This is the current version of the Dystopian Wars Beta Test rule set. Sections in RED are recent changes and are worth particular attention.

Feedback should be given at www.dystopianwars.com
GLOSSARY OF TERMS

ACTION DICE: Dystopian Wars uses six-sided custom die known as an Action Die. Each side on the Action die has a special symbol which relates to a result. For those who do not have an Action Dice to hand, we also equate those results to a number:

<table>
<thead>
<tr>
<th>Result</th>
<th>No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Explosive Hit</td>
<td>6</td>
</tr>
<tr>
<td>Direct Hit</td>
<td>5</td>
</tr>
<tr>
<td>Glancing Hit</td>
<td>4</td>
</tr>
<tr>
<td>Heavy Counter</td>
<td>3</td>
</tr>
<tr>
<td>Light Counter</td>
<td>2</td>
</tr>
<tr>
<td>Blank</td>
<td>1</td>
</tr>
</tbody>
</table>

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

CANCELLED RESULTS: Some rules (such as being Obscured) call for particular Action Dice results (such as Glancing Hits) to be Cancelled. This means that those dice are immediately removed from the Action Dice Pool results before any other rules may affect them. Cancelled dice may not be re-rolled and any results from them are ignored.

CATASTROPHIC EXPLOSION: Should the number of Hits in the Attack be enough to double (or more!) the Citadel value of the model, the affected model suffers a catastrophic explosion instead of a Critical Damage roll. A model suffering a Catastrophic Explosion suffers a further two points of damage and gains a Disorder Condition.

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

CRITICAL DAMAGE DICE: When a model takes a hit to its Citadel it suffers Critical Damage. A Critical Damage Die is rolled, and the result is left next to the model as a Critical Damage Marker. During the Beta it is acceptable to instead roll a regular six-sided dice and use one of the printable Critical Damage Markers instead:

<table>
<thead>
<tr>
<th>Result</th>
<th>No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>SHREDDED DEFENCES</td>
<td>6</td>
</tr>
<tr>
<td>STURGINIUM FLARE</td>
<td>5</td>
</tr>
<tr>
<td>NAVIGATION LOCK</td>
<td>4</td>
</tr>
<tr>
<td>REACTOR LEAK</td>
<td>3</td>
</tr>
<tr>
<td>MAGAZINE EXPLOSION</td>
<td>2</td>
</tr>
<tr>
<td>GENERATOR OFFLINE</td>
<td>1</td>
</tr>
</tbody>
</table>

EXPLODING DICE: A roll of an Explosive Hit on Action Die counts as two Direct Hits. Furthermore, an additional Action Die may be rolled and added to the Action Dice Pool. Should the Action Die roll a subsequent Explosive Hit, continue to add two further Direct Hits and a further Action Die to add to the Pool until eventually the result is not an Explosive Hit. This is known as Exploding Dice! Normally, when rolling Defensively you are looking for Counter results and so Explosive Hits have no effect.

Note: Modifiers to your Action Dice Pool are applied before you roll Explosive Dice. As such any additional dice generated are unaffected by any Dice Pool modifiers (such as re-rolling, ignoring or cancelling certain results).
ENCOUNTER: In Dystopian Wars, an Encounter is the specific set or rules for deployment, narrative and objectives which determines the parameters of the game to be played. The Encounter is randomly generated by players at the beginning of each game or by the tournament organiser in competitive play. Once Fleets have been selected, players then consult the Encounter to determine the size of the Play Area as well as other variables, including objectives for winning, deployment and the terrain pieces that will be placed. Unless otherwise noted on the Encounter, games last for five turns and are played on a 48” x 48” Play Area.

FIRE ARCS: Each weapon on a model has a Fire Arc. This is the direction in which it may make an Attack. The exact position of weapons on the model is not important, it is assumed that regardless of how modelled, the weapon is able to fire on any target within its given Fire Arcs. Each Fire Arc is measured as 90 degrees from the centre of the model.

FLEETS, BATTLEGROUPS AND UNITS: In Dystopian Wars a Fleet consists of one or more Battlegroups. A Battlegroup consists of a leading Capital Unit and a number of other Units. Each Unit consists of one or more models. Players should first choose the Size 3 Capital Unit and then their Battlegroup that they would like for their Fleet (see the Building a Fleet section).

HEAVY COUNTER: When rolled in Defence, each Heavy Counter result removes two Successes from the Attack Action Dice Pool, rather than one.

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

LINE OF SIGHT (LOS): A model cannot see through other models or terrain that are the same or larger than their Initial Target’s Size. Line of Sight is drawn from the centre of a model. The line is then drawn to any part of the Initial Target. This prevents modelling for advantage and makes a model’s interaction with terrain and other models more straightforward.

Units and Terrain with the Aerial trait only ever block Line of Sight to other Aerial models. Aerial models can only have Line of Sight to them blocked by Aerial Terrain. Aerial units ignore all other models for calculating Line of Sight when making Attacks.

Units with the Submerged trait only ever block Line of Sight to other Submerged models. Units with the Submerged trait have their Line of Sight blocked by Terrain with the Surface or Submerged traits. Submerged units ignore all other models for calculating Line of Sight when making Attacks but have their own Line of Sight blocked by Submerged and Surface Terrain.

Should Line of Sight to the centre of the Initial Target be blocked by another model or piece of Terrain that is of the same Size or larger than the Initial Target, the Initial Target is Obscured for the duration of that Attack.

MEASURING: In Dystopian Wars measurements are made in inches (“). You are allowed to measure any distance in the play area at any time. Measuring is always between the closest points of the models or Units you’re measuring to and from. A model’s base is included when measuring distances, it’s not just there to help the model stand up! You may measure how far weapons can Shoot, how far your opponent’s weapons can Shoot, the distance from terrain pieces, line of sight.

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

OBSCURED: Exploding Hits rolled against an Obscured model provides only a single Direct Hit rather than the usual two.
PLAY AREA: Dystopian Wars can be played on any flat surface usually with at least 48” x 48” of space. Often players may want to use a gaming mat or play on a specially designed gaming table so that their battles can take place in an area that matches the look of their miniatures. Some Encounters may specify a larger or smaller play area. Experienced players should feel free to experiment with different Play Area sizes regardless of the Encounter played. Should any part of a model have a Final Position outside of the Play Area, it is assumed to have disengaged from the Encounter and is considered destroyed.

POINTS: Players use points to assemble their Fleet for an Encounter. A player will first spend points to include a Size 3 Capital Unit. This Size 3 Capital Unit will have a retinue known as a Battlegroup, which is the core building block of your Fleet. The Battlegroup will list a number of Units and upgrades for the Size 3 Capital Unit’s retinue. The player may continue to spend Points on additional Units, and Outfitting cards. Furthermore, it is likely you will want to include further Size 3 Capital Unit models to then add Units and Outfitting cards for these new Battlegroups as well. There is no limit to the number of Size 3 Capital Units a Fleet can have, provided you have the Points to include them.

RANGE BANDS: Weapon ranges in Dystopian Wars are measured by three Range Bands of 10” each.

POINT BLANK (0”-“10”)
CLOSING (10”-20”)
LONG (20”-30”)

Usually the number of Action Dice the Weapon rolls in attack are specified at each Range Band. Should the closest point of a target lie between two Range Bands (at exactly 10” for example), it is taken that it is in the closer of the two bands.

RE-ROLLING DICE: Some rules give you the ability to re-roll a die. This usually means you get to roll the Action die again. However, the same die cannot be re-rolled more than once. Like all modifiers to Action Dice, re-rolls are before you roll Explosive Dice. As such any additional dice generated are cannot be re-rolled.

ROUNDING UP: At times in the game you may be required to do something with half a given value, such as half of your Fleet, half of the elements in a Battlegroup or half the Movement of your Unit. When the game requires you to use half a value, always round up to the closest whole number.

SIZE: Every Unit in the game has a Size Trait. They are ordered in increasing value from Size 0. Terrain features on the Surface are always considered to be Size 4 unless agreed beforehand. For the purposes of determining Line of Sight (LOS), a model cannot see through other models or terrain that are the same Size or larger than their Initial Target.

SHORT-RANGE SQUADRON (SRS) TOKEN
These are game tokens representing small groups of fighters, bombers or other craft. During the Operations Phase of a Carrier’s Activation it may Launch any number of Short-Range Squadron Tokens equal to their SRS Capacity special rule. For example, an SRS Capacity 6 unit would be able to launch 6 SRS tokens each Round). Any number of the available tokens may be stacked in base contact with a friendly or enemy model within 20” of the Carrier.

TRAITS: These are important keywords and associate those traits to a Unit. Examples would include the Unit’s Faction, Nation, whether the Unit operates in the air (aerial), on the ground (such as costal defences), on the surface of the sea or submerged under it. It will also indicate the Unit’s size, whether it is a Capital Unit and a host of other useful or descriptive words to associate with the Unit.

WITHIN: If a rule refers to a model being ‘Within’ a certain distance or a point in the Play Area, then a part of that model (or base if it has one) must be within the distance given. Example: Within 3” means that part of the model or base must be within 3” of the target.
ANATOMY OF A UNIT CARD

All models in Dystopian Wars are have their rules summarised on a Unit Card. Each Unit exists in one of two states: Battle-Ready and Crippled.

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

Crippled: Models have suffered considerably more damage and as such will suffer a reduction in their statistics across the card. These reductions can take the form of Attributes or weapon effectiveness being reduced, Special Rules being amended or even removed from the model! All changes to a model’s Battle-Ready status are shown in RED text on the Crippled side of the Unit Card for ease of reference.

FACTION SYMBOL & SHIP SILHOUETTE: Each Unit Card will have a spotting silhouette to allow players to identify their model more easily. The Silhouette will be on a Blue background if Battle ready, or a Red background if Crippled.

POINTS COST: In this box are the base points cost of the Unit. Unless specified otherwise (such as if the Unit has the Unique trait), any unit with the Size 1 or Size 2 trait may include multiple models. Size 1 models may be taken in units of up to five models of the same type. Size 2 models may be taken in units of up to three models of the same type. Simply multiply the points value given here by the number of models you wish to include in the Unit.

TRAITS: These are important keywords and associate those traits to this Unit. Importantly, it indicates the Unit’s size, and whether it is a Capital Unit both of which are key to how the Unit behaves in the game.
ATTRIBUTES

In this Ship’s Wheel graphic, players will find several important attributes values:

**MOVEMENT (M)** – This is the maximum distance in inches each model in the Unit can move. A model must always move a distance directly forwards equal to its Size rating, this is known as its Drift. Example: A Size 0 model must move a minimum of 1”. You do not have to move further than this Drift distance if you wish. You cannot usually turn during your Drift unless you have a special rule such as Agile to allow it.

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

**CITADEL (C)** – The core of any model, the citadel contains magazine spaces, critical machinery, as well as command and control systems. In addition to suffering damage as outlined above, should a model in the Unit suffer sufficient Hits from a single Attack equal to double (or more) its Armour rating, the affected model suffers a further point of damage for each multiple of this value. Because of their sheer size and additional systems, a model with the Capital trait is not Destroyed if their Citadel is penetrated, however, and instead such a model suffers Critical damage.

When resolving Critical damage, the attacker rolls a Critical Damage die (see the Critical Damage rules for more details) and the affected model receives a Critical damage Marker.

Should the number of Hits in the Attack be enough to double (or more!) the value of a Unit’s Citadel, the affected model does not roll for Critical Damage and instead suffers a catastrophic explosion. A model suffering a Catastrophic Explosion suffers a further two points of damage and gains a Disorder Condition.

**HULL (H)** – This shows how many points of Damage a model can sustain before it is forced to change its status from Battle-Ready to Crippled (or Crippled to destroyed). Battle Ready models that equal or exceed this number change to being Crippled (with excess Damage from the Hit carrying forwards) Models without the Capital trait or that are already Crippled and suffer damage equal to or greater their Hull attribute are Destroyed and removed from play.

**FRAY (F)** – This is vital when assaulting an enemy or defending against enemy assaults. This could represent troops attacking from the air with jump packs, mighty blows from a towering automata’s fists or submerged infiltrators or fiendish mechanical tentacles rising from the depths.

**DEFENCE (D)** – This represents the Unit’s ability to counter enemy ranged Attacks. Depending on the nature of the Attack, Countermeasures use one of two values:

- **AERIAL DEFENCE (ADV):** The first value is used against incoming Rockets, Wings of Bombers on an Attack run and against assaults from enemy Units with the Aerial Trait.
- **SUBMERGED DEFENCE (SDV):** The second value is used against incoming Torpedoes and assaults from enemy Units with the Submerged trait.
WEAPONRY

Given how dangerous the Dystopian Age can be at times its hardly surprising that almost every Unit plying the waves or the skies has the ability to fire some form of ordnance.

Each Weapon has the directions it may be fired in relative to the model itself. These are called Fire Arcs. Each Fire Arc is measured as 90 degrees from the centre of the model.

The exact position on the model is not important, it is assumed that regardless of how modelled, the weapon may fire on any target within its Fire Arcs.

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

Weapons have a number of Action Dice allocated to it based upon the distance to the enemy. This distance to target is defined by Range Bands which are divided into three Phases:

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

All Action Dice in these boxes will have two values – The first refers to the weapon firing as the Lead Weapon in an Attack, with the second number (shown in brackets) being used if the weapon is supporting another Lead Weapon in an Attack. Should the closest point of a target lie between two Range Bands (at exactly 10" for example) players should consider it is in the closer of the two bands.

Finally, most weapons in the game will have one or more Qualities allocated to it that will differentiate it from other types of ordnance rolling the same dice. See the section on Weapon Qualities for more details.

**UNIT SPECIAL RULES** – This section of the Unit Card lists the Special Rules that affect this Unit. Special Rules such as Turn Limit (which means the Unit has a limit to the how far it can turn in each Activation) and Obscured Unit (which makes the Unit more difficult to Hit).
FIGHTING A COMMON ENCOUNTER

DECEIVE ON YOUR GAME SIZE
Both players should decide on what size game they wish to play. In a tournament, the organiser will have set the game size beforehand. Common Encounters are designed for a 36” x 36” for games of 750 Points or less. For games of 751 to 1500 Points, we recommend a 48” x 48” Play Area. For games of 1501 to 2000 Points, we recommend a 48” x 72” Play Area. For larger games players may wish to proportionally increase the Play Area.

SELECT YOUR FLEET
Players should build their Fleet, using one or more Battlegroups, as per the Building a Fleet rules.

ROLL FOR ENCOUNTER
Players decide on the Encounter Type to roll for. The Common Encounters Type is included below. Future expansions will give other Encounter Types to consider. Once a Type has been agreed on, roll an Action Die and select the corresponding Encounter from the Type chosen. Alternatively, if players prefer, they can choose their own Encounter. In an organised event, it is likely the organiser will have pre-selected the Encounter being played.

<table>
<thead>
<tr>
<th>Common Encounter</th>
<th>No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pitched Battle</td>
<td>6</td>
</tr>
<tr>
<td>Hold at All Costs</td>
<td>5</td>
</tr>
<tr>
<td>Sabre Rattle</td>
<td>4</td>
</tr>
<tr>
<td>Breakthrough</td>
<td>3</td>
</tr>
<tr>
<td>Maelstrom</td>
<td>2</td>
</tr>
<tr>
<td>Surgical Strike</td>
<td>1</td>
</tr>
</tbody>
</table>

SET UP TABLE
The chosen Encounter will state what size board will be used for the game. A standard game uses a 48”x48” table. Players should then set up scenery in a mutually agreeable manner, ensuring neither side of the board has an unfair advantage. In an organised event, it is likely the organiser will have set up the tables beforehand.

DEPLOYMENT
Both players shuffle their Victory and Valour Deck and draw the top card. The player with the highest card number found in the top left-hand corner chooses who is Player A and so deploys first. Player B discards their card face down to form a discard pile for the Victory and Valour Deck. Player A must retain their card until after deployment. The Encounter will describe player deployment zones. Usually they will be on opposite sides of the Play Area. Player A chooses which deployment zone they wish to deploy on and deploys one Unit. Player B then deploys one Unit in the other deployment zone. Continue to alternate until one player runs out of Units to deploy. Each player continues to take it in turns deploying one Unit into their chosen deployment zone. If one player finishes deploying all their Units first, the other player continues to deploy the rest of their Fleet until all Units are deployed. Any Units with the Dispersed Deployment Special Rule are deployed, starting with Player B. Finally, any Units with the Vanguard rule take their moves. Players move their Units one at a time alternately, again starting with Player B.

RESERVES
When deploying your Fleet, you may choose to keep back up to half the number of Units in your Fleet as Reserves. Battlegroups must be placed into Reserve or deployed in their entirety. Units containing models with a Movement of 2 or less may not be placed in reserve unless otherwise noted. Models in Reserve are brought into play as a Special Operation (see Operations Phase for details).

VICTORY POINTS
Each Encounter specifies a number of ways that players can earn Victory points. In addition to these Encounter specific methods a Player can always earn Victory Points through VICTORY & VALOUR CARDS, SQUADRON KILLER bonuses and the FLAGSHIP bonus. Should one player no longer have any models in the Play Area at the end of Step 3 of the End Phase, their opponent scores an additional 5 Victory Points and the game immediately ends.
COMMON ENCOUNTERS

PITCHED BATTLE
Fleets clash as rival factions vie for domination over a key region.

Divide the Play Area in to four quarters as shown on the deployment map.

OBJECTIVE: In the End Phase of each Round, each player scores a Victory Point for each quarter of the enemy side of the Play Area that has one or more of their units completely within it, with no enemy models completely within the same quarter.

Additionally, at the end of the Encounter, each player scores two Victory Points for each quarter where they have one or more of their units in the quarter of the Play Area with no enemy models in that quarter.

HOLD AT ALL COSTS
You must fend off your rival Fleet and prevent them from advancing beyond your position.

Lay the Play Area out as shown on the deployment map.

OBJECTIVE: At the end of the Encounter, each player scores two Victory Points for each unit they have in their opponent’s deployment zone. If there are no enemy models within 10” of that unit, they score three Victory Points instead.
THE PLAY AREA

The clashes and encounters in Dystopian Wars take place over varied scenery and environments. From the freezing Baltic Sea with its iceberg strewn dangers to the turbulent Caribbean with its deadly storms and shallows, the terrain will help and hinder your fleet as it strives to carry the day.

The Play Area is divided into four distinct categories to reflect this: Open Water, Treacherous Water, Obstacles and Land. As each player's collection of terrain is going to vary, players should discuss before the Encounter which terrain features will be Treacherous, which are Obstacles and what will be treated as Land. Everything else in the Play Area is assumed to be Open Water.

IMPASSABLE

Some parts of the Play Area will have the Impassable Quality. This usually represents terrain in the Play Area that is to be avoided rather than traversed. If a piece of Terrain is considered Impassable for models with a specific trait then such a model coming into contact with that Terrain immediately resolves it like a Collision (see Collisions).

There may be certain areas (or even Obstacles) that are Impassable to all models, regardless of traits (such as an erupting volcano). There should be specifically identified beforehand.

OPEN WATER

The open, flat regions of the Play Area are considered Open Water and do not impede movement at all. The vast majority of the Play Area will be Open Water (except in particularly challenging Encounters). Open Water is Impassable for models with the Ground Trait (unless they also have the Amphibious trait).

TREACHEROUS WATER

Here we see parts of the Play Area such as harbours, shallows and reefs. All models with the Surface or Submerged Traits have their Movement costs double when moving through Treacherous Water. In this manner, every 1” inch moved counts as 2”. If such models move over Open Water and Treacherous Water during the same Movement Phase, then their movement over Open Water is calculated as normal and movement over Treacherous Water counts as double the actual distance travelled. It is suggested that if only some of the models in a unit will pass through Treacherous Water, then these are moved first to make maintaining Unit Coherency easier. Treacherous Water is Impassable for models with the Ground Trait (unless they also have the Amphibious trait).

A model may treat Treacherous Water as Open Water, however if it does so it must roll an Action Dice once its Movement is complete. It suffers a point of damage for each Direct Hit rolled (remembering that Explosive Hits count as two Direct Hits).

Common Examples of Treacherous Water include harbours, drift ice, coral reefs and sunken wrecks.

LAND

This is Impassable for all models unless they have the Ground or Aerial traits. For the purposes of determining Line of Sight, all Land blocks Line of Sight through it.

Common Examples of Land include islands, shores and beachheads.

DESTROYING TERRAIN

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

These are objects encountered in the water that are a hazard to models that come into contact with them. Usually Obstacles affect models with the Surface or Submerged traits, however if they only affect models with specific traits, these will be indicated in the Obstacle’s name. For example: Aerial Minefield, Submerged Sandbar etc.

Models coming into contact with Obstacles will take considerable damage. Such a model immediately rolls a number of Action Dice equal to their Hull Attribute and suffers a point of damage for each Direct Hit rolled (remembering that Explosive Hits count as two Direct Hits). The model continues its Movement phase. If the Obstacle is of the same Size or smaller than the model, it is then removed from the Area of Play. If it is larger it remains in play and the rules for a Collision apply.

Obstacles are categorised by size in the same way as models. When creating terrain pieces to represent such Obstacles, players should use the Obstacle size templates as a physical guide.

Common Examples of Obstacles include wreckage, sandbars, icebergs and minefields.
1. INITIATIVE PHASE

Each player requires their own Victory and Valour deck. On each Round after the first, both players place a Victory and Valour Card from their hand face down opposite their opponent. Both Players reveal their cards and the Initiative goes to the player with the highest number in the top left-hand corner. Once revealed, both cards are discarded.

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

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

Remember: A Player with the Initiative may instead choose to hold their nerve and allow their opponent to Activate a Unit instead. Only the player with the Initiative may hold their nerve and not Activate a Unit at the start of each Round.

- Determine Initiative
- Draw Victory & Valour cards

2. ACTIVATION PHASE

The active player selects a unit that has not already Activated this Round. This is known as an In Play Unit. Once an In Play Unit has been selected it is known as being Activated and the Player proceeds to perform the following Phases and Steps with it. The Player may play as many Victory and Valour cards as they have in their hand at any time during the Unit’s Activation.

Operations Phase
- Launch SRS Tokens
- Special Operations
- Reserves

Movement Phase

Shooting Phase
- Declare Target
- Shooting Resolution

Assault Phase
- Launch Assault
- Assault Resolution

Once the Active Player has completed all the Phases of the Unit’s Activation, play then moves to the opposing player who becomes the Active Player and must Activate an In Play Unit. If the Player has no Ready Units left to Activate the other player may continue to Activate their Units until all their Ready Units have Activated. After this, play moves to the End Phase.

3. END PHASE

Both players (starting with the player with the Initiative) perform the following:

- SRS Resolution
- Repair
- Check Victory
- Maintenance
INITIATIVE PHASE

START OF THE GAME
Unless indicated otherwise in an Encounter, Player A has the initiative for the first Round. However, if Player B was the first player to finish deploying their Fleets they may draw a new Victory and Valour Card and see if the number in the top right corner is equal to or higher than the card Player A drew at the start of deployment. If it is equal or higher then Player B may choose to have the Initiative for the first Round instead. Regardless of the outcome, both players must discard their Victory and Valour Card face down to form (or add to) their discard pile for the Victory and Valour Deck. Players now begin Round one of the game following the steps outlined in the Game Round section of the rule book.

HOLDING YOUR NERVE
Whenever a Player has the Initiative and needs to Activate their first Unit of the Round, the player may elect to Hold Their Nerve and allow their opponent to Activate a Unit instead. A Player that Holds Their Nerve immediately draws an additional Victory and Valour card and adds it to their hand for the Round. Only the player with the Initiative may Hold Their Nerve and not Activate a Unit at the start of each Round.

INITIATIVE ON SUBSEQUENT TURNS
On subsequent turns both players place a Victory and Valour Card from their hand face down opposite their opponent. Both Players reveal their cards and the Initiative goes to the player with the highest number in the top left-hand corner. In cases of a tie Initiative goes to the player who did not have the Initiative on the previous Round. Once revealed, both cards are discarded. If a Player does not have any Victory and Valour Cards in their hand or elects not to place one, they are assumed to have placed a card with a zero value. If a Player is not going to place a card, they must announce it before the cards are revealed and allow their opponent the opportunity to replace their card with another.

VICTORY AND VALOUR
After deciding Initiative for the Round, both players draw a number of Victory and Valour Cards from their own decks. In Common Encounters this is based on the agreed Points Limit for their Fleet. This number of cards is the maximum number of Victory and Valour Cards you may hold at any time. At the start of each Round, players draw enough cards to bring their hand up to the card number determined by their Fleet Limit below.

<table>
<thead>
<tr>
<th>FLEET LIMIT</th>
<th>HAND</th>
</tr>
</thead>
<tbody>
<tr>
<td>750 or less</td>
<td>4</td>
</tr>
<tr>
<td>751 to 1500</td>
<td>5</td>
</tr>
<tr>
<td>1501 to 2000</td>
<td>6</td>
</tr>
<tr>
<td>Every Additional 1000</td>
<td>+1</td>
</tr>
</tbody>
</table>

Victory and Valour Cards have two uses in a game and should be kept secret until played. Victory and Valour cards include both a Victory and a Valour effect, either of which may be played but not both. Victory and Valour cards may be played for Victory once a specific objective has been achieved. The player is immediately awarded the Victory Points indicated on the card. Though small in number, these Points will accumulate as further victories are achieved. Though achieving the main objective for the Encounter will provide the lion’s share of the Victory Points in a game, it is possible that a player that seeks these minor victories above all other concerns might still win the Encounter. The other end of the card from Victory is Valour. The bonus provided by Valour is immediate and is achieved at the expense of the Victory that might otherwise have been obtained by the card. You may apply as many Valour effects to a single Activation as you wish. Valour can often provide a bonus to an Attribute for the Activation or can change the results of the Action Dice in an attack. Winning an Encounter is often as much through strategic use of the Victory and Valour cards as it is completing the main Objective.
DISORDER CONDITIONS

There are three Levels of Disorder a model can suffer from during any engagement are represented by three different Conditions. Disorder Conditions remain in play until otherwise indicated.

A model can only be affected by a single Condition and any time a model receives a Disorder Condition and it is already has a Disorder Condition, the controlling player has two choices. They may either increase the model’s Level of Disorder (Hazard to Emergency, Emergency to Chaos & Disarray) or may instead take a point of Damage and retain their current Disorder Condition. A model that is already suffering from Chaos & Disarray does not get this choice and so receives a point of damage.

During the Repair Step of the Turn, you roll several Action Dice equal to the Model’s Size Trait. For each Counter Success you may either remove a Critical Hit Marker (see Critical Damage) or reduce the Model’s Level of Disorder from Chaos & Disarray to Emergency or Emergency to Hazard or remove Hazard entirely and no longer have a Disorder Condition.

THE LEVELS OF DISORDER

1: HAZARD
The model is suffering from a localised fire or other isolated issue that, while cause for concern, has not yet spread to other areas.

2: EMERGENCY
Suffering from this Condition, the model may not initiate Ramming Actions and cannot use Weapons in Support of other models or have friendly Weapons used in Support of its own Attacks.

A model may temporarily ignore the effects of the Emergency Condition in order to attempt a Ramming Action, however if it does so it automatically suffers a point of damage once the Ram has been resolved.

3: CHAOS & DISARRAY
This model may no longer take any Actions during the Operations Phase, may not initiate Ramming Actions or initiate Assault Actions and cannot use Weapons in Support either to other models or even to itself. Furthermore, friendly Weapons cannot be used in Support of this model’s own Attacks.

A model may temporarily ignore the effect of Chaos and Disarray in order to attempt a Ramming Action, however if it does so it automatically suffers a point of damage once the Ram has been resolved.

Navigation Lock! Models that suffer from Chaos and Disarray, also receive a Navigation Lock Critical Damage Marker.
UNITS

Usually, a Unit is comprised of a single model. However, some Units may contain multiple models. Largely they behave exactly like a Unit of a single model, but there are some important additional rules. References to Units always apply to the entirety of the Unit and not to a single model.

MULTIPLE MODELS

Unit cards will indicate how many models may be taken of the same type within the Unit. You may never take more models in the unit than the maximum indicated. You may never take less models in the Unit than the minimum indicated.

ACTIVATION

All the models in a Unit must carry out a Step from the Phase before you can proceed to the next Step or Phase. Complete all the movement for a model in a Unit before proceeding to the next, declare each Initial Target before resolving the Unit’s shooting etc.

COHERENCY

Models in a Unit must remain within 5” of another model in the Unit to maintain coherency. In this manner every model in the Unit is connected together to form a single chain where no model is more than 5” from another in the same Unit. A model which is outside of Coherency at the end of the Movement Phase gains a Disorder Condition. It must use all its Movement to try to get back into Coherency during its next Activation. If the Unit remains out of Coherency for two consecutive Movement Phases all the models gain a Disorder Condition until they restore Coherency.

SOLE SURVIVOR

Often, a unit that began an Encounter comprised of multiple models may be reduced to a single model. If this happens, the remaining model immediately receives a Disorder Condition. Thereafter it reverts to acting as a single model Unit and does not need to check for Coherency.

MOVING WITH A UNIT

All Movement with each model must be complete before commencing Movement with the next Model in that Unit.

SHOOTING AT A UNIT

If a model in a Unit is declared as an Initial Target, once the model is destroyed, if there are any declared attacks remaining that would have been directed against the destroyed model, they may immediately be reallocated against another model in the Unit provided it is within Line of Sight of the Attacking model and within 5” of the Initial Target.

OUTFITTING CARDS IN UNITS

Each Outfitting Card taken must be applied to every model in the Unit. The points cost of the Outfitting Card is per model and so must be multiplied by the number of models in the Unit.

VICTORY POINTS

Where the crippling or destroying of a Unit is a prerequisite for earning Victory Points, they are only awarded once that requirement is met by the last model in the Unit.

SQUADRON KILLER BONUS

Destroying a Unit of multiple models is of greater strategic value than destroying a single model unit. Consequently, at the end of an Encounter you receive +1 Victory Point for each Unit of multiple models you have destroyed in your opponent’s fleet.
OPERATIONS PHASE

The Operations Phase of a Unit’s Activation allows the Unit to perform a variety of actions. Typically, Units will launch fighters and bombers, submarines may set their dive-planes to go into deep running, or aerial Models may go into a steep climb to rise up into the clouds.

OPERATIONS STEPS

Step 1: Launch SRS Tokens
Step 2: Special Operations
Step 3: Reserves

STEP 1: LAUNCH SRS TOKENS
During the Operations Phase of a Carrier Unit’s Activation it may Launch any number of Short Range Squadron (SRS) Tokens equal to the number indicated in their SRS Capacity special rule. Any number of the available tokens may be placed in base contact of a friendly or enemy Unit within 20” of the Carrier Unit. You may elect to divide the number of tokens into as many groups as you wish and place each separately.

STEP 2: SPECIAL OPERATIONS
During this Step Units may conduct various Operations such as those available in an Encounter such as arriving from Reserve, searching for sunken treasure or rescuing stranded civilians. It is also in this step that Operations granted by Special Rules such as Flying High or Running Deep occur.

FULL REVERSE!
A commonly seen Special Operation is Full Reverse. With this, a model may elect to move backwards. During the Special Operations Phase, the unit may be declared as running at Full Reverse. For the remainder of the Activation, the Unit has a Drift distance of zero. It may move at up to half its Movement value in reverse of its normal direction of movement. Size 3 models are considered to have a Turn Limit of 1 while at Full Reverse. Size 2 models have a Turn Limit of 2. Size 1 and Size 0 models do not receive a Turn Limit. Units that go into Full Reverse immediately receive a Level of Disorder.

STEP 3: RESERVES
Units held in reserve are Activated as normal each Round. A Unit held in reserve may only be Activated once all In Play Units have been Activated. Units in Reserve start their Operations Phase at Step Three and immediately check to see if they can be deployed.

To deploy from Reserve, roll a single Action die. This is known as a Reserve Roll. In the first turn, any result other than an Explosive Hit causes the unit’s Activation to immediately end and they remain in Reserve. A unit that rolls an Explosive Hit is immediately deployed with the rear of each model in the unit in contact with an edge of the Area of Play except the edge opposite your deployment zone.

From the second turn onwards, on a roll of a Blank or Counter the unit’s Activation immediately ends and they remain in Reserve. On a roll of a Hit they are immediately deployed with the rear of each model in the unit in contact with an edge of the Area of Play except the edge opposite your deployment zone. On a roll of an Explosive Hit, the Unit may be deployed with the rear of each model in the unit in contact with an edge of the Area of Play, even one opposite.

Units arriving from Reserve cannot launch SRS Tokens or perform Special Operations. They may continue the rest of their Activation as normal.
CARRIERS

Units with the Carrier Trait may make additional actions during the Operational Phase of their Activation. Whilst the bulk of combat in the sea and air is carried out between mighty vessels, smaller craft still have a vital role to play in the theatres of war. Ranging from one-man or drone-piloted dogfighters, to heavy attack bombers armed with explosive charges or torpedoes, these Short-Range Squadrons (SRS) have an important place in a fleet.

LAUNCHING SRS TOKENS

During the Operations Phase of a Carrier’s Activation it may Launch any number of Short-Range Squadron Tokens equal to their SRS Capacity special rule. For example, an SRS Capacity 6 unit would be able to launch 6 SRS tokens each Round). Any number of the available tokens may be stacked in base contact with a friendly or enemy model within 20° of the Carrier. You may elect to divide the number of tokens into as many stacks as you wish and place each separately, to a maximum of one stack per target model. Token stacks remain in base contact with their target regardless of whether it moves later in the Round, simply move the token stack back into base contact one their target has finished moving.

If placed in base contact with an Enemy model the tokens are assumed to be a mix of fighters, raiding craft and bombers (or torpedo bombers if the target is Submerged). If the SRS token stack is placed in base contact with a friendly model then they are assumed to be Fighters and support craft with reinforcements to help repel Assaults and deal with enemy Aerial Attacks.

If you have already placed SRS tokens from a previously Activated Carrier Unit, the new tokens are stacked with those already in base contact to make a single attacking or defending force.

LONG RANGE SORTIE

Instead of placing its SRS tokens in the Play Area, a Carrier model may place them on its own unit card. These SRS tokens are said to be on a Long-Range Sortie. They remain on the Unit Card until the Operations Phase of the following turn when they are stacked in base contact with one or more models in the Play Area. A Carrier may not Launch SRS tokens in the same Activation that it has a Long-Range Sortie on its card.

When a Carrier suffers damage, it will struggle to maintain a constant stream of bombers and Fighters going into the battle. As a result, Carriers will often suffer a reduction in their SRS Token capacity, often limiting the number of Wings that can be created or even removing their Carrier capability all together! Players should pay close attention to the SRS Capacity change when using a Crippled Carrier. This has no effect on SRS Tokens already launched or on Long Range Sorties.

SRS ACTIONS

Depending on the target of the SRS Tokens, will perform the following Action during the Resolution Phase of the End Phase of the Round:

**Base contact with an Enemy Unit** – This Step is completed in Initiative order with the player with the Initiative resolving all their SRS Tokens on Enemy models before their Opponent does so. These SRS are assumed to represent bombers, gunships and Attack craft on an Attack Run. The target model suffers a single Aerial Attack with a number of Action Dice equal to double the number of attacking SRS tokens in base contact with the enemy model. The Enemy model may use its Aerial Defence as normal. Each Counter removes a success from the Attack Action Dice Pool. Once resolved all SRS tokens in base contact with Enemy models are removed from play (representing them returning to rearm and refuel.)

**Important:** SRS Tokens making an attack against an Enemy is exactly like a Shooting Attack and has the Aerial and Piercing qualities. Against models with the Submerged trait SRS attacks gain the Submerged quality.

**Base contact with Friendly Unit** – The SRS is assumed to represent dogfighters, gunships and support craft on escort duty. The friendly model receives +1 to its Aerial Defence Action Dice Pool during the Shooting Phase for each SRS Token in base contact. Furthermore, the friendly model receives +1 Action Die during the Assault Phase provided there is a friendly SRS Token stack in base contact. At the end of the SRS Resolution Stage of the End Phase, with the exception of those on Long Range Sortie, all remaining friendly SRS tokens are removed from play (representing them returning to rearm and refuel.)
MOVEMENT PHASE

During the Movement Phase, all Models in the Activated Unit move. The Movement attribute of a Unit indicates the maximum distance a Model can move during the Movement Phase of its Activation. Models in a Unit are free to move independently of each other and can move different distances and in different directions.

DRIFT
The Drift is the minimum distance the models in a Unit must move in the Movement Phase. This distance is determined by the Size Trait of the Unit. Unless a special rule indicates otherwise (such as the Agile Common Rule) a Model MUST move this many inches straight forward before it can make a Turn or stop moving.

DISENGAGING
Unless a specific Victory Condition allows it, if any part of a Model leaves the Area of Play, it is counted as Disengaged, is removed from the game. If it is the last model in a Unit the opposing player is awarded the Squadron Killer Bonus as normal.

FINAL POSITION
When working out the final position of a model at the end of its Movement Phase, the model must not finish in contact with a terrain feature or another model. If it does so and one is a terrain feature or both units have the same Submerged, Surface, Ground or Aerial trait, then it is treated as a Collision (see Collisions). If they do not share the same Trait as those listed, then the Moving Unit must be repositioned the minimum distance to avoid touching another model or terrain feature and it receives a Disorder Condition.

TURNING
Usually only possible during the Movement Phase after the minimum distance of the model’s Drift has been travelled. Most Units capable of Movement use the Turning Template when they enact a Turn. The small ‘pips’ around the edge of a Turning Template are called Navigation Points and are spaced 1” apart.

To use the Turning Template, the Template is placed next to the edge of the Model closest to its midpoint, called the Turning Point, and then lined up with a Navigation Point. The Model is advanced 1” around the Turning Template so the Turning Point is lined up with the next Navigation Point. Each advance reduces the remaining Movement of a Model by 1”. A Model can always Turn LESS than the angle between two Navigation Points but will still reduce its remaining Movement by 1”.

Important Note: Once a model in a Unit has completed its Movement in the Play Area it should be considered final and should not be taken back because subsequent models find themselves poorly positioned or colliding with each other. Dystopian Wars is as much a game about strategic positioning as it is firepower.
COLLISIONS AND RAMS

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

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

COLLISIONS
This type of accidental impact occurs during Movement when a model in Activating Unit collides with another model. It may be a model in the same Unit or it may be a model in an enemy Unit. Due to the risk of damage posed to ships by collisions, Captains will do whatever possible to avoid a collision by hauling to and making sharp manoeuvres. Such efforts can throw a ship into chaos and disarray for a short time.

A model with the Submerged, Surface, Ground or Aerial trait cannot collide any Unit other than one that has the same trait. The models without matching traits should pass through each other unimpeded but still may not end any step of the Movement Phase in contact with another model (see Final Position rules in the Movement Phase).

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

In any Collision both models automatically gain a Disorder Condition. Any model that does not have the Capital trait in a Collision also suffers a point of damage.

If the Point of Impact is a terrain feature the Moving model suffers a point of damage.

RAMMING
Any model may Ram another. Some Models will be specially designed to inflict massive damage by physically impacting their targets, often using terrifying close-range weapons or armoured prows.

Models with the Submerged, Surface, Ground or Aerial trait cannot ram each other normally unless the target also has the same trait. However, a Surface or Submerged Unit may Ram each other.

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

The Moving Model in a Ram always receives a Ramming Action Dice Pool equal to their unmodified Hull Attribute shown on their Unit Card. They receive a further Action dice for each Inch of Movement travelled before reaching the Point of Impact to a maximum of +6 (therefore the total number of additional Action Dice will be between +3 Action Dice and +6). The Action Dice Pool is rolled in exactly the same manner as any other weapon attack.

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

Finally, once the Ram is complete, the Moving Model player rolls an Action die. On a Hit result the Moving Model involved suffers a point of damage from the Ram. On an Exploding Hit, it suffers two points of damage and a Disorder Condition.

DISENGAGING
Following a Collision or Ram if the Moving model still has Movement remaining it must immediately try to disengage. The model may make a turn of up to 90 degrees at a cost of 1” of Movement as the impact may change its heading without any help from the steering system! After the turn it may then complete its Move as normal (minus the inch for the turn). If a Disengaging Model is unable to avoid contact with another model whilst Disengaging, resolve a new Collision. It is possible for a model to collide with several other models during a single Activation, if it remains able to keep moving. A model may only Ram once per Activation.
SHOOTING PHASE

In the Shooting Phase of a Unit’s Activation, first you must declare all the enemy Units being targeted by your Unit and with what weapons you are using. Then once every weapon in the Unit is accounted for, you must resolve the Attacks.

DECLARING INITIAL TARGET

With the Activated Unit, declare where each weapon is being targeted. The model chosen in the enemy Unit that you wish to fire upon is called the Initial Target. You must also declare at this stage if any other weapons on the model (or indeed any other weapons from models in the same Unit) are Supporting the Attack or will be firing separately. The Weapon selected to make the Attack is known as the Lead Weapon while any weapons adding their firepower to the Attack are known as Support Weapons.

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

SUPPORT WEAPONS

To be included as a Support Weapon, a weapon must be mounted on the same model or a model in the same Unit as the Lead Weapon. The Support models must have the range to fire at the target and must be able to draw line of sight to the target too. Obscured or other Line of Sight based effects are only determined by the Line of Sight from the model with the Lead Weapon, not the Support Weapons.

Important: Only weapons with exactly the same Weapon Qualities as the Lead Weapon may be used as Support Weapons. If a weapon has one or more qualities that are different to another, the weapons cannot be used in Support of each other.

Example: A Heavy Rocket Battery with the Weapon Qualities – Aerial and High Velocity CANNOT be used as a Support Weapon with a Heavy Gun Battery as a Lead Weapon as that has the Gunnery Quality.

LINE OF SIGHT & FIRE ARCS

The direction a weapon or Attack may be fired in relative to the model itself is known as its Fire Arc. The exact position of weapons on the model is not important, it is assumed that regardless of how modelled, the weapon is able to fire on any target within its given Fire Arcs.

Important: If Line of Sight to an enemy model is completely blocked then that model cannot be made the Initial Target of an Attack.

Should Line of Sight from the model to the centre of the Initial Target be blocked by another model or piece of Terrain that is of the same Size or larger than the Initial Target, the Initial Target is considered Obscured for the duration of that Attack.

RANGE BANDS

You can measure any distance in the play area at any time. Measuring is always between the closest points of the models or Units you’re measuring to and from. A model’s base is included when measuring distances, it’s not just there to help the model stand up! You may measure how far weapons can Shoot, how far your opponent’s weapons can Shoot, the distance from terrain pieces, line of sight.

Weapon Ranges are split into three Range Bands as follows:

- **POINT BLANK** (0”- 10”)
- **CLOSING** (10”-20”)
- **LONG** (20”-30”)

Exploding Hits against an Obscured model count as only a single Direct Hit rather than the usual two.
SHOOTING RESOLUTION
Resolving each of your Attacks against an Initial Target is as follows:

1. Determine Action Dice from the Lead Weapon.
2. Add Action Dice from any Supporting Weapons.
3. Declare whether Defences are being used.
4. Roll all Action Dice for the Attack.
5. Determine Hit successes.
6. Determine and Resolve Defence successes.
7. Deduct Defence successes from Hit successes.
8. Apply final number of Hits against Initial Target’s Armour Attribute.
9. Check if number of Hit successes equals or exceeds the Initial Target’s Citadel Attribute.

ACTION DICE AND HITS
Weapons have Action Dice allocated to them based upon the distance to the enemy. This distance to target is defined by the Range Bands as explained in the previous page.

Within each Range Band for a weapon are listed two values. The first is the number of Action Dice this weapon rolls when used as a Lead Weapon. The second value (shown in brackets) is how many Action Dice this weapon contributes when used as a Support Weapon.

Attacks are not simultaneous. A Unit may resolve its Shooting Attacks in any order it wishes to, but it cannot change its declared targets or weapons being used in Support once the first die starts to roll and Shooting Resolution begins. This allows for Shooting to be staggered to best effect. This is important when dealing with targets that are about to be Hit with weapons that have the Aerial or Submerged Qualities as these can be countered by a model’s Defences (see Defences for details).

When working out how many Action Dice to roll in an Attack, simply take the Weapon’s Lead value for the correct Range Band that contains the Initial Target. Add to that number of Action Dice and additional dice from weapons lending their Support (the bracketed value of those weapons in the Range band that the Initial Target is from them).

The number of Action Dice used by the Lead Weapon, when added to all the Action Dice coming from weapons that are used in Support gives the Action Dice Pool for the Attack Roll.

DIRECT, GLANCING AND EXPLOSIVE HITS
When working out if you have damaged a target, simply add up the number of Hits you have rolled. Usually Glancing Hits and Direct Hits both count as a success, however certain Unit Special Rules may require you to ignore Glancing Hits when adding up successes.

A roll of an Explosive Hit on Action Die counts as two Direct Hits. Furthermore, an additional Action Die may be rolled and added to the Action Dice Pool. Should the Action Die roll a subsequent Explosive Hit, continue to add two further Direct Hits and a further Action Die to add to the Pool until eventually the result is not an Explosive Hit.

Note: Modifiers to your Action Dice Pool are applied before you roll your Explosive Dice. As such any additional dice generated are unaffected by any Dice Pool modifiers (such as re-rolling, ignoring or cancelling certain results).

DAMAGE
The number of successes scored is applied against the Initial Target’s Armour Attribute. Should the Attack have enough successes to equal or exceed this value, the Initial Target suffers a single point of Damage. If the number of successes in the Attack is double (or more) than the Initial Target’s Armour rating, the affected model suffers a further point of damage for each multiple of this value.

Each point of damage received reduces a model’s Hull Attribute by 1. Once the Initial Target’s Hull Attribute is reduced to zero, it changes its status. Battle Ready models change to being Crippled (with excess Damage from the Attack carrying forwards) Models that are already Crippled (or Battle-Ready Models that do not have the Capital trait) are Destroyed and removed from play.

Note: Critical Damage is still applied even if the attack causes enough damage to destroy the target.
CRITICAL DAMAGE

In addition to suffering damage as outlined above, should a model with the Capital trait receive an attack with Hit Successes equal or greater than its Citadel Attribute it is considered to have also suffered Critical Damage. The attacker must roll a Critical Damage die and applies a Critical Damage Marker to the affected model. Treat duplicate Critical Damage results as a Catastrophic Explosion instead.

NON-CAPITAL MODELS
A model without the Capital trait does not suffer Critical Damage and is instead immediately destroyed should an effect or rule mean that it sustains Critical Damage.

CATASTROPHIC EXPLOSION
Should the number of Hits in the Attack be enough to double (or more) the value of its Citadel, the affected model suffers a Catastrophic Explosion instead of Critical Damage. A model suffering a Catastrophic Explosion suffers a further two points of damage and gains a Disorder Condition.

LASTING EFFECTS
Players may attempt to remove any Critical Damage Markers applied to a model by making a Repair Test in the End Phase. See End Phase for more details. Of course, should start a new turn with Critical damage Markers from a previous turn, you are running a risk of a duplicate Critical Damage Marker being received and a Catastrophic Explosion ripping through your vessel.

CRITICAL DAMAGE RESULTS

<table>
<thead>
<tr>
<th>CRITICAL DAMAGE</th>
<th>VALUE</th>
</tr>
</thead>
<tbody>
<tr>
<td>SHREDDED DEFENCES</td>
<td>6</td>
</tr>
<tr>
<td>STURGINIUM FLARE</td>
<td>5</td>
</tr>
<tr>
<td>NAVIGATION LOCK</td>
<td>4</td>
</tr>
<tr>
<td>REACTOR LEAK</td>
<td>3</td>
</tr>
<tr>
<td>MAGAZINE EXPLOSION</td>
<td>2</td>
</tr>
<tr>
<td>GENERATOR OFFLINE</td>
<td>1</td>
</tr>
</tbody>
</table>

SHREDDED DEFENCES: The model receives a Disorder Condition and the Shredded Defences Critical Damage Marker. While it has the marker, it has a Defence Attribute (both ADV and SDV) of 0.

STURGINIUM FLARE: This model and all others within 5” have any SRS Tokens in base contact with them removed. This model suffers a point of Damage and is pushed 3” directly forwards. The model receives a Disorder Condition and the Sturginium Flare Critical Damage Marker. Resolve any collisions before continuing the Activation.

NAVIGATION LOCK: This model receives a Disorder Condition and the Navigation Lock Damage Marker. Models with this marker become Turn Limit 0. They may not make any turns during their Movement Phase.

REACTOR LEAK: This model receives a Disorder Condition and the Reactor Leak Critical Damage Marker. While it has the marker, it has a -1 to its Citadel and Movement Attributes.

MAGAZINE EXPLOSION: This model and all others within 5” suffer a point of Damage. This model receives a Disorder Condition and the Magazine Explosion Critical Damage Marker

GENERATOR OFFLINE: This model receives a Disorder Condition and the Generator Offline Critical Damage Marker. While it has the Marker, any effects from Generators the model has are ignored. If the model does not have a Generator, re-roll this result.
DEFENCES

Many Units are equipped with Defences. These may come from certain generators, anti-air batteries, depth charges and many more. They fall into two types and are represented on the Unit as two values in the Defence Attribute. The first value is **Aerial Defence** and is used against incoming Rockets, Wings of Bombers on an Attack run and against assaults from enemy Units with the Aerial Trait. The second value is **Submerged Defence** and is used against incoming Torpedoes and assaults from enemy Units with the Submerged trait.

Before the Action Dice have been rolled in an Attack, the Initial Target may declare it is using its Defences. The Attack must have the Aerial Quality to use Aerial Defences or Submerged if using Submerged Defences. If the Attack does not have either of those qualities, or if the appropriate Defence has already been declared for an earlier Shooting Attack from that enemy Unit in that Activation, then the Defences may not be used.

Each friendly model in the same Unit as the Initial target within 5” provides +1 to the Initial Target’s Defensive Action Dice Pool. This bonus does not prevent those models from being able to use Defences themselves in the Round, though they must have at least an Aerial or Submerged Defence of 2 to assist.

Each friendly SRS Token in base contact with the Initial target provides +1 to the Initial Target’s Defensive Action Dice Pool.

Assuming it is appropriate to use Defences against the Attack, simply roll the relevant Defence value (Aerial or Submerged)

**HEAVY COUNTERS AND LIGHT COUNTERS**

Each Light Counter removes a success from the Attack Action Dice Pool. Each Heavy Counter removes two Successes from the Attack Action Dice Pool. It is important that Players remember at this stage if any rules are in effect that would ignore Light Counters when calculating successes.

Example: The Initial Target has declared that it will use its Aerial Defences to try to shoot down the incoming Heavy Rocket Battery Attack.

The Heavy Rocket Batteries from the enemy Cruiser Unit have an Action Dice of 18 (comprised of 8 Action Dice from the Heavy Rocket Battery Leading Weapon and a further 10 from some Heavy Rocket Batteries firing as Support Weapons).

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

The two Explosive Hits each count as two Direct Hits (so four Direct Hits in total) and allowing two more Action Dice to be rolled, resulting in a Blank and a further Direct Hit.

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

The Attack is now ten successes in total.

To work out damage, we can see that the Initial Target has an Armour of 6 so suffers a point of damage. This reduces their Hull Attribute from 5 to 4. The model has a Citadel of 9 and so as the hit penetrates the Citadel it suffers Critical Damage as well. This is rolled and results in a Reactor Leak, giving the Initial Target a Hazard Condition too.
ASSAULT PHASE

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

LAUNCHING AN ASSAULT
Any unit that begins the Assault Phase of its Activation with one of its models within 5” of an enemy model may launch an Assault against it. The selected enemy model is the Initial Target of the Assault. The model making the Assault is known as the Assaulting Model. A Model may only launch a single Assault during its Activation.

A model with the Submerged, Surface, Ground or Aerial trait cannot Assault each other normally unless the target also has the same trait. However, an Aerial Unit may Assault a Surface or Ground Unit if it chooses to and a Submerged Unit may Assault a Surface Unit.

ASSAULT RESOLUTION
Both models simply add up the number of successes they have rolled. Hits for the Assaulting Model and Counters for the Initial target.

Resolving an Assaulting Model’s Attacks against an Initial Target is as follows:

1. The Assaulting Model rolls Action Dice equal to their Fray plus bonuses and is looking for Hit Successes. Initial Target rolls Action Dice equal to their Citadel added to their relevant Defence plus bonuses and is looking for Counter Successes.

2. Add up the total number of successes for each side. Deduct the lowest from the highest and consult the Assault Results Table for Outcome.

INTO THE FRAY
When working out your Assault Successes for the Assaulting Model, roll a number of Action Dice equal to your Fray value. Add up the number of Hits you have rolled. Usually Glancing Hits and Direct Hits both count as a success, however certain Unit Special Rules may require you to ignore or Cancel Glancing Hits when adding up successes.

Instead of launching their own Assaults, any friendly model in the same Unit may support the attack with +2 to Assaulting Model’s Fray.

The Assaulting Model receives +1 to its Action Dice Pool for each friendly Short Range Squadron (SRS) token in base contact with itself.

DEFENDING THE CITADEL
The Initial Target has a Dice Pool equal to their Citadel Attribute and the higher of its Submersible Defence or Aerial Defence values. If the Assaulting Model has the Aerial or Submersible trait then that corresponding Defence value must be used.

The Initial target of an Assault receives +1 to its Action Dice Pool for each friendly Short Range Squadron (SRS) token in base contact with itself.

Escorts and Corvettes each provide +2 Action Dice to its Parent Model’s Action Dice Pool when that Parent Model is Defending from an Assault.

FINAL TALLY
Add up the total number of successes for each side. Deduct the highest total of successes from the lowest (remembering to account for additional successes from Heavy Counters and Exploding Hits). Consult the table below for the result:

<table>
<thead>
<tr>
<th>ASSAULT RESULT TABLE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Each Additional Hit Success</td>
</tr>
<tr>
<td>3 to 4 Hit Successes</td>
</tr>
<tr>
<td>1 to 2 Hit Successes</td>
</tr>
<tr>
<td>Draw or 1 to 2 Counter Successes</td>
</tr>
<tr>
<td>4+ Counter Successes</td>
</tr>
</tbody>
</table>
END PHASE

Once all Units that were Ready to Activate have done so, the Game Round moves on to the End Phase. During this part of the Round, players will endeavour to make repairs, recall fighters and take stock of the situation to see if they have achieved victory. The End Phase is subdivided into a number of steps as follows:

- SRS Resolution
- Repair
- Check Victory
- Maintenance

STEP 1: SRS RESOLUTION

Depending on the target of the SRS Tokens launched during the Operations Phase of the Round, the tokens will be resolved in the following steps during this SRS Resolution Phase of the End Phase:

First, move any SRS Tokens in the Play Area that are not in base contact with a model – It may happen that some SRS Token’s intended target has been destroyed during the Round leaving the SRS Tokens marauding aimlessly. These may be immediately moved into contact with another model within 5” of their current position. If there are already friendly SRS Tokens present on the new target, then the tokens stack as usual. Any that cannot reach another model are removed from the Play Area.

Second, resolve SRS Tokens in base contact with Enemy models – This Step is completed in Initiative order with the player with the Initiative resolving all their SRS Tokens on Enemy models before their Opponent does so. These SRS are assumed to represent bombers, gunships and Attack craft on an Attack Run. The target model suffers a single Aerial Attack with a number of Action Dice equal to double the number of attacking SRS tokens in base contact with the enemy model. The Enemy model may use its Aerial Defence as normal, including +1 to its Aerial Defence for any friendly SRS Tokens in base contact giving air support. Each Light Counter removes a success from the Attack Action Dice Pool. Each Heavy Counter removes two Successes from the Attack Action Dice Pool. Once resolved all SRS tokens in base contact with Enemy models are removed from play (representing them returning to rearm and refuel.)

Important: SRS Tokens making an attack against an Enemy model have the Aerial, Submerged and Piercing qualities.

Finally, except for those on Long Range sorties, remove all SRS Tokens in the Play Area – Now all the SRS Tokens in base contact with enemy models have been removed, both players can remove any remaining tokens too. These remaining tokens usually represent dogfighters, gunships and support craft on Escort Duty. These are all removed to represent them finally heading back to rearm and refuel.

STEP 2: REPAIR

Repairs are made in Initiative order. Players may attempt to repair any Critical Damage or Disorder Conditions that they are suffering from. They do this by making a Repair Test.

In a Repair Test, the model rolls a number of Action dice equal to their Size Trait. Remove a Critical Damage marker or reduce a Level of Disorder for every Counter Success. Heavy Counters generate two successes as normal. In this way the controlling player can prioritise the Repair of specific Critical Damage or Disorder on a model.

If you choose to use a success to reduce the Model’s Level of Disorder, it goes from Chaos & Disarray to Emergency or Emergency to Hazard or remove Hazard entirely and no longer have a Disorder Condition.

If there are any Critical Damage markers or Levels of Disorder remaining on a model, you may remove them by making a Jury-Rigged Repair instead.

JURY RIGGED REPAIR

Any remaining Critical Damage markers or Levels of Disorder remaining on a model, you may remove them by making a Jury-Rigged Repair instead.

Any remaining Critical Damage markers or Levels of Disorder may be removed by making a Jury-Rigged Repair. Each marker or condition removed in this manner causes a point of damage to the model it is removed from.
STEP 3: CHECK FOR VICTORY
The Encounter will specify the primary ways to score Victory Points in order to win the game. After five turns, the Encounter ends and the player with the most Victory Points wins the game. Should one player no longer have any models in the Play Area at the end of Step 3 of the End Phase, their opponent scores an additional 5 Victory Points and the game immediately ends.

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

STEP 4: MAINTENANCE
Starting with the player who has the Initiative, both players take it in Round to discard any number of their unwanted Victory and Valour face down. On subsequent Initiative Phases, players redraw additional cards to bring their hand back up to the maximum number determined by their agreed Points Limit.
UNIT SPECIAL RULES

ACE PILOTS: – Short Ranged Unit Tokens launched from this Unit may be placed in contact with models anywhere in the Play Area exactly as if they had been allocated to a Long Sortie in the previous Round.

ADVANCED REPAIR FACILITIES (X) – This Unit may add a number of additional Action Dice to its Repair Test equal to the number indicated. These dice are in addition to those given by the model’s Size. Furthermore, this bonus to the Action Dice Pool for Repair Tests may also be gained by any friendly models within 5” of this Unit.

AERIAL UNIT – This Unit may Move through (or be moved through by) any models or terrain during its Movement Phase without Collison. Once it completes its Movement, models in this Unit must not be touching any other models but can be placed on top of terrain features. Models with this rule are always considered to be at CLOSING range rather than POINT BLANK when calculating Action Dice Pools, unless the Attack has the Aerial quality.

AGGRESSIVE CREW - This Unit may re-roll Blanks when acting as an Assaulting Model.

AGILE – Unless it suffers from a Navigation Lock Critical damage marker, this Unit may make turns during its Drift movement in the same way as it usually would during its normal Movement.

ARMOURDE DECKING – Attacks with the Aerial Quality do not count Glancing Hits as successes when attacking a Model with Armoured Decking.

COMMAND AND CONTROL - This Unit and any friendly Models within 10” may re-roll the Action Dice when attempting to Repair during the End Phase.

CONSCRIPTED CREW - This Unit does not count any Glancing Hits or Light Counters it rolls as successes when acting as the Assaulting Model or Initial Target in an Assault.

COORDINATED SUPPORT - Any friendly model with the Capital trait within 5” of this Unit may add +1 to its Aerial and Submerged Defences.

ELITE CREW - This Unit may re-roll Blanks in an Assault.

ENLIGHTENED SCIENCE – Instead of receiving a Generator Offline Critical Damage Marker, Models in this unit may instead receive a Disorder Condition.

FLYING HIGH – Unless it suffers from a Navigation Lock Critical damage Marker, this Unit may elect to rise far above the conflict during the Operations Phase of their Activation. This is known as Flying High. Until the Operations Phase of their next Activation, any successes scored in an Attack against a unit Flying High must be re-rolled. Furthermore, a Flying High unit may not perform any other actions in either the Operations, Shooting or Assault Phases and cannot participate in collisions or rams.

LIONHEARTED CREW - This Unit may re-roll Blanks when acting as the Initial Target in an Assault.

LUMBERING – All Shooting targeting this model may re-roll Blanks results on the Action Dice.

MINE LAYER - After Deployment if one player has more models with the Mine Layer rule in their force than the other then they may deploy one Minefield Token anywhere more than 10” away from an enemy Unit.

MINE SWEEPER - In the Special Operations step of the Operations Phase, an Activated model with the Mine Sweeper rule may remove a Minefield Token within 5” of the model with this rule.

MIGHTY STRIKE – This Unit may re-roll any of its Action Dice Pool in its Assault Phase. The second roll must be accepted.

OBSCURED UNIT – This Unit is always considered to be Obscured. As a result, Exploding Hits rolled against an Obscured model provides only a single Direct Hit rather than the usual two.

PADDLE WHEEL - Unless it suffers from a Navigation Lock Critical damage marker, any model in this Unit may forfeit its Movement to make a single turn on the spot of up to 90 degrees. If this Unit has the Size 1 trait it may make this turn without forfeiting any of its Movement.
REINFORCED WATERLINE - Attacks with the Submerged Quality do not count Glancing Hits as successes when attacking a Model with Waterline Protection.

RUNNING DEEP – Unless it suffers from a Navigation Lock Critical damage Marker, this Unit may elect to go Running Deep during the Operations Phase of their Activation. The Unit remains Running Deep until the Operations Phase of their next Activation. Any successes scored against this Unit in Attacks must be re-rolled. Furthermore, this Unit may not perform any other actions in either the Operations, Shooting or Assault Phases and cannot participate in collisions or rams.

SKIMMING UNIT – This Unit may Move over any terrain during its Movement Phase without Collision unless it touches a model with the Surface trait. Once it completes its Movement, models in this Unit must not be touching any other models but can be placed on top of terrain features.

SUBMERGED UNIT – This Unit may Move through (or be moved through by) any models during its Movement Phase without Collision. Once Movement is complete, models in this Unit must not be touching any other models or terrain features. Furthermore, unless the Attack has the Submerged Quality, Glancing Hit results in an Attack in the Shooting Phase against a model with this Special Rule are immediately Cancelled.

TEMPERAMENTAL DESIGN – This model ignores Light Counters when making Repair Tests.

TURN LIMIT – Next to this rule on the Unit Card is a value which indicates the number of Navigation Points the model may turn through in a single Activation.

UNEXPECTED ARRIVAL – Emerging suddenly, this unit appears to wreak havoc on the enemy. This Unit is always held in Reserve (see Operations Phase for details). When it is available for deployment, it is placed at any point in the Play Area that is at least 3” from the nearest terrain feature. The model cannot be deployed under another model.

From Beneath: On the turn that a model with the Surface trait deploys using Unexpected Arrival, it gains the Submerged trait for that turn, cannot move and cannot use any weapons that do not have the Submerged Quality outside of a Ram. Furthermore, such a model may be placed in contact with an enemy model in which case it is considered to have performed a Ram. Instead of disengaging from a Ram made in this manner, this model is moved 1” back from the Point of Impact and its Movement Phase ends.

From Above: On the turn that a model with the Aerial trait deploys using Unexpected Arrival, it cannot Move, make a Ram or use any weapons that do not have the Stratospheric Quality.

UNSTOPPABLE – After this model performs a Ramming action, it automatically disengages and moves directly forward enough distance to ensure that no part of the model is touching the Impacted Model or any other model or terrain feature.

VETERAN ENGINEERS - This Unit counts Blanks as successes when making Repair Rolls.

WAVE LURKER – Unless it suffers from a Navigation Lock Critical damage marker, this Unit may elect to plunge into a shallow dive during the Operations Phase of their Activation. This Unit may Move through (or be moved through by) any models during its Movement Phase without Collision. Once Movement is complete, models in this Unit must not be touching any other models or terrain features. The Unit replaces the Surface Trait for the Submerged Trait until the Operations Phase of their next Activation. This Unit may still use its weapons as though it were a Surface Unit however it may not count Glancing Hits as Successes. The unit has an Aerial Defence of 0 while using the Wave Lurker special rule.

UNIQUE UNIT - You may not have more than one of this Unit in your Fleet. Unique Units may not be taken as Units.
BUILDING A FLEET

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

BUILDING A FLEET
1. Agree Points Limit
2. Choose Faction
3. Choose Patron
4. Choose a Unit
5. Add Outfitting Cards as required
6. Add further Units or form a Battlegroup
7. Repeat 4 to 6 until you run out of points.
8. Nominate your Flagship

POINTS
Both players will agree a maximum number of points they will play in the upcoming game. While both players will have the same points limit in the Common Encounters found in this rulebook, this does not always have to be the case with other kinds of Encounters.

FACTION
Players must choose a Faction for their Fleet. Their faction will be one of the eight great power blocs that vie for supremacy in the Dystopian Age. Any Units or Battlegroups included in your Fleet must have the trait of the chosen Faction.

PATRONS
Next step is recommended that you choose a Patron for your Fleet, chosen from the available characters listed in the Patron Section. There are different Patrons for each Faction. You cannot choose a Patron from a different Faction to the one you have chosen for your Fleet.

UNITS
Players are free to include in their Fleet any units that have their Faction trait. You may not include more than three of any specific Unit unless they are part of a Battlegroup. You could even have a Fleet made up of just Size 3 Capital Units and have no supporting vessels if you wish. Bear in mind however that such a top-heavy fleet will come with a number of problems such as becoming swiftly out manoeuvred by a nimbler fleet.

BATTLEGROUPS
Battlegroups are special formations of units that are always led by a Size 3 Capital Unit and will have your chosen Faction as a trait. There are a number of Battlegroups available to a Faction and each will have a theme such as their Nation, their class or other distinguishing characteristics.

Battlegroups provide additional restrictions on what Units can be included but reward such thematic Fleet building with bonuses and additional abilities.

OUTFITTING CARDS
Each Unit with the Capital trait may have access to Outfitting cards (as indicated on their Unit Card. Players are free to add Outfitting Cards to as many Units as they wish, adding different weapon systems, improved engines, reinforced prows and a host of other improvements. Each Outfitting Card is applied to every model in the Unit and increases Unit’s overall points value as stated on the Outfitting Card.

With the exception of Weapon Upgrades, you may not have multiples of the same Outfitting Card on a model.

You may not Use Outfitting Cards to change other Outfitting Cards (replacing a Broadside with a Heavy Broadside and then replacing a Heavy Broadside with a Heavy Arc Broadside).

IMPORTANT: Only models with the Capital trait may be equipped with Outfitting cards.

FLAGSHIP
Once your Fleet is complete, you must nominate a Size 3 Capital Unit as your Flagship. If you do not have a Size 3 Capital Unit in your Fleet, you must nominate another Capital unit. If your Fleet does not include any Capital units then you must nominate the largest Sized model in your Fleet instead.

FLAGSHIP BONUS
Your Flagship is worth +1 Victory Point to you if it survives until the end of the Encounter. However, if your Flagship is Crippled by the end of the Encounter your opponent also gains a Victory Point. Should you be foolhardy or unlucky enough for your Flagship to be destroyed by the end of the Encounter, you receive no Flagship Bonus, but your opponent still receives a point.
PATRONS

The fielding of any fleet in the Dystopian World is a massive undertaking both in terms of industrial might and the manpower required to crew, build and maintain it. To bring vessels to war requires the unending flow of funds, garnered from all manner of persons and governments.

Most fleets are sent to war under the orders of their respective Commander in Chief, be that a Lord of the Admiralty, a Prince or even a reigning monarch. Of course, this is not always the case, as other Patrons may be of a more clandestine or strategic nature. Despite how the concept might appear, this shouldn’t be seen as a feudal baron calling up his knights to go fight for him. In reality the Patron represents the disposition of Battlegroups by the Faction’s centralised government. That said, the character or agendas of sea lords, intelligence agency directors and other holders of high office will still impact on the behaviour of the fleet in an Encounter.

Every Fleet must have a Patron to be the sponsor behind which the fleet is mustered. A Patron is not physically aboard the Fleet but their influence and involvement is represented by a Patron Card much like any other Unit Card in your Fleet. The Patron Card must be purchased for the stated points and should always be the first thing added to a fleet by a player.

**USING YOUR PATRON**

Your Patron has an ability that may be called upon once per game. This Patron Ability can be used at any time and interrupts the usual flow of the Round – its effects immediacy applied. Many Patron Cards will have a specific and powerful ability and should be obvious when best to use them, however some may be of a more general benefit and so are suitable for use at any point of the game. Part of the skill with Patrons is not just in choosing the one that best suits your strategy and fleet composition, but also knowing when best to use them to maximise their effect.

**THIS STAGE OF THE BETA DOES NOT REQUIRE THE USE OF PATRONS. THEY WILL BE MADE AVAILABLE IN A FORTHCOMING UPDATE.**
In the world of Dystopian Wars, Generators are a catch-all term to refer to the vast and varied number of esoteric defensive and offensive technologies that are currently in use within the Factions involved in the conflict. They can vary from powerful Arc Generators that sear nearby Models with shocking electrical discharges, Shroud Generator effects that surround Models in cloying mist or disorientating shimmers, and so on...

A model may have a Generator either already incorporated into the model (also known as an Internal or Inbuilt Generator) or else they are installed in place of a Heavy Gun Battery (or Particle Beamer in the case of the Enlightened) from an Outfitting Card.

A Generator confers the benefits as described under each specified Generator and normally remains active for the remainder of the game unless the model suffers a Generator Offline Critical Damage Marker.

**TYPES OF GENERATOR**

**ATOMIC GENERATOR** – Thanks to the Watcher artefacts found in the Bimini Crater, the mysteries of splitting the Atom have begun to be understood. These Generators are but one application in splitting the Atom have begun to be understood. These Generators are but one application in the world of Dystopian Wars, Generators are a catch-all term to refer to the vast and varied number of esoteric defensive and offensive technologies that are currently in use within the Factions involved in the conflict. They can vary from powerful Arc Generators that sear nearby Models with shocking electrical discharges, Shroud Generator effects that surround Models in cloying mist or disorientating shimmers, and so on...

**CRYO GENERATOR** – Commonwealth and Imperium only. The removal of thermal energy when applied to naval warfare creates deadly tombs of ice to break enemy vessels upon. This Generator may be used in the Shooting Phase. The controlling player of this model rolls an Action Die. On a result of an Explosive Hit, you may place a Size 2 Iceberg obstacle within 20” of this model. On a Direct or Glancing Hit, place a Size 1 Iceberg obstacle within 20” of this model. On a Counter place a Size 1 Iceberg obstacle within 10” of this model. On a Blank, no Iceberg forms.

**DISRUPTION GENERATOR** – Enlightened and Commonwealth Only. Sending out waves of infrasound, the Disruption Generators cause rudders and turbines to jam, pilots to black out and rockets to tumble from the sky. In the Special Operations Step of the Operations Phase, the controlling player may target a single enemy model within 10” of this model. The targeted model receives the Navigation Lock Critical Damage Marker. Furthermore, a model with a Disruption Generator adds +3 to its Aerial Defence.

**FURY GENERATOR** – The Fury pattern RJ-1027 Generator provides a huge boost to a vessel’s power system as well as other, more intangible benefits. This Generator gives the model +1 to its Movement Attribute and +2 to its Fray Attribute. Furthermore, it gains the Aggressive Crew Common Rule which means that this model may re-roll Blanks when used as an Assaulting Model.

**GUARDIAN GENERATOR** – Crown Only. Unlike other Generators, Guardian Generators are designed to work in conjunction with Shield Generators. The workshops at Bletchley provided the prototype for the Guardian Generator for the Crown. A model with a Guardian Generator adds +1 to its Armour Attribute. Furthermore, the model gains +1 to its Aerial Defence value for every Shield Generator within 5” of this model, including any mounted on the same model. As it is a form of Shield Generator, a Guardian Generator cannot be used against attacks with the Submerged, Arc, Bomb Qualities or any other effect that ignores Shield Generators.

**CLONE GENERATOR** – Enlightened Only. In the Special Operations Step of the Operations Phase, the controlling player must target a friendly or enemy model within 15” of this model with a Generator. Unless Offline, all Clone Generators in the Unit have the same abilities as the Targeted Generator. The Clone Generator may duplicate a different Generator within 15” of this model each time the Unit is Activated.
INTERPHASE GENERATOR – Enlightened and Celestians Only. A model with this Generator has the Size 1 trait instead of any other Size trait. This model may pass through any models or terrain during its Movement Phase without Collision. Once it completes its Movement it must not be touching any other model or terrain feature. Once it completes its Move, this model may be turned to face any direction desired.

MARK OF YAMA GENERATOR – Celestian Empire Only. Projecting a targeting beam at an enemy vessel, the Deathmark allows coordinated aerial attacks to strike with unnerving precision. Any friendly Units within 10” of this model making attacks with SRS Tokens or weapons with the Aerial quality may re-roll Blanks on the Action Dice.

NULL GENERATOR – Enlightened Only. With Markov’s betrayal, the Covenant of the Enlightened knew that the ability to fry electrical systems and disable enemy Generators would be an important step in retaining the technological upper hand. In the Special Operations Step of the Operations Phase, the controlling player may target a single enemy model within 10” of this model. The targeted model receives the Generator Offline Critical Damage Marker.

PORTAL GENERATOR – Enlightened and Sultanate Only. This Unit may use this generator in the Special Operations Step. This Unit is placed into Reserves and may immediately make a Reserve Roll. On a roll of a Blank or Counter their Activation immediately ends, and they remain in Reserve. On a roll of a Hit the Unit is immediately deployed again in the same manner as any other Unit arriving from Reserve.

REPULSION FIELD GENERATOR – Developed for the Latin Alliance, this technology was quickly replicated with varying success by her enemies. This model gains the Skimming Unit special rule. This means this model may Move over any terrain during its Movement Phase without Collision unless it touches a model with the Surface trait. Once it completes its Movement, this model must not be touching any other models but can be placed on top of terrain features. Furthermore, while Active, the model doubles its Submerged Defences value. Outside of the Operations Phase, if the model receives a Generator Offline Critical Damage Marker and is in contact with a terrain feature, it is immediately destroyed.

SHIELD GENERATOR – A model with this Generator removes 2 Action Dice from the Dice Pool of each Attack against this model. The Shield Generator cannot be used against attacks with the Submerged, Arc or Bomb Qualities.

SHROUD GENERATOR – These are a variety of technological marvels emitting billowing clouds, shimmering scatter fields or even belching fourth noxious blackness to hide the Unit from sight. A model with this Generator is Obscured.

STORM GENERATOR – Imperium Only. The pinnacle of Tesla’s Arc Technology, the principles were a state secret of the Imperium until his defection to the Union. This model is Obscured. The Generator may be used in the Shooting Phase to Attack an Initial Target within 15” of this model with 13 Action Dice. If it does so it ceases to count as Obscured for the remainder of that turn. This attack has the Arc Quality which means that Shield Generators are ignored when making Attacks with this Generator. Should the Initial Target suffer two or more points of Damage, it gains the Disorder Condition. A model that uses its Storm Generator to make an attack may become Obscured again at the start of the next turn. Any friendly Storm Generators within 5” of the Initial Target or the model making the attack add +1 to the Action Dice Pool.

TRIDENT GENERATOR – Crown Only. Emitting a homing pulse that ‘paints’ an enemy vessel, the Trident allows salvos of torpedoes to unerringly find their mark. Any friendly Units within 10” of this model making attacks with the Torpedo quality may re-roll Blanks.
ESCORTS

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

Any model with the Size 3 trait may purchase up to three Escorts. Escorts are models in their own right; however, they are considered to be part of the same Unit as the Size 3 model. The Size 3 model is referred to as the Parent Model.

**Escorts cost +10 points each.**

**DEPLOYING ESCORTS**

Escorts are deployed at the same time as the Parent Model. They are placed facing the same direction as the Parent Model and must each be within 5” of the Parent Model.

**MOVING ESCORTS**

Escorts do not move. The Parent Model moves as normal and then any attached Escorts are redeployed within 5” of the Parent Model.

**COLLISIONS AND RAMMING ESCORTS**

The Parent Model cannot collide with its Escorts. Should a Moving Model (friend or foe) collide with an Escort model, the Escort is immediately destroyed. The Moving Model gains a Disorder Condition as normal.

**SHOOTING WITH ESCORTS**

Escorts do not have any significant offensive weapons. They are designed to support the Parent Model with their Defensive armaments such as depth charges, anti-air batteries and other more esoteric armaments. Each Escort provides +2 to the Defence values of the Parent Model.

**SHOOTING AT ESCORTS**

Escorts may be targeted by attacks. Escorts have an Armour value of 3. Any damage suffered by an Escort immediately destroys it. Escorts never block Line of Sight or Torpedoes.

**ASSAULTS AND ESCORTS**

Enemy models cannot Initiate an Assault against an Escort. Escorts usually provide no bonus to an Assaulting Model (see Corvettes).

Escorts each provide +2 Action Die to its Parent Model when that Parent Model is Defending from an Assault.

**SRS TOKENS AND ESCORTS**

SRS tokens can attack Escorts as normal. When moving a Parent Model and then redeploying the Escort models around it. Be sure to move any SRS tokens that are in contact with any Escorts. Should the Escort suffer damage from an SRS token, it is destroyed as normal.

**CORVETTES**

Size 3 ships or larger that are designed or deployed with a more aggressive close ranged nature are often accompanied by Corvettes instead of Escorts. Corvettes are treated exactly like Escorts and provide +2 to the Defence values of the Parent Model. Furthermore, each Corvette additionally provides +2 Action Dice to its Parent Model’s Dice Pool when launching an Assault.

**Corvettes cost +15 points each.**
WEAPONS REFERENCE

There are a wide variety of weapons in the Dystopian Age and many of the more powerful types can be found in the Fleets of the Great Pacts around the globe. The various weapons found are listed for convenience below. Any given ship can replace certain weapons with Outfitting Cards and the rules for doing so and cost is listed on the card itself. When used as a Lead Weapon at each Range Band, the number of Action Dice are indicated. When used as a Supporting weapon at each Range Band, the numbers are bracketed next to the Lead value.

<table>
<thead>
<tr>
<th>WEAPON</th>
<th>POINT BLANK</th>
<th>CLOSING</th>
<th>LONG</th>
<th>QUALITY</th>
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<tr>
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<td>6 (3)</td>
<td>4 (2)</td>
<td>-</td>
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<tr>
<td>Arc Gun Battery</td>
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<td>10 (5)</td>
<td>6 (3)</td>
<td>Gunnery, Arc</td>
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<tr>
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<tr>
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<td>6 (3)</td>
<td>3 (2)</td>
<td>Fusillade</td>
</tr>
<tr>
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<td>Torrent, Hazardous, Sustained</td>
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<td>10 (5)</td>
<td>6 (3)</td>
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<tr>
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<tr>
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<tr>
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<td>12 (7)</td>
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<td>14 (7)</td>
<td>11 (6)</td>
<td>8 (4)</td>
<td>Aerial, Sustained</td>
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<td>6 (4)</td>
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</table>
WEAPON QUALITIES

Dystopian Wars features a wide variety of different weapons, the speed of their development greatly accelerated because of the increase in scientific progress and the influence of otherworldly technologies. The relevant Weapon Profile will specify all the weapons available to a Unit.

Remember: A weapon can only be used as Support for a Lead weapon if it has all the same qualities.

AERIAL: Attacks with this Quality cannot usually be used against Initial Targets with the Submerged trait (unless the Attack also has the Submerged Quality). The Initial Target may use Aerial Defences against Attacks from this weapon.

ARC: Shield Generators are ignored when making Attacks with this weapon. Should the Initial Target suffer a hit to its Citadel from this weapon it also gains the Disorder Condition.

BLAST: Use the circular Blast Template with this weapon. The centre point must be placed over any part of the Initial Target. All models touched by the template (excluding the Attacking model) are automatically hit. Roll the Action Dice Pool and apply the result to every model touched by the template. This may include friendly models! Models that have their Line of Sight to the Attacker completely blocked can still be damaged by the blast.

BOMB: Attacks with this Quality can only be used against Initial Targets with the Surface or Submerged traits within 5”. Furthermore, bombs ignore the Initial Target’s Shield Generators.

DEVASTATING: Attacks with this quality treat a roll of an Explosive Hit on Action Die as four Direct Hits rather than the usual two.

EXTREME RANGE: Attacks with this quality treat the Long Range Band as 20”-40”.

FUSILLADE: Attacks at Point Blank Range with this Quality may re-roll Blanks. Unless the attack also has the Aerial Quality, this Quality has no effect on targets with the Aerial Unit rule.

GUNNERY: Attacks with this Quality count models with the Size 1 trait as Obscured.

HAZARDOUS: Should the Initial Target suffer one or more points of damage in an Attack with this quality it gains a Disorder Condition.

HIGH VELOCITY: Light Counters do not count as successes in the Defence Action Dice Pool against Attacks with this Quality.

HOMING: Models cannot be considered Obscured from attacks with the Homing Quality. Furthermore, attacks with this Quality may re-roll Blanks.

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

LIMITED: As the name implies, these weapons may only be used in a finite or limited fashion. Each time a model uses a weapon with this quality roll an Action Die. On a roll of a blank it may no longer use the Weapon for the remainder of the Encounter.

MAGNETIC: Models cannot be considered Obscured from attacks with the Magnetic Quality. Furthermore, attacks with this Quality that cause at least one point of damage inflict a Navigation Lock Critical Damage Marker on the target in addition to any other effects. Models with the Non-Magnetic trait are unaffected by this Quality.

PIERCING: The Initial Target suffers a Critical Damage roll if it receives one or more points of damage in an Attack with this quality.

RAMMING: A model equipped with a weapon with this Quality may Ram enemy models. Next to the Quality is a value which indicated the number of Action Dice rolled when making a Ram.

STRATOSPHERIC: Attacks with this Quality cannot usually be used against Initial Targets with the Submerged trait (unless the Attack also has the Submerged Quality). The Initial Target may use Aerial Defences against Attacks from this weapon but must re-roll Light Counters.
**SUBMERGED:** Attacks with this Quality cannot usually be used against Initial Targets with the Aerial trait (unless the Attack also has the Aerial Quality). The Initial Target may use Submerged Defences against Attacks from this weapon. Furthermore, Submerged weapons ignore the Initial Target’s Shield Generators.

**SUSTAINED:** An Attack made with this Quality can re-roll any of its Action Dice Pool (except for dice generated by Exploding Hits as normal). The second roll must be accepted.

**TORPEDO:** Attacks with this Quality can only be used against Initial Targets with the Surface or Submerged traits 5” or more away. Should Line of Sight by such an attack only be able to pass through a terrain feature or another model with the Submerged or Surface Quality, all Action dice in the attack are cancelled. Furthermore, an Initial Target does not gain benefit from the Submerged Unit rule against attacks from Torpedoes.

**TORRENT:** Use the tear shaped Torrent template with this weapon. The narrow end is placed touching any point of the front of the model with the Lead Weapon and the centreline touching any part of the Initial Target. All models touched by the template are automatically hit. Roll Action Dice Pool and apply the result to every model touched by the template. This does not include the firing model but may include friendly models! Models that have their Line of Sight to the Attacker completely blocked can still be damaged by the torrent. You cannot Support with Torrent weapons.