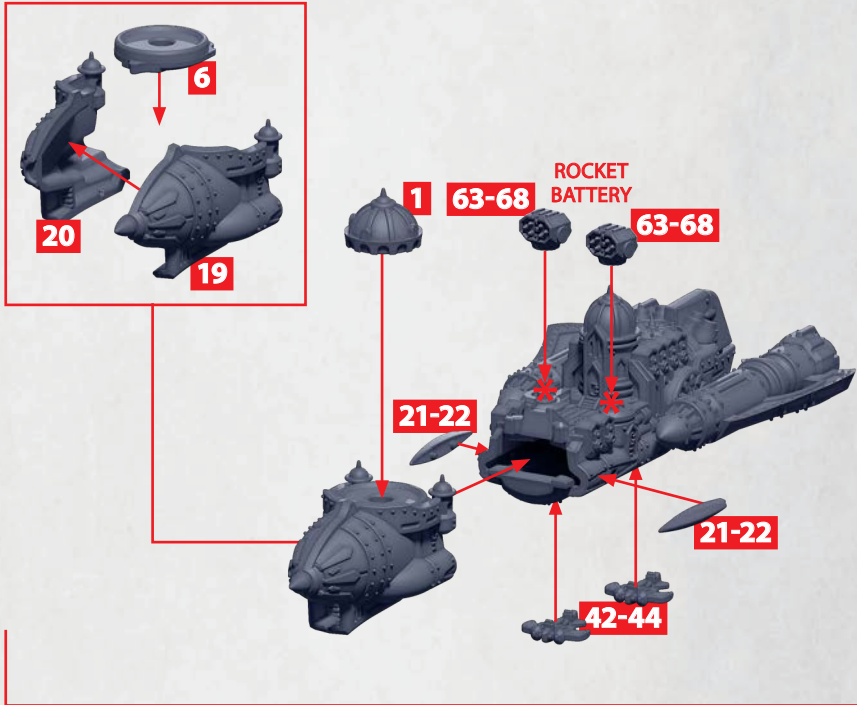
**\*ALL TURRETS ARE INTERCHANGEABLE**





# MUHARIB SKYRUNNER

PARTS CAN BE FOUND ON THE CRIMSON LEAGUE SQUADRONS SPRUES



GUN BATTERY



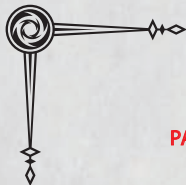
45-50

AETHERIC LANCE



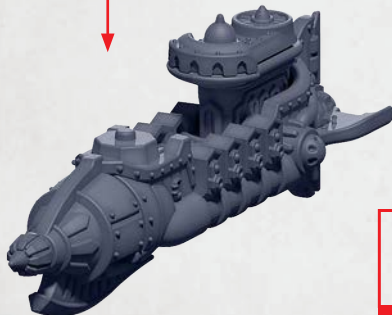
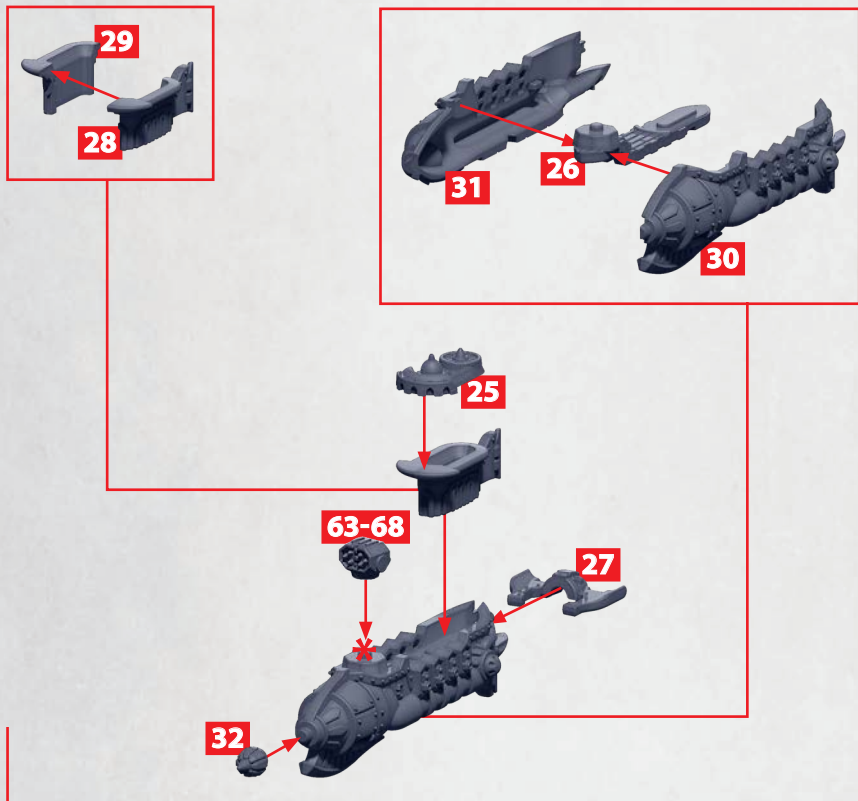
69-74

\*ALL TURRETS ARE INTERCHANGEABLE



# HIRKA SKYCUTTER

PARTS CAN BE FOUND ON THE **CRIMSON LEAGUE SQUADRONS** SPRUES



\*ALL TURRETS ARE INTERCHANGEABLE

GUN BATTERY



45-50

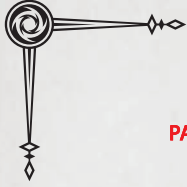
AETHERIC LANCE



69-74

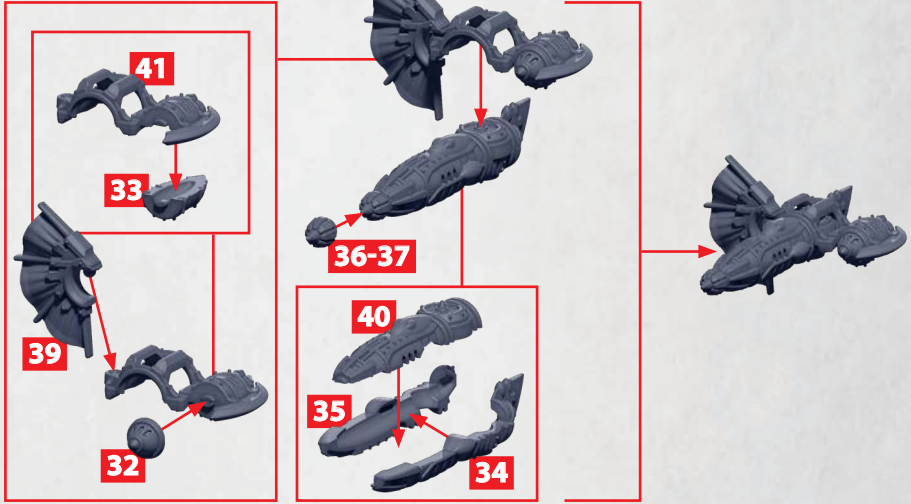






# ALSAQR SKYBARQUE

PARTS CAN BE FOUND ON THE CRIMSON LEAGUE SQUADRONS SPRUES



## ALSO INCLUDED

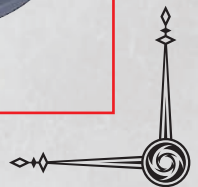
### GROUND ASSAULT DETACHMENT TOKEN

FOUND ON THE TITAN CLASS  
HEAVY CONVEYOR SPRUES



### CARGO TOKEN

FOUND ON THE TITAN CLASS  
HEAVY CONVEYOR SPRUES





## QUICK REFERENCES

### CRITICAL DAMAGE

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

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

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



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



**STURGINIUM FLARE:** The Model receives the Sturgenium Flare Critical Damage Marker. Resolve any collisions before continuing the Activation. This Model suffers a Point of Damage and moves a number of inches equal to their Mass directly forward. Any Tokens in base contact with this Model are Replaced to remain in base contact. This unexpected

movement may move the Model outside of declared weapon's Fire Arcs and cause them to automatically miss. See *Collisions and Rams* (Rule Book p.29)



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



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



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



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

#### DISORDER CONDITIONS



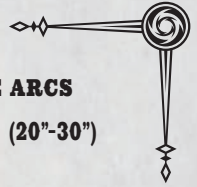
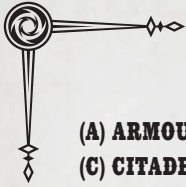
Hazard



Emergency

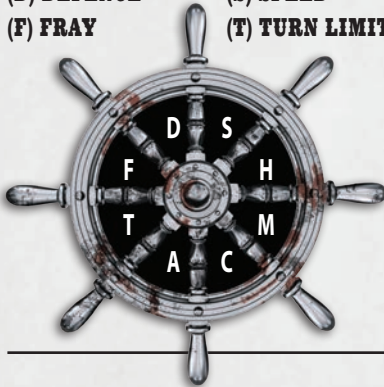


Chaos &  
Disarray



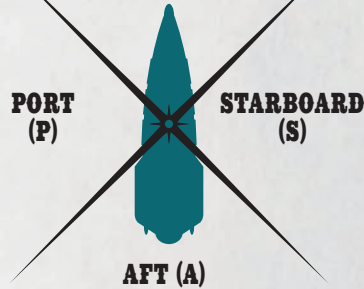
**ATTRIBUTES**

- (A) ARMOUR
- (C) CITADEL
- (D) DEFENCE
- (F) FRAY
- (H) HULL
- (M) MASS
- (S) SPEED
- (T) TURN LIMIT



**RANGE BANDS & FIRE ARCS**

- POINT
- BLANK (0" - 10")
- CLOSING (10" - 20")
- LONG FORE (F)
- (20" - 30")



**DICE POOL QUALITIES**

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

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

**BLAST:** This Action uses the Blast Template. The centre point of the template must be placed over any part of the Initial Target. Resolve the Action against the Initial Target as normal. The resulting Hits are applied to the Initial Target and to all Models touched by the template automatically without further modification (Hits are applied to any Friendly Models but exclude the Attacking Model). Models that have their Line of Sight to the Attacker completely blocked can still be Hit by the blast.

**BOMB:** Actions made with this Quality cannot be used against Aerial Units.

Furthermore, bombs ignore the Initial Target's Shield Generators.

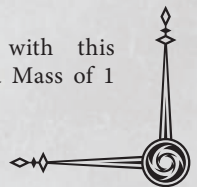
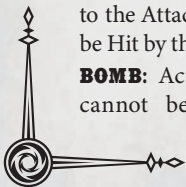
**BROADSIDE:** Actions with this Quality may be used multiple times in the same Activation – once in each Fire Arc specified. Furthermore, a weapon with this Quality must be the Lead weapon when Crossing the T. *See Crossing the T (Rule Book p.19)*

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

**EXTREME RANGE:** Actions made with this Quality treat the Long Range Band as 20" - 40".

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

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







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

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

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

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

**LIMITED:** As the name implies, these Actions may only be used in a finite or limited fashion. Each time after a Model uses a weapon or takes an Action with this Quality, roll an Action Die. On a result of a blank it may not use this weapon or Action for the remainder of the Encounter.

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

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

**RAMMING:** A Model equipped with a Weapon with this Quality may use it to Ram enemy Models. Next to the Quality is a value which indicates the number

of Action Dice added to the pool when making a Ram.

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

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

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

**TORRENT:** This Action uses the full Torrent template unless the Quality is expressed as Torrent (Small) in which case the smaller part of the template is used. The narrow end of the template is placed touching any point of the front of the Attacking Model so that the centreline touches any part of the Initial Target. Resolve the Action against the Initial Target as normal. The resulting Hits are applied to the Initial Target and to all Models touched by the template automatically without further modification (Hits are applied to any Friendly Models but exclude the Attacking Model). Models that have their Line of Sight to the Attacker completely blocked can still be Hit by the Torrent. You cannot Support with Torrent Qualities.



## ACTION DICE

- 1  **EXPLODING HIT**
- 2  **HEAVY HIT**
- 3  **HIT**
- 4  **HEAVY COUNTER**
- 5  **COUNTER**
- 6  **BLANK**

## THE GAME ROUND

PHASE	ACTIONS
1: Initiative	<ul style="list-style-type: none"> <li>• Determine Initiative</li> <li>• Draw Victory &amp; Valour cards</li> </ul>
2: Activation	<b>Operations:</b> <ul style="list-style-type: none"> <li>• Launch SRS Tokens</li> <li>• Special Operations</li> <li>• Reserves</li> </ul>
	Movement
	<b>Shooting:</b> <ul style="list-style-type: none"> <li>• Declare Target</li> <li>• Shooting Resolution</li> </ul>
	<b>Assault:</b> <ul style="list-style-type: none"> <li>• Launch Assault</li> <li>• Assault Resolution</li> <li>• Repair</li> </ul>
3: End	<ul style="list-style-type: none"> <li>• SRS Resolution</li> <li>• Jury Rigged Repair</li> <li>• Check Victory</li> <li>• Maintenance</li> </ul>

## V&V CARD HAND SIZE

FORCE POINT LIMIT	HAND SIZE
749 or less	4
750 to 1,499	5
1,500 to 1,999	6
Every Additional 1,000	+1

## ASSAULT RESULT TABLE

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



# DYSTOPIAN WARS.

Part of the

DYSTOPIAN AGE

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