

DYSTOPIAN WARS.



QUICK REFERENCE

PART OF THE



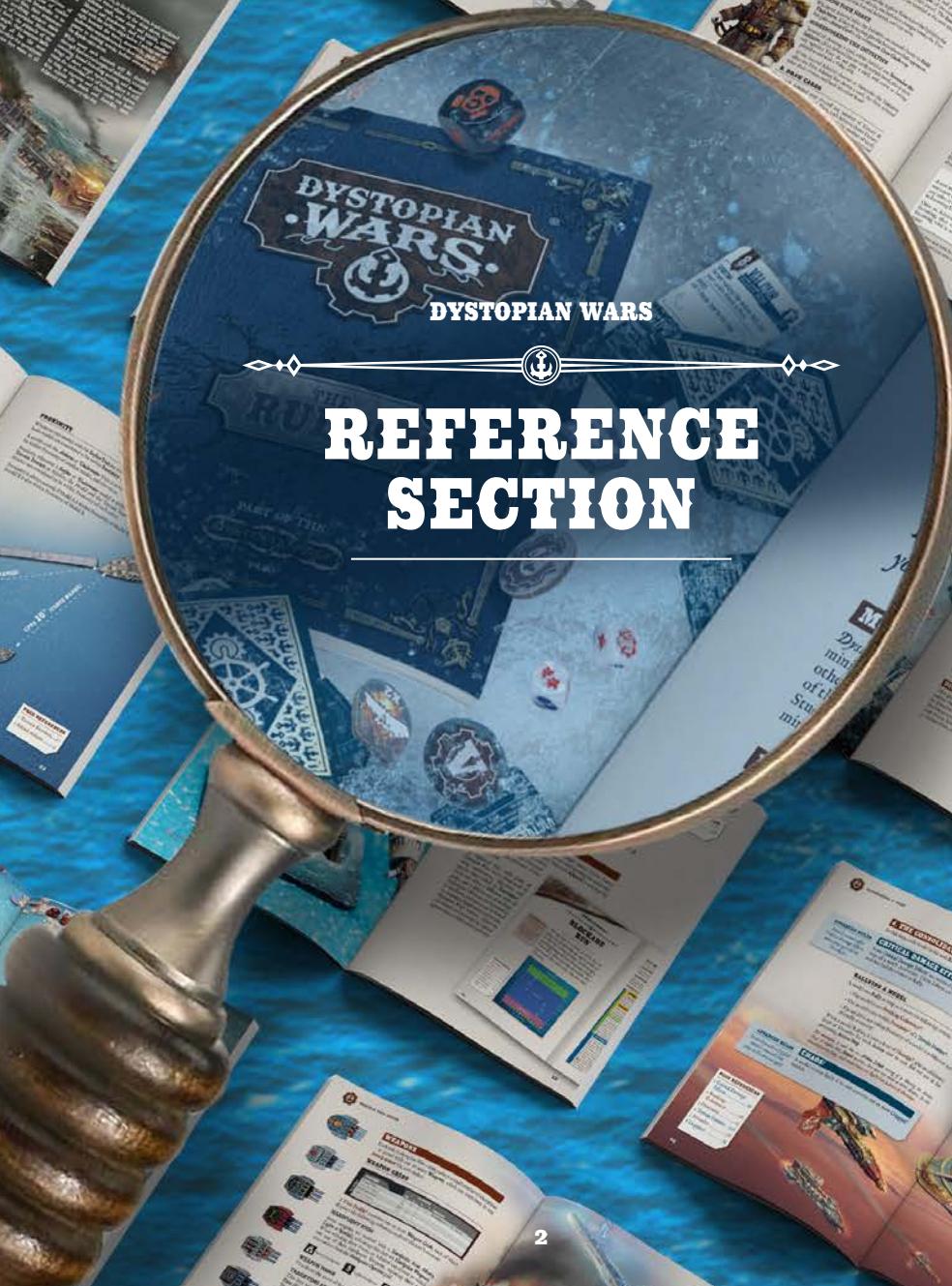
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DYSTOPIAN
• WARS •

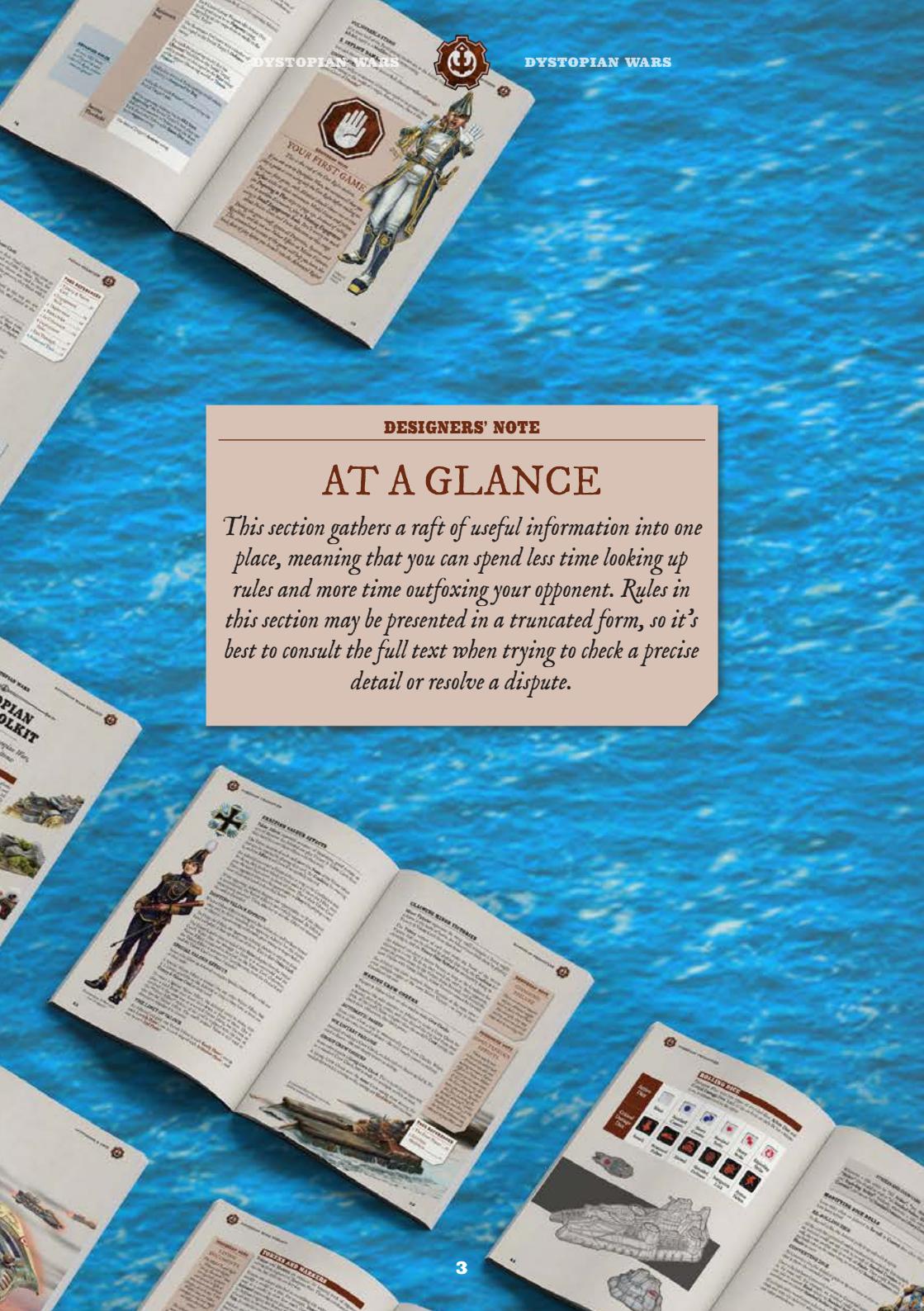
DYSTOPIAN WARS

REFERENCE SECTION



**DESIGNERS' NOTE****AT A GLANCE**

This section gathers a raft of useful information into one place, meaning that you can spend less time looking up rules and more time outfoxing your opponent. Rules in this section may be presented in a truncated form, so it's best to consult the full text when trying to check a precise detail or resolve a dispute.





DYSTOPIAN WARS

TOKEN REFERENCE

STATUS TOKENS

Activated	Depleted	Incoming	Surfacing

DAMAGE AND DISORDER TOKENS

Damage	Crippled	1 Disorder	2 Disorder	3 Disorder	Stoic

The *Stoic* token is used with units that have the *Stoic* property, as described in the *Dystopian Wars Glossary*.

CRITICAL DAMAGE TOKENS

Breach	Structural Failure	Hazard	Shredded Defences	Navigation Lock	System Failure

VARIABLE EFFECT TOKENS

Generator Effect	Negative Effect	Special Effect	Valour Effect

These Tokens have a variable function, depending on the ORBAT(s) being used.



DYSTOPIAN WARS



SCALES & MEASURES

ENGAGEMENT SCALES

Engagement Scale	Recommended Points Limit	Neutral Edge Default Length	Controlled Edge Default Length	Hand Limit
Small Engagement	Under 1,000	48"	36"	5
Medium Engagement	1,000-2,000	48"	48"	6
Large Engagement	Over 2,000	48"	72"	7

USEFUL MEASUREMENTS

Proximity	Unit Coherency	Boarding/Broadside	SRS Launch	Close Range	Standard Range	Extreme Range
2"	4"	4"	30"	Up to 10"	10"-30"	Over 30"





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DICE

ACTION DICE

	Blank	Standard Counter	Heavy Counter	Standard Strike	Standard Strike	Standard Strike
Action Roll	No Effect			Score 1 Hit	Score 2 Hits	Score 2 Hits and Explode
Resistance Roll	No Effect	Negate 1 Hit	Negate 2 Hits	No Effect		

CRITICAL DAMAGE EFFECTS DICE

<p>BREACH A model suffers 1 Damage in its Consolidation Step for each <i>Breach</i> it has.</p>	<p>STRUCTURAL FAILURE A model's Armour rating has a -1 Modifier for each <i>Structural Failure</i> it has.</p>
<p>HAZARD A model suffers 1 Disorder in its Consolidation Step for each <i>Hazard</i> it has.</p>	<p>SHREDDED DEFENCES A model's Defences rating has a -2 Modifier for each <i>Shredded Defences</i> it has.</p>
<p>NAVIGATION LOCK While a model has at least one <i>Navigation Lock</i> it cannot Come About or engage Full Reverse.</p>	<p>SYSTEM FAILURE While a model has at least one <i>System Failure</i> its Systems are negated and it cannot gain Unit Benefits from other models' Systems.</p>



DYSTOPIAN WARS



DISORDER

DISORDER EFFECTS

Demoralised
All levels


Each level of **Disorder** a model has imposes a -1 Modifier on its **Crew** rating. In addition, each level of Disorder a *Carrier* model has imposes a -1 Modifier to the X value of its *Carrier* (X) property.

Panicking
Level 2


If an **Action Roll** is made for a model with **2** levels of Disorder, any **Heavy Strikes** in the roll are **Converted** to **Standard Strikes** after Re-rolls have been resolved.

When making a **Broadside action** in which least one **Participating** model has **2** levels of Disorder, **Heavy Strikes** inflict only **1** **Damage**.

Mutinous
Level 3


If an Action Roll is made for a model with **3** levels of Disorder, any **Heavy** and **Exploding Strikes** in the roll are Converted to **Standard Strikes** after Re-rolls have been resolved.

When making a Broadside action in which least one Participating model has **3** levels of Disorder, **Heavy** and **Exploding Strikes** inflict only **1** **Damage**.

Mistress Mineko
Akamatsu, High
Seneschal of
Yunaku





DYSTOPIAN WARS



DEPLOYMENT & OVERVIEW

DEPLOYMENT ORDER

- 1) Deploy an *Immobile* unit.



- 2) Deploy an *Airbourne* unit.



- 3) Deploy an *Surface* unit.



- 4) Deploy an *Underwater* unit.



- 5) Make a Special Deployment action.

ROUND OVERVIEW

1) Ready Phase

- A) Determine **Initiative**
- B) Draw Cards
- C) Deploy Reserves

2) Launch Phase

Admirals activate launching **SRS tokens**, in Turn Order.

3) Activation Phase

Admirals alternate **Activating** units, in Turn Order:

- A) Withdrawal Step
- B) Movement Step
- C) Action Step
- D) Consolidation Step

Before selecting a unit to Activate, an Admiral can resolve an **SRS Mission**.

4) End Phase

- A) Complete Objectives
- B) Clean Up



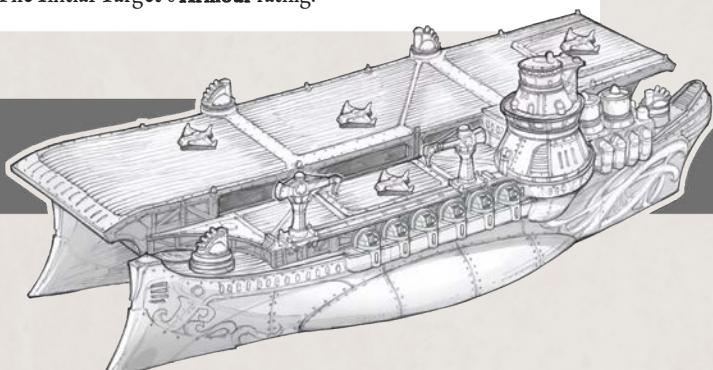
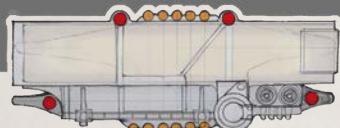
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ACTION ROLL CHARTS

ATTACK ACTION

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



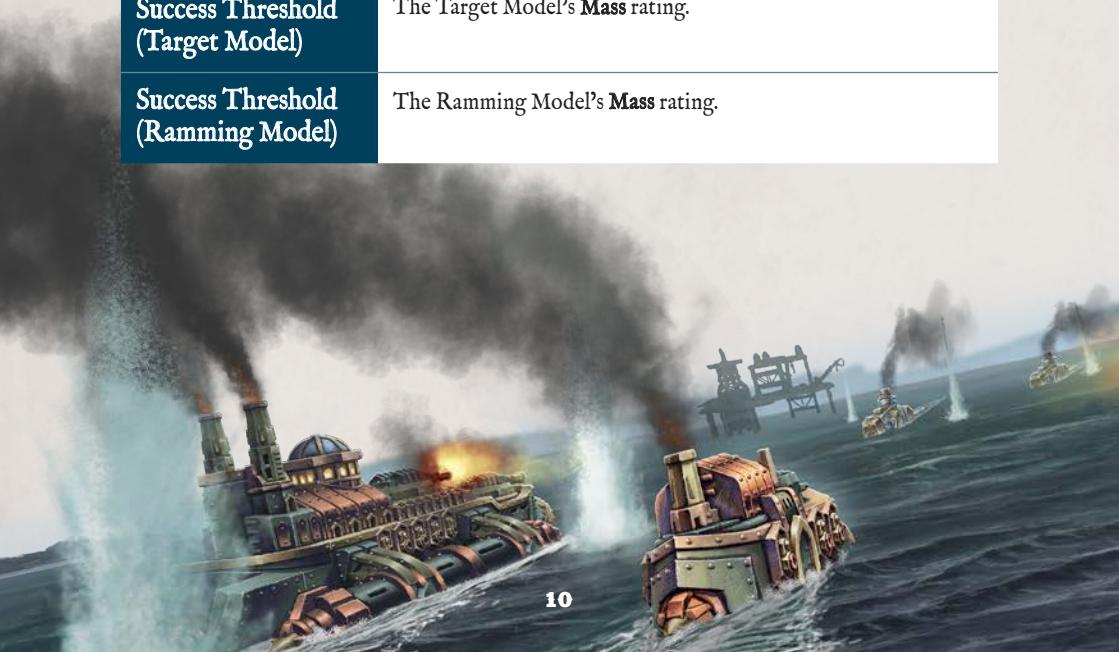


BOARDING ACTION

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

RAMMING

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





SRS ATTACK RUN

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

SRS INTERCEPTION

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



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OTHER DICE ROLLS

BROADSIDE ROLL

Roll Action Dice equal to the total **Broadside** ratings of all models whose flank batteries are **Contributing**.

The target suffers **1 Damage** for each **Standard Strike**, and **2 Damage** for each **Heavy** or **Exploding Strike**. If at least **1 Damage** is inflicted, the target also gains **1 level of Disorder**.

COLLISION ROLL

Roll Action Dice equal to the moving model's **Mass** rating.

The model suffers **1 Damage** for each **Standard**, **Heavy** or **Exploding Strike**. In addition, it gains **1 level of Disorder**.

REPAIR ROLL

Roll Action Dice equal to the model's **Repair** rating, plus **1 Bonus Die** if the model's unit has any **Escort** tokens.

For each **Heavy Strike** or **Exploding Strike**, remove a **Critical Damage Effect** from the model.

RESERVE ROLL

Roll Action Dice equal to the **Round Number**.

If the roll contains no **Heavy Strikes** or **Exploding Strikes**, the unit does not arrive this Round.

If the roll contains **Heavy Strikes** but no **Exploding Strikes**, the unit arrives on an **Edge** within its own **Deployment Zone**.

If the roll contains at least one **Exploding Strike**, the unit arrives on any Edge outside of the opposing Admiral's **Deployment Zone**.

