

2024-2025

DYSTOPIAN
WARS
NAVAL
OPERATIONS
ALMANACK

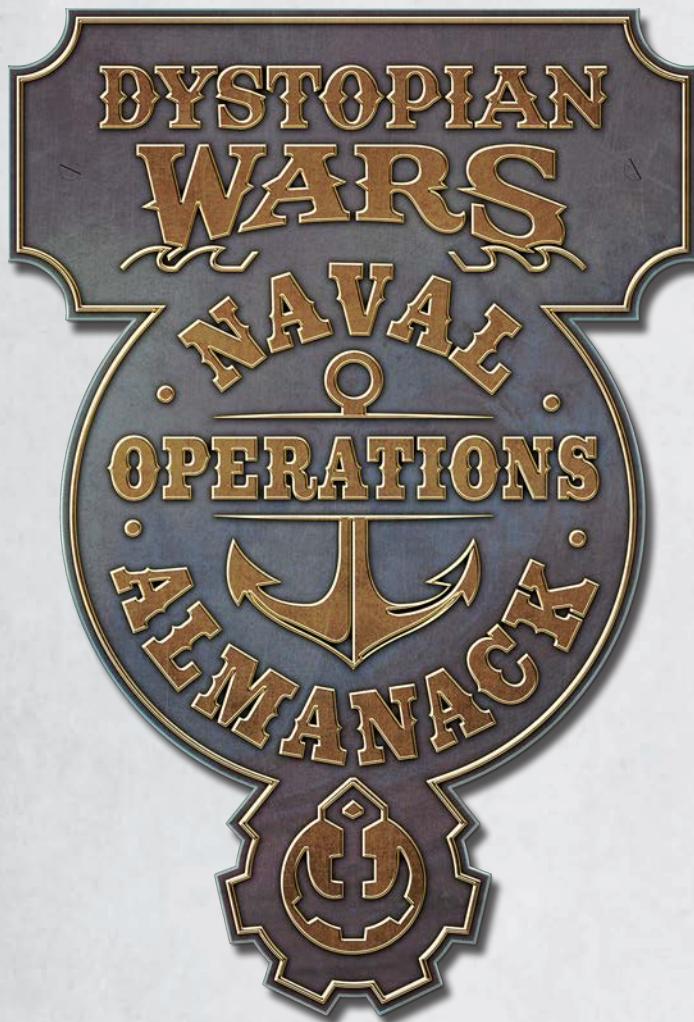


PART OF THE

DYSTOPIAN AGE



2024-2025



Welcome to the *Naval Operations Almanack*! This document adds some updates and new content to *Dystopian Wars*, while also acting as a replacement for the 2023 Admiral's Tournament guide.

In the Almanack, you will find:

- *The Admiral's Tournament* – a set of tools for running a competitive organised play event.
- Updated rules for *Fog of War* and *Terrain*.
- New rules for *Landing Ships* and *Merchant Vessels*.
- 30 *Encounters*, 12 of which are new for this document.

The new and updated rules can be used in conjunction with the Organised Play rules, or they can be used in standalone games as long as both players agree to do so.



THE ADMIRAL'S TOURNAMENT



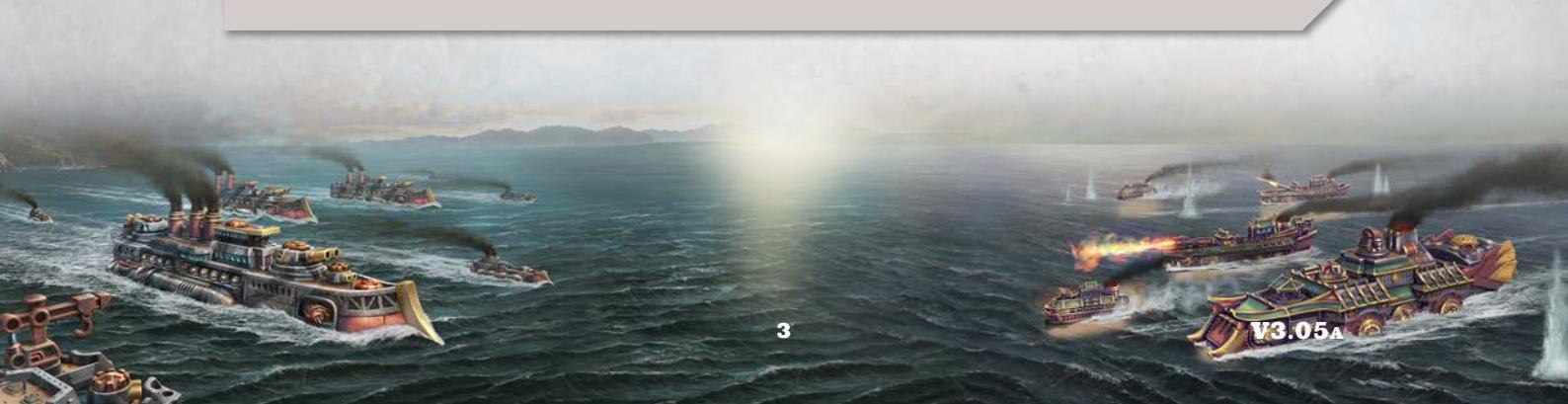
This section features guidelines for running competitive Organised Play events. These events are a great way for clubs and communities to grow, giving players the chance to come together and challenge each other in a spirit of friendly competition.

The person running the event is referred to in this section as the **Event Organiser**, or EO. If preferred, the EO role can be shared by multiple people – this can be essential when running larger events! The EO should familiarise themselves with this entire section.

People who are playing in the Tournament are referred to in this section as **Participants**. They should familiarise themselves with *Overview*, *Admiral's Awards* and *Participant Rules*, but do not need to read *Running the Event*.

DESIGNER'S NOTE: MAKING CHANGES

There is no right or wrong way to run a tournament, and the Event Organiser (EO) is never obliged to use the rules presented here. Rather, this section gives a solid format for new EOs, and a starting point that experienced EOs can modify, overhaul or entirely ignore depending on their needs.





DYSTOPIAN WARS



OVERVIEW

An Admiral's Tournament is a two-day competition for a group of 6 or more Participants. Over the course of the event, Participants will play five games of *Dystopian Wars* against their fellow competitors. At the end of the event, prizes are awarded for the most Tournament Points (*earned by winning games*), for the best-painted Force, and for the most sporting Participant.

Prior to the Tournament, each Participant creates a **Force List**, following the rules found on page 8 of this document.

VERSION CONTROL

All games must be played using the latest version of the *Dystopian Wars* Rulebook, and each Participant must use the most up-to-date version of their Faction's ORBAT. These can be found on the *Dystopian Wars* website.

If an update to the Rulebook or an ORBAT is released less than a calendar month before a tournament is due to begin, the **previous version** of that document should be used. The EO should endeavour to contact all Participants in advance to ensure that they are aware of this.

It is recommended that Participants download their Faction's ORBAT when signing up for the event to make sure they have a copy, as any out-of-date ORBAT's may not be available on the *Dystopian Wars* website.

FORCES

Each Participant must prepare a **Force List** before the Tournament, following all of the current rules for Force selection. The Force List cannot exceed 1,500 points.

A Participant's Force List must be used for all of their games during the Tournament. No weapons swaps, Unit upgrades or other changes may be made to the Force List once submitted.

REGISTRATION

At the start of the event, each Participant must register with the EO, and provide a copy of their Force List.

When they do so, they will be given a unique **Participant ID (PID)** number and a set of **Report Slips**:

- One Gilt Lily slip, for reporting their vote for the painting competition.



- One Chivalrous Favour slip, for reporting their favourite opponent.
- Five Victory Laurels slips, for reporting the outcomes of their games.

These slips will be completed and submitted to the EO across the course of the event.

MATCHES

At the start of each Match, Participants are organised into pairs, and each pair plays a single game of *Dystopian Wars*, using a pre-selected Encounter. The terrain for the game will be set up by the EO ahead of the start of the Match.

Participants must keep track of the number of Victory Points they score during the game. At the end of each game, the winner scores 5 Tournament Points, and the loser scores 1 Tournament Point. In the case of a draw, both Participants score 3 Tournament Points.

Each Participant must then complete a Victory Laurels Report Slip, and both must be submitted to the EO. The slip records the following information:

- The PID of the Participant submitting their slip
- The PID of their opponent
- The outcome of the game (*win, loss or draw*)
- Each Participant's Victory Points total at the end of the game.

ENDING A MATCH

Once all games have been completed, or when the allotted time runs out, the EO calls “Dice Down”, signalling the end of the Match. If any games are still in progress, the current Round ends immediately. Any Victory Points that would be scored at the end of the Round and/or the end of the game are added to each Force’s total, and then a winner is determined.

The EO will then collate the results, and organise Participants into new pairs, ready for the next Match.





DYSTOPIAN WARS

ADMIRAL'S AWARDS

There are three Admiral's Awards to be won during an Admiral's Tournament:

- Gilt Lily (*Best-painted Force*)
- Chivalrous Favour (*Most Sporting Participant*)
- Victory Laurels (*Most Tournament Points*)

The aim of these awards is to encourage fair play and effort, not just shrewd tactics and killer force lists.

DETERMINING WINNERS

The winner of each Award is determined in a different way.

GILT LILY (BEST-PAINTED)

Before announcing the event, the EO determines a category for which the Gilt Lily award will be chosen. They can choose from the following list, or use a different category of their choice:

- Best Single Model
- Best Battlefleet
- Best Unit

At some point during the event (*over a lunch break is ideal*), the EO invites Participants to display their eligible painted entries, along with their PID. Then, each Participant is invited to submit their **Gilt Lily Report Slip**, which records the following information:

- The PID of the Participant submitting the slip.
- The PIDs of their first and second choices for the best-painted entry.

Participants are encouraged to keep their votes secret. A Participant is not allowed to choose their own entry.

The Participant whose entry receives the most first-choice votes wins the Gilt Lily. In the case of a tie, second-choice votes are used as a tiebreaker. In the case of a further tie, all tied Participants share the Gilt Lily.





CHIVALROUS FAVOUR (MOST SPORTING)

At the end of the fifth Match, in addition to submitting their final **Victory Laurels** slip, each Participant is invited to submit their **Chivalrous Favour Report Slip**. This records the following information:

- The PID of the Participant submitting the slip.
- The PIDs of their first **and** second choices for favourite opponent.

There are no hard-and-fast rules for how to choose a favourite opponent, but Participants are encouraged to choose the Participant whose behaviour and attitude helped to create the best atmosphere during the game. As with the Gilt Lily, Participants are encouraged to keep their votes secret.

The Participant whose entry receives the most first-choice votes wins the Chivalrous Favour. In the case of a tie, second-choice votes are used as a tiebreaker. In the case of a further tie, all tied Participants share the Chivalrous Favour.

VICTORY LAURELS (MOST TOURNAMENT POINTS)

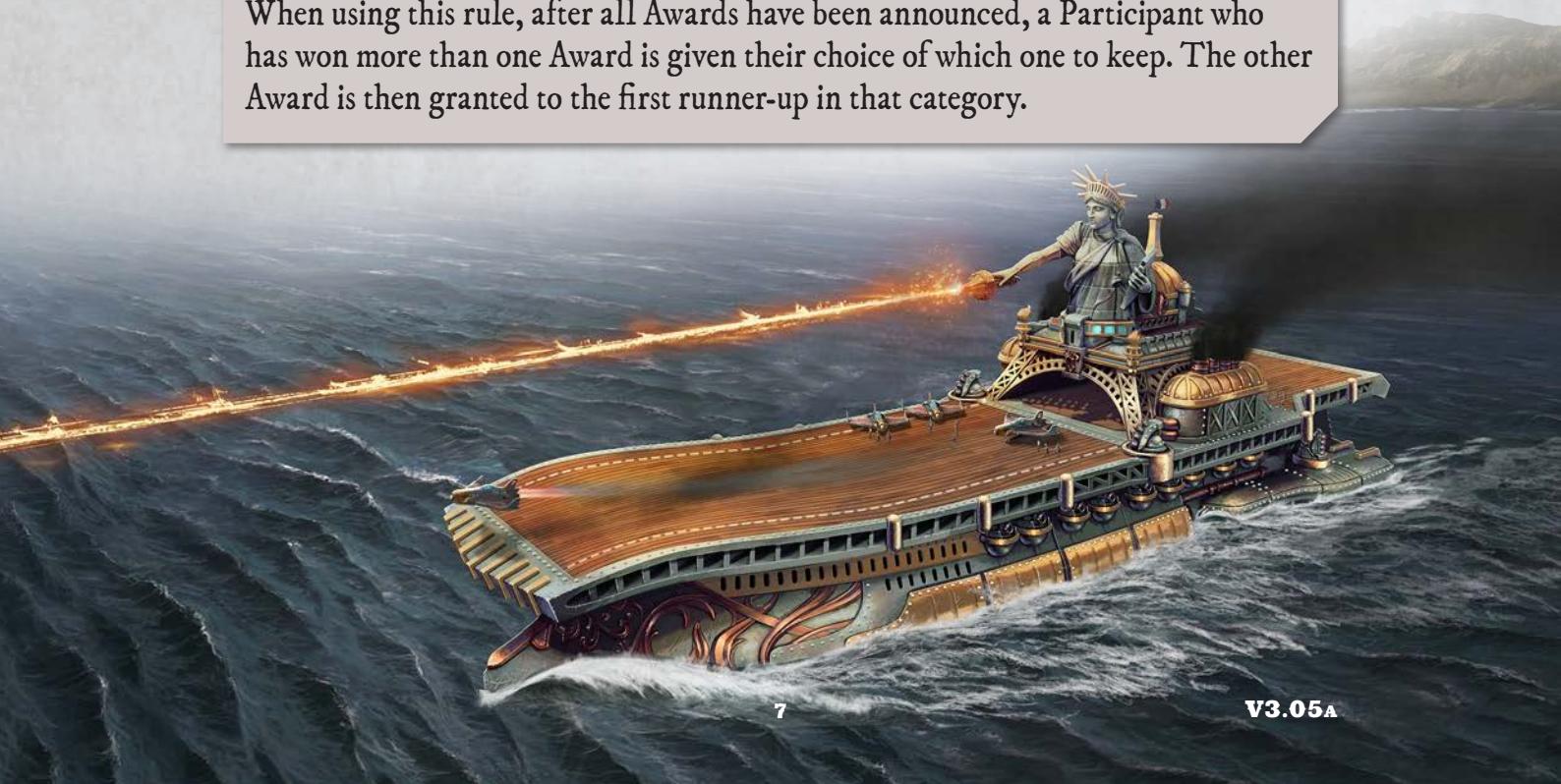
During the Tournament, the EO keeps a running total of each Participant's Tournament Points and Victory Points.

The Participant who has scored the most Tournament Points at the end of the fifth Match wins the **Victory Laurels**. In the case of a tie, Victory Points are used as a tiebreaker. In the unlikely case of a further tie, all tied Participants share the Victory Laurels.

OPTIONAL RULE: THERE CAN ONLY BE ONE

If the EO would like to avoid Participants winning more than one Award, they can use this rule. If they do so, they must inform the Participants prior to the start of the first Match.

When using this rule, after all Awards have been announced, a Participant who has won more than one Award is given their choice of which one to keep. The other Award is then granted to the first runner-up in that category.





DYSTOPIAN WARS

PARTICIPANT RULES

All Participants must abide by the following rules while attending the Admiral's Tournament. At the EO's discretion, a Participant who deliberately breaks these rules can be penalised, disqualified or ejected from the event.

FORCE SELECTION

Each Participant must create a written Force List before registration. The list must clearly state the following:

- The Participant's name, and a characterful name for their Force.
- The total Points cost of the Force, which must not exceed 1,500 points.
- The Force's Faction.
- The Battlefleet(s) that make up the Force.
- Each Unit in the force, including:
 - The Points cost of the Unit;
 - Which Battlefleet the Unit belongs to;
 - How many models are in the Unit;
 - Any optional Upgrades that have been purchased
(and, where necessary, which models they have been purchased for).



Each Participant must bring two copies of their Force List. The first is given to the EO upon registration, the second is for the Participant to refer to during play. A Participant is allowed to view their opponent's Force List at any point during the Tournament; Participants may wish to bring a third copy, and offer it to their opponent at the start of each game.

ORBATS

Each Participant's Force List must be created using the latest version of the chosen Faction's ORBAT, as found at www.dystopianwars.com. (*If an update has been released fewer than 30 days before the start of the event, the previous version should be used instead, as described under Version Control on page 4 of this document.*)

Each Participant must have access to their ORBAT for the whole duration of the event. This can be a printed or digital copy, but Participants using digital copies are responsible for ensuring that their device remains charged and in working order. Backup devices and power packs are recommended for any players who choose to use digital ORBATS.



MINIATURES

Each Participant must bring appropriate miniatures for all of the units in their Force. Minimum painting standards will be set by the EO when the event is announced.

Each model in a Force must be represented by its official Warcradle miniature, or a conversion that follows the rules below. Participants cannot use models as proxies (*stand-ins*) for other models.

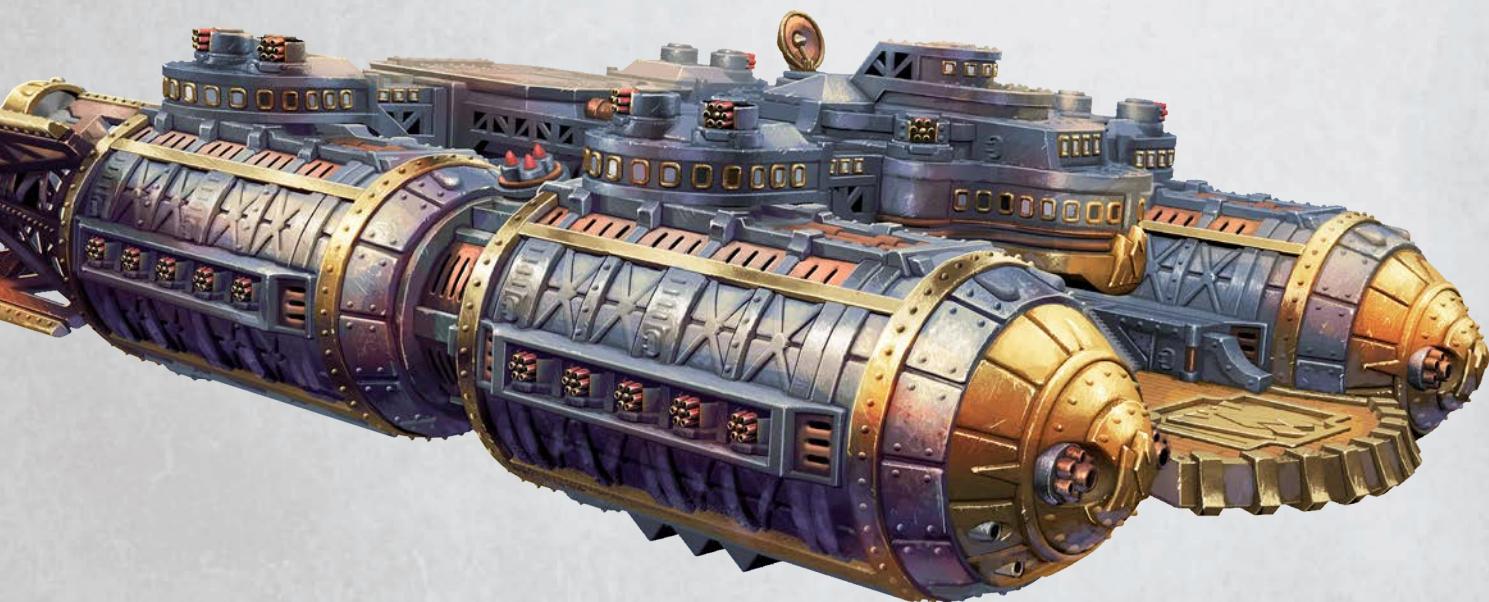
CONVERSION RULES

Participants are allowed to convert their miniatures, as long as the following standards are met. Paint schemes do not count as conversions.

- The conversion must be based on the official Warcradle miniature, with no more than $\frac{1}{3}$ new parts.
- The conversion must be clearly identifiable as the intended model, including any weapons and upgrades.
- If the official Warcradle miniature is supplied with a base, the model used during the event must be on a base of the same size and shape.
- A model cannot be converted in such a way that any part of the model represents the intellectual property of any party except Warcradle Studios, including copyrighted logos, symbols, iconic elements, or other iconography.
- Any conversions must be clearly pointed out to the opponent before the start of each Match.

The golden rule of converting models is this: if the EO cannot independently, easily and accurately determine which model a conversion represents, it cannot be used during the event.

Players are encouraged to contact their EO if they have any questions about conversions.





GAMING ACCESSORIES

Each Participant must bring the following to the event:

- A complete deck of 60 Victory & Valour cards. These can be inserted into identical card sleeves, but cannot be altered in any way. Participants are allowed to use Victory & Valour cards that have been printed from www.dystopianwars.com, as long as there is exactly one copy of each card from the printout, and they have all been cut out and inserted into identical card sleeves.
- Any dice, templates, measuring tools and tokens that they will need to play games with their chosen Force. These can be official (*such as those found in the Rules & Gubbins Set, or can be third-party, as long as they are recognisable and accurate*). A Participant's dice can be scrutinised at any point during the event by an opponent or the EO.

DECK ETIQUETTE

At the start of each Match, before any Victory & Valour cards are drawn, each Participant must shuffle their deck thoroughly, in view of their opponent. If they wish, each Participant may then cut their opponent's deck once. While shuffling and cutting decks, ensure that neither Participant sees the faces of any cards.

To cut a deck, split it into two roughly equal halves, then place the half that was previously on the bottom of the deck on top of the other half.

RULES DISPUTES

If any rules disputes arise, Participants should consult a Judge, who will refer to the current *Dystopian Wars* Rulebook, Errata and FAQ documents. If they cannot find a clear answer, they will make a ruling using their best judgement.

If a player disagrees with a ruling made by a Judge, they can request that the Head Judge be brought to their table. The Head Judge's word is final, and players are expected to respect their decision.

ETIQUETTE, RESPECT AND THE SPIRIT OF THE GAME

The aim of the Admiral's Tournament is to have a fun time playing games of *Dystopian Wars* against a variety of opponents.

The following principles are not an exhaustive list, but by following them, Participants can help to ensure that everyone has a fun time.

- Treat other Participants, and the EO, as you would wish to be treated.
- Assume good faith, and don't jump to accusations of cheating.
- Apologise for any mistakes you make, and accept your opponent's apologies.
- Let other Participants play their games – don't be a backseat Admiral!
- Be punctual, and don't waste your opponent's time.
- Accept your losses graciously, and celebrate your opponent's victories.



DYSTOPIAN WARS

RUNNING THE TOURNAMENT

Organising an Admiral's Tournament is a great way to energise and inspire your local *Dystopian Wars* players and really build a sense of community. It's no small task to run an organised play event, but the following guidelines should help make it as easy as possible.

BEFORE THE EVENT

When planning your event, there are a number of elements that you will need to consider. Here's a checklist of key points:

- What is the maximum number of Participants?
- Do you have a large enough venue?
- Do you have enough gaming tables?
- Which Encounters will you use for each Match?
- Do you have sufficient terrain, including any special terrain for Encounters?
- Do you have spare dice, templates, Victory & Valour cards, Rulebooks, ORBATs, pens and paper?
- Do you have a spare player on hand, with a Force, in case there is an odd number of Participants?
- Do you know who will act as Judges? (*See below.*)
- Will you be offering any prizes for the three Awards?
- Which category will you use for the Gilt Lily Award?
- How, and when, will you communicate the event details (*including the Gilt Lily category*) to your Participants?
- How will you display and track Match times, and keep things running on time?

JUDGES

You will need to ensure that there is at least one Judge for the event – an experienced *Dystopian Wars* player who is not taking part in the tournament. This could be you, or someone else. For larger events, it is good to have multiple judges, but there must always be a single Head Judge, whose word on any rules disputes is final.





CHOOSING ENCOUNTERS

When planning the event, you need to decide which Encounters will be used for each Match. It is recommended that only the Encounters in this document are used.

Some EO's will prefer to choose a set of themed Encounters to give their event a theme, but if you prefer a random element, you can roll on the table below for each Match, re-rolling any Encounters that have already been used. To roll on the table, roll an Action Die to determine the column, then roll again to determine the row.

Common Encounters	Desperate Encounters	Perilous Encounters	Landing Encounters	Merchant Encounters	
	C1: Fog of War	D1: Ambush	P1: Live to Tell the Tale	L1: Isla Dorado	M1: Convoy Assault
	C2: Hold at all Costs	D2: Dance with the Devil	P2: Survey Under Fire	L2: Cast Away	M2: Rescue Mission
	C3: Salvage Rights	D3: Escalation	P3: The Cyclone	L3: Coastal Erosion	M3: Hidden VIP
	C4: Oil Fields	D4: Outpost Assault	P4: The Rescue	L4: Archipelago Control	M4: It's a Trap!
	C5: Rule the Waves	D5: Research Station	P5: The Big Freeze	L5: Treasure Hunt	M5: Cape of Destruction
	C6: The Tempest	D6: Sabre Rattle	P6: Eye of the Storm	L6: New Recruits	M6: Ship Graveyard

The **Landing** and **Merchant** Encounters are separated due to the fact that they need additional resources such as specific Terrain or Miniatures. They are not meant for impromptu games using standard Force Selection. The EO should decide ahead of time if they are using these Encounters and how to provide any necessary resources. The EO should decide whether they will provide them, or if they will ask Participants to provide their own. If choosing the latter, they will need to ensure that Participants are made aware of this before they sign up for the event.





RUNNING ORDER

Here is a suggested running order for an Admiral's Tournament. EOs should alter this as needed to suit their needs, but should ensure that there is enough time for Participants to complete all five Matches, with enough time between Matches to collate results and decide new pairings.

DAY ONE

09:00 - 09:30 Registration
09:30 - 09:45 Briefing
10:00 - 12:30 First Match
12:30 - 13:15 Lunch Break / Gilt Lily Voting
13:15 - 13:45 Second Match
13:45 - 16:00 Break
16:00 - 18:30 Third Match

DAY TWO

09:45 - 10:00 Preparation for Fourth Match
10:00 - 12:30 Fourth Match
12:30 - 13:15 Lunch Break
13:15 - 15:45 Fifth Match
15:45 - 16:00 Break
16:00 - 16:15 Award Ceremony

PREPARING THE EVENT

Prior to the start of the event, print out enough pages of the **Admiral's Tournament Record Sheet** to ensure that you have enough rows for the number of Participants you are expecting. Write a unique Participant ID (*PID*) number on each row of the sheet. If you know the names of the Participants that are attending, it can be helpful to add these to the sheet before Registration, to save time.

TECHNOLOGICAL MARVELS

The Admiral's Tournament Record Sheet is just one way of recording information during the event. If you have the skills to do so, you might prefer to create your own system with spreadsheet software such as Microsoft Excel or Google Sheets.

Some EOs will no doubt create spreadsheets that do a lot of the hard work for them, automatically tracking Tournament Points from Match to Match, ranking Participants, and so on. This is all very helpful, and great if you know how to do it! The printed Record Sheet is a simple option for those who lack this technological know-how.

You will also need to print out a copy of the **Admiral's Tournament Report Slips** sheet for each Participant. Printing a couple of spares is a good idea.

On the day of the event, before Participants start arriving, you should prepare the gaming tables. Set up terrain on each table following any guidelines for the Encounter you chose for the first Match. You should endeavour to create a balanced play environment on each table, and each table should have a roughly similar distribution of terrain.



REGISTRATION

When Participants start arriving:

- Write the name of their **Force** and their chosen **Faction** on the Record Sheet.
- Inform them of their **PID number**.
- Collect a copy of their **Force List**, and check that it follows the rules listed on **page 8**.
- Give them a copy of the **Report Slips** sheet, and tell them to write their PID in the relevant box on each slip.

Before starting the **Briefing**, choose pairs of Participants at random – these are the initial Pairings. These should be noted on the Record Sheet.

If there is an odd number of Participants, the one who is not allocated an opponent receives a **Bye**. They will not play a game in the first Match, and will instead automatically score **5 Tournament Points**.

BRIEFING

Once Registration is complete, you should deliver a briefing to all of the Participants, including the following:

- A brief overview of the event structure, and how Matches will work.
- A run-through of the timings for each day.
- An explanation of how the Report Slips are used.
- A reminder of the Awards, and how they are won.

This is also a good chance to point out any Judges or other people who will be helping run the event.

Once any questions have been answered, you can announce the initial Pairings, and allocate each pair to a gaming table. Remind players that they need to be at their table and ready to play by the start of the first Match.



RUNNING A MATCH

At the start of each Match, announce to the Participants that their time has begun.

During the Match, do your best to ensure that games run smoothly, and give the Participants regular reminders of how long they have left, especially in the last hour.

As each game finishes, each Participant must bring you a completed **Victory Laurels Report Slip**. Ensure that both slips from each game show the same information, and check with the Participants if they do not. Then, record the information on the **Record Sheet** – a Participant scores **5 Tournament Points** for a win, **3** for a Draw and **1** for a Loss.

If games are still running at the Match's end time, you should call “*Dice Down*”, as described on page 5.

DECIDING NEW PAIRINGS

Once a Match is over, and all results have been noted on the Record Sheet, you must decide the pairings for the next Match as quickly as possible.

To do this, group together all of the Participants who have scored the same number of Tournament Points, in total. Then randomly pair up the Participants within each group, starting with the **highest-scoring group** and working down.

If a group has an odd number of Participants, move the remaining one to the **next-lowest group**.

A Participant should not face the same opponent more than once. If this happens, redraw the group.

ODD NUMBERS AND BYES

If there is an odd number of Participants in the final group, the last Participant to be drawn (*who should be in the group with the lowest number of Tournament Points*) receives a Bye. They do not play a game, and instead automatically score **5 Tournament Points**.

A Participant should not receive more than one Bye during the event. If this happens, redraw the group.





THE ADMIRAL'S TOURNAMENT

REPORT SLIPS

VICTORY LAURELS REPORT SLIP: MATCH 1

My PID:	<input type="text"/>	Opponent's PID:	<input type="text"/>	I won this game	<input type="checkbox"/>
VPs scored:	<input type="text"/>	VPs they scored:	<input type="text"/>	I lost this game	<input type="checkbox"/>
				This game was a draw	<input type="checkbox"/>

VICTORY LAURELS REPORT SLIP: MATCH 2

My PID:	<input type="text"/>	Opponent's PID:	<input type="text"/>	I won this game	<input type="checkbox"/>
VPs scored:	<input type="text"/>	VPs they scored:	<input type="text"/>	I lost this game	<input type="checkbox"/>
				This game was a draw	<input type="checkbox"/>

VICTORY LAURELS REPORT SLIP: MATCH 3

My PID:	<input type="text"/>	Opponent's PID:	<input type="text"/>	I won this game	<input type="checkbox"/>
VPs scored:	<input type="text"/>	VPs they scored:	<input type="text"/>	I lost this game	<input type="checkbox"/>
				This game was a draw	<input type="checkbox"/>

VICTORY LAURELS REPORT SLIP: MATCH 4

My PID:	<input type="text"/>	Opponent's PID:	<input type="text"/>	I won this game	<input type="checkbox"/>
VPs scored:	<input type="text"/>	VPs they scored:	<input type="text"/>	I lost this game	<input type="checkbox"/>
				This game was a draw	<input type="checkbox"/>

VICTORY LAURELS REPORT SLIP: MATCH 5

My PID:	<input type="text"/>	Opponent's PID:	<input type="text"/>	I won this game	<input type="checkbox"/>
VPs scored:	<input type="text"/>	VPs they scored:	<input type="text"/>	I lost this game	<input type="checkbox"/>
				This game was a draw	<input type="checkbox"/>

GILT LILY REPORT SLIP

My PID:	<input type="text"/>	PID of my favourite choice:	<input type="text"/>	PID of my second favourite choice:	<input type="text"/>
---------	----------------------	--------------------------------	----------------------	---------------------------------------	----------------------

CHIVALROUS FAVOUR REPORT SLIP

My PID:	<input type="text"/>	PID of my favourite opponent:	<input type="text"/>	PID of my second favourite opponent:	<input type="text"/>
---------	----------------------	----------------------------------	----------------------	---	----------------------



THE ADMIRAL'S TOURNAMENT RECORD SHEET



DYSTOPIAN WARS

NEW AND UPDATED RULES

This section contains new and updated rules that can be used in games of *Dystopian Wars*. Some of them – for example, the Fog of War rules, and the Play Area Guide – were previously included in *The Admiral's Tournament 2023 Season* document. The rules for Merchant Vessels, and the rules for Territories and Landing Ships, are a new addition to the game.

The section after this one features a number of scenarios which make use of these rules, but players should feel free to use them in their games however they wish (*with their opponent's permission, of course.*)



ONLY TWO CENTS 2¢ EACH

The Dystopian Daily

Issue No. 472

Saturday, 15th September

Dystopian Wars, a tabletop wargame available now.
By James Smith

THE GAME IS AFOOT AND THE STAKES ARE HIGH FOR BOTH SIDES...

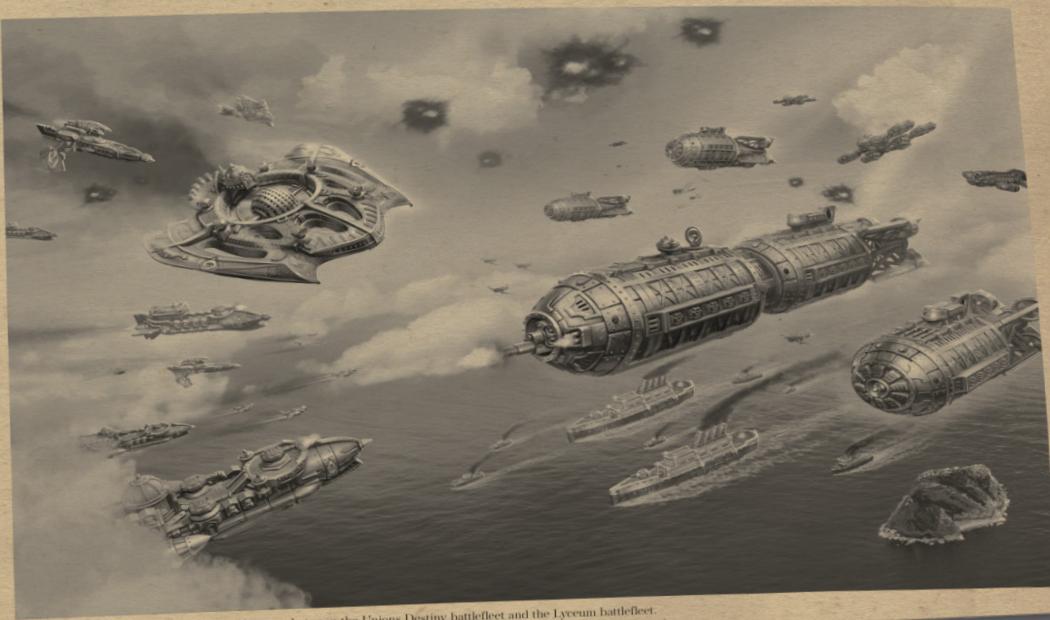
Dystopian Wars is an exciting tabletop game of naval battles that uses highly detailed models to represent huge engines of destruction above and below the high seas.

Set in an alternate late-nineteenth century called the Dystopian Age, super science fuelled nations clash over resources and power.

Pick your faction and fight for dominance over the seas and skies with incredible machines of war powered by extraordinary technology - dread marvels of the Dystopian Age.

Faction Battlefleets are a fantastic starting point to create a fleet of your chosen faction and start your journey in the world of Dystopian Wars.

Starting with a friend? Our Two Player Starter Sets are ideal for admirals looking to learn the game with a friend, providing everything



Above: Artist impression depicting a battle scene between the Unions Destiny battlefleet and the Lyceum battlefleet.



OF WAR

Some Encounters will use the Fog of War rules. This could represent an Encounter that takes place at night, in a rolling bank of fog or any other weird and wonderful effect that will limit the visibility of the crews aboard the ships involved in the Encounter.

If an Encounter states that it uses Fog of War (*including the Fog of War Common Encounter*) then use the following rules. Alternatively, Players should feel free to use Fog of War in any Encounter.

• FOG OF WAR

For each attack made, all Hit and Heavy Hit results initially rolled in the Action Dice Pool are Cancelled, before any re-rolls or Exploding Hits are applied (*see p.4 of the Dystopian Wars Rulebook*).

• PROXIMITY

The Fog of War Rule has no effect on any targeted Unit that is within 5" of an Enemy Unit or has Enemy SRS in base contact.

• BLOOM

If a Target Unit has already made a Shooting Attack in this Round, then they reveal their position by creating a visible Bloom. The Fog of War rule is ignored and normal Line of Sight rules apply against Initial Targets with a Bloom that Round. Attacks made with the Torpedo or Bomb quality do not create a Bloom.

• THE FOG LIFTS

Unless specified otherwise in the Encounter, at the start of each Round the Player with initiative rolls a number of Action Dice equal to the Round number. If two or more dice have the same result, once the dice are rolled, the Fog of War rules cease to be applied for the remainder of the Encounter.



DYSTOPIAN WARS

MERCHANT VESSELS

DESIGNER'S NOTE:

The following rules and Encounters assume that at least one Player has access to a box of Merchant Convoy Squadrons, most likely built as two Mass 2 Titan Class Conveyors, two Mass 1 Rhea Class Merchant Ships as well as having two Cargo Tokens. If these are unavailable to players, they should feel free to use any spare models or tokens of appropriate size, as long as both players are fully aware via the use of a paint job or other way of marking them. For example a spare Mass 2 Cruiser type model would make an acceptable Titan Class conveyor.

If a Player wishes, they may use an Olympia instead of a Titan Class Conveyor. They use the same statistics and Special Rules as the Titan but have the Skimmer Trait as opposed to the Surface Trait.



If an Encounter states that one or more Merchant Vessels are Placed on the Play Area, then they must follow these rules:

- It may not be placed within 2" of another Model or piece of Terrain
- It may not be faced in a way that would cause it to drift into another Model or piece of Terrain in its following move.
- If an Encounter states that “*Players place*” one or more Merchant Vessels, then the opponent of the player who placed it may face it in any direction of their choice, following the normal rules above.



If an Encounter states that a Player *must include* one or more Merchant Vessels, they are part of that player's force but cost no points nor take up Unit choices in any Battlefleet. They are additions that have *no cost of any kind*. Unless otherwise specified, that Player may deploy and activate them as normal, although they must be Deployed at the start of the game and *may not* be held in Reserve.

Merchant Vessels not controlled by a Player do not activate during the Player's turns and instead Activate at the start of the End Phase, before SRS Resolution, in an order of the last activating Player's choice. They follow these rules:

- A Merchant Vessel makes a Drift as normal based on its Mass.
- A Merchant Vessel makes a Move equal to half its Speed. It will not make a Turn unless doing so would prevent it from colliding with another Model or closing to within 1" of a piece of Terrain. If this happens, then it will turn as much as it needs to to avoid the previous conditions. It will always choose the easiest path to do this but if there are two or more equal options then the player activating them makes the choice.
- If a Collision occurs, follow the normal rules. Merchant Vessels are never considered to have made a Ram Action.
- If a Merchant Vessel leaves the Play Area, it is removed from play but is not considered Destroyed.

OPTIONAL NARRATIVE RULES

Whilst these rules for neutral Merchant Vessels are not written into any of the Encounters in this document, they are included here for players and EOs to add to their own games, as they see fit. Uncontrolled Merchant Vessels can add a certain amount of chaos to the play Area, providing moving cover and forcing players to reassess their routes to avoid collisions.

Perhaps both fleets are fighting in the civilian route of another Great Power? Maybe a flotilla of fishing vessels has stumbled across a site of strategic importance while hunting for richer seas? It could even be that an unfortunate cruise liner has made its scheduled stop, unaware that the local area has become politically unstable.

Feel free to add a few of these models if you have some in your collection and remember to have fun!



**CIVILIAN VESSELS****TITAN CLASS CONVEYOR**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	6	4	3	7	2	2	4	3
Crippled	2	4	3	2	5	1	1	3	4

RHEA CLASS MERCHANT SHIP

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	8	5	2	5	1	2	4	3

PEACE TREATY:

There are numerous treaties and agreements stating that civilians should not be fired upon. An enterprising captain can work around these, however. To make an attack or an assault against this Unit, an opponent must spend a card as a **Valour Effect**. This may be cancelled as normal (see p.12 of the *Dystopian Wars Rulebook*).

STRATEGIC ASSET: This Unit is worth +1 Victory Point to the Controlling Player of this Unit at the end of the Encounter if it is still in the Play Area. If this Unit is destroyed by an Assault Action, it awards +1 Victory Point to the Controlling Player of the Assaulting Model.

USEFUL FREIGHT: Once per turn on their Activation, for each Model in this Unit, the controlling Player may look at the top card from their **Victory & Valour** deck. They may discard the card or return it to the top of the deck.





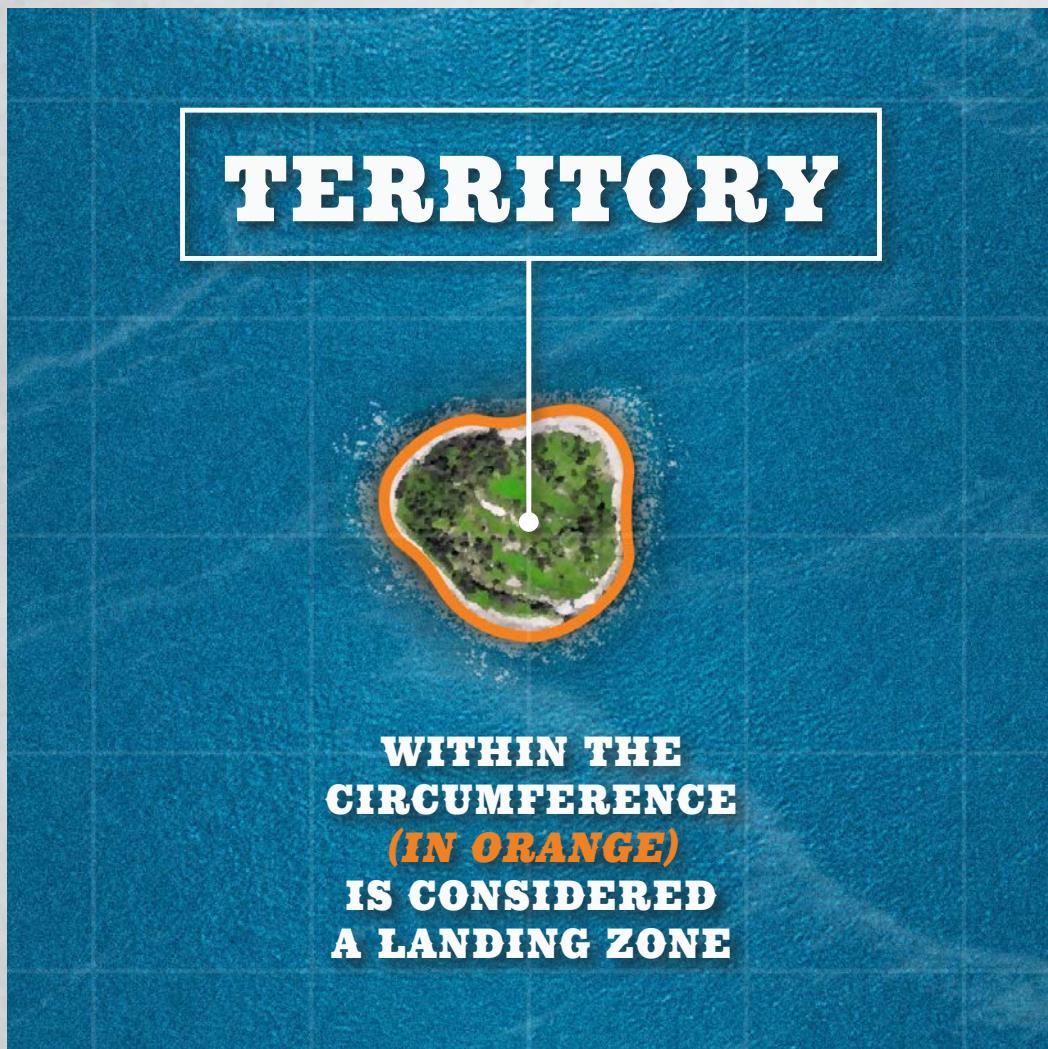
DYSTOPIAN WARS

TERRITORIES & LANDING SHIPS

Here we will cover the vital coasts, islands and archipelagos that players can land troops on and fight over, collectively called **Territories**. Territories are Terrain Features that may be affected by Landing Vessels as specified in the Unit's ORBAT. Territories are specially designated Land features (*see p.34 of the Dystopian Wars Rulebook*) which

must be assigned before the Encounter begins, either by the Encounter or mutually agreed by the players. Territories usually have all edges in the Play Area counting as Landing Points, unless otherwise stated.

For example; an Island designated as a Territory would have its full circumference as a Landing Zone.



For more information on Land, the Play Area is covered on page 26.



HOW TO PLACE GROUND ASSAULT TOKENS

Ground Assault Tokens, or GATs, can be placed on a Territory by any unit with the **Landing Vessel** Special Rule, which is reproduced below.

LANDING VESSEL

If this Model comes into contact with terrain identified in the Encounter as a Landing Point, it does not suffer damage and may remain stationary, with a Drift of zero for the Round. Each Model in this Unit in contact with the Landing Point must immediately place a number of Ground Assault Tokens equal to its Mass in a stack within 5" of the Landing Point on Ground Terrain. Once a stack of Ground Assault Tokens has been placed using this Model, then place this Model up to 2" from the Landing Point in any direction desired. This Model loses the Landing Vessel rule for the remainder of the Encounter.

Landing Vessels may increase their Fray when launching an Assault, equal to their Mass.

HOW GATS INTERACT WITH THE GAME

OCCUPIED TERRITORIES

A Territory that has one or more GATs on it is an Occupied Territory.

During the End Phase of each round, when **Checking for Victory**, a player scores 2 VPs for each Territory occupied by a friendly GAT.

SHOOTING AT OCCUPIED TERRITORIES

An Occupied Territory can be chosen as the target of a **Ranged Attack** by an enemy unit, as though it were a model. This is called a Bombardment.

GATs aren't treated as models, so they can't be targeted by attacks - the only way to remove them is to target the territory they are occupying with a Bombardment or another method specified in this document.

This is treated as an Attack, and the usual number of **Action Dice** are rolled (with relevant Weapon Qualities still applied). **Line of Sight** is measured to the Territory and uses its **Mass** for targeting rules such as **Concealment**. Weapons with the **Submerged** quality may *not* make a Bombardment.

As they are considered to be dug in and making use of cover, each GAT in a stack is only removed for every 5 Hits inflicted during the Bombardment. If there are both friendly and enemy GATs on a Territory, alternate their removal, starting with an enemy GAT.

For example: 17 Hits would remove three GATs total. Two enemy GATs would be removed and one friendly GAT would be removed.





ASSAULTING OCCUPIED TERRITORIES

An Occupied Territory can be chosen as the target of an **Assault** by an enemy unit, as though it were a model.

Resolve the **Launching an Assault** and **Into the Fray** steps as normal, but do not resolve the **Defending the Citadel** or **Assault Resolution** steps. Instead, for every S Hits inflicted by the attacking unit, one enemy GAT is removed from the territory.

SRS TOKENS AND OCCUPIED TERRITORIES

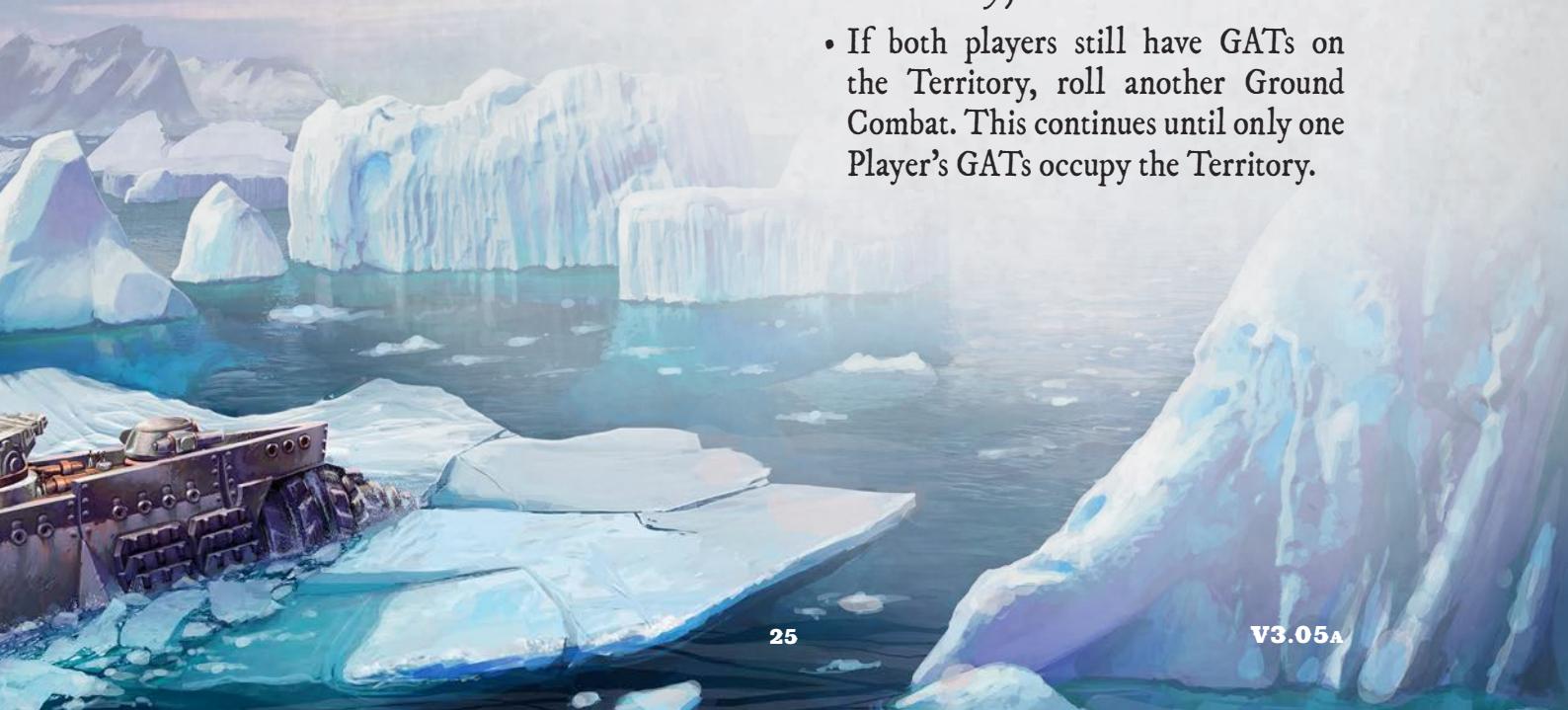
Players may place **SRS Tokens** in base contact with an Occupied Territory. If they do so, follow the rules for **SRS Resolution** (p.26 of the Dystopian Wars Rulebook) up until the **Attack Run** section (New Targets, Scramble, and Interception). Then, use the amount of Action Dice each SRS provides (usually 3 per SRS token) to make a Bombardment, and alternate removing enemy and friendly GATs as described in **Shooting at Occupied Territories** on page 24.

Note: Players may not discard friendly SRS tokens to affect the Defence roll of an Occupied Territory, as they may only be destroyed by Bombardments

GROUND COMBAT BETWEEN GATS

A Landing Vessel can deploy GATs onto a Territory that is already Occupied by the enemy. Unless destroyed, they remain on that Territory until the End Phase. Immediately after SRS Resolution, a **Ground Combat** is resolved on each Territory that is occupied by opposing GATs:

- All Ground Assault Tokens occupying the Territory add up their Action Dice Pool. This consists of 3 Action Dice per GAT unless otherwise specified. Players roll their Action Dice simultaneously.
- Hits count as one Hit, Heavy Hits count as two Hits and Exploding Hits count as two Hits and Explode, as usual. Counters and Heavy Counters count as one and two Counters respectively, as usual.
- Each Player then removes a number of Hits from their Attack Pool equal to their opponent's Counter results. Once resolved, one GAT is removed for each remaining Hit that was rolled by the opposing player. (*note: as the dice are rolled simultaneously, there may be no surviving GATs remaining on the Territory*)
- If both players still have GATs on the Territory, roll another Ground Combat. This continues until only one Player's GATs occupy the Territory.





DYSTOPIAN WARS

PLAY AREA GUIDE

The Play Area is divided into several distinct categories of Terrain to reflect the environment that the Encounters take place in. As each Player's collection of terrain will vary, it is recommended to discuss before the Encounter how each Terrain feature will be classified. The size of the Terrain is important too, as while Mass 1 Terrain is likely about the size of a small ship such as a destroyer or frigate, Mass 3 might be as long as a battleship or as high as a colossus. The important thing is that both Players agree before deployment.

Any given 24" x 24" area should contain enough terrain to at least add up to Mass 7 if combined. However, you should not put Terrain in deployment zones unless indicated by the Encounter.

IMPORTANT: The entire Play Area is assumed to be Open Water unless agreed otherwise.

OPEN WATER: Any 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 Unit Trait (*unless they also have the Amphibious Special Rule*).

DESTROYING TERRAIN: In most games of *Dystopian Wars*, Terrain cannot be destroyed. Though gun batteries, mortar shells and arc weaponry will churn up the ground, boil the sea and cause impressive pyrotechnics, any Terrain present will still

largely be unaffected. Should an Encounter require Terrain to be destroyed to complete an objective, the Encounter will specify how this can be done.

MOVING TERRAIN: Encounters may feature Terrain that moves. These might be represented by floating Sargasso, iceberg Obstacles jostling across the ocean or some esoteric aether-storm. During the End Phase, roll an Action Die for each piece of Moving Terrain. The Terrain is moved 5" in the direction of the blank facing. If the blank facing is either facing up or down on the die then the terrain does not move that Round. Some Encounters may have additional effects for such facings (*such as becoming aerial Terrain if facing upwards or being removed from the Play Area*). Such differences will be detailed in the Encounter. If Moving Terrain comes into base contact with a Model or Terrain that has Mass, resolve a Collision unless the Model or Terrain cannot trigger such a Collision. The Terrain then continues the rest of its movement unless it collides with Land, in which case it stops moving for the remainder of that Round.





HAZARDOUS TERRAIN: Regardless of any additional areas designated as Hazardous Terrain in the Encounter, **Treacherous Water** and all areas within 1" of Obstacles and Land are considered Hazardous Terrain to all Units except those with the **Skimming Unit** or **Aerial Unit** Positional Traits. Units in base contact with Hazardous Terrain at any point of their activation gain a Level of Disorder. A Unit may only gain a single Level of Disorder in this manner regardless of how often they come into base contact with Hazardous Terrain in their Activation). Hazardous Terrain can be combined with other terrain types to make them even more dangerous. **Aerial Terrain** that is made Hazardous causes a Level of Disorder to Aerial Units only.

TREACHEROUS WATER: Some parts of the Play Area, such as harbours, shallows, coral reefs or even a sunken wreck are considered as being Treacherous Water. **Treacherous Water** is Hazardous Terrain. Furthermore, Models with the **Submerged Unit** or **Surface Unit** Positional Traits double their Movement cost when moving through Treacherous Water. In this manner, every 1" moved counts as 2". If such Models move over both **Open Water** and Treacherous Water during the same Movement Phase, then their movement over Open Water is calculated as normal and only movement over Treacherous Water counts as double.

It is suggested that if only some of a Unit's Models will pass through Treacherous Water, then these are moved first to make maintaining Coherency easier. Treacherous Water is **Impassable** for Models with the **Ground Unit** Trait (*unless they also have the Amphibious Special Rule*.)

IMPASSABLE: Some parts of the Play Area will be of the **Impassable** type. This usually represents terrain that is to be avoided rather than traversed. If a piece of Terrain is considered Impassable for Models with a specific Positional Trait then such a Model coming into contact with that Terrain piece immediately resolves a Collision. See *Collisions & Rams* (p.29 of the *Dystopian Wars Rulebook*.)

LAND: This type of Terrain is at least **Mass 4** and is **Impassable** for all Models with the **Submerged Unit** or **Surface Unit** Position Traits. The Play Area within 1" of **Land Terrain** is considered Hazardous to all Units except those with the **Skimming Unit** or **Aerial Unit** Positional Traits. When a Model suffers a **Collision** with Land Terrain (*such as an island*) the Active Player immediately rolls a number of **Action Dice** equal to the Model's Mass Attribute. The Model suffers a Point of Damage for each Hit rolled and two points of damage for each Heavy Hit or Exploding Hit rolled. Common examples of Land Terrain include islands (*Mass 4 or larger*), shores and beachheads.





OBSTACLES: These are objects on or just under the surface of the water that are a danger to Models that come into contact with them. Usually, Obstacles affect all Units except those with the **Aerial Unit** or **Skimming Unit** Positional Traits. However, if they only affect a specific Positional Trait then they will include the Trait in the name of the Obstacle, such as **Barrage Balloons (Aerial Obstacle)**. The area 1" around Obstacle is considered **Hazardous Terrain**. Obstacles are categorised by **Mass** in the same way as Models. When creating terrain pieces to represent such Obstacles, Players should use Models of a similar physical size as a guide to Obstacle Mass. As always, whatever is agreed between Players determines the Mass of Obstacles. When a Model suffers a **Collision** with an Obstacle it is resolved exactly as though the Model had collided with Land. Furthermore, while Obstacles are a type of Terrain and cannot normally be destroyed, an Obstacle is removed from the Area of Play if it is of the same Mass or smaller than the Model that suffered a Collision with it. Common Examples of Obstacles include islands (**Mass 3 or less**), wreackages, sandbars and icebergs. Another common type of Obstacle are **Platforms** and these have additional rules detailed below.



PLATFORMS: These are a special type of Obstacle, and like all Obstacles, the area 1" around all Platforms is considered **Hazardous Terrain**. There are two kinds of Platforms that are taken as Terrain in Encounters. Terrain Platforms are designated as **Active** or **Inactive**. These should not be confused with any platform-like Units included as part of a Player's Force. Such Units are detailed fully in the *Faction Order of Battle (ORBAT)*.

- **Inactive Platforms** are the simplest to use and treated as **Mass 2** Obstacles. Larger Platforms are classed as **Mass 3 (or even greater)**, but use your judgement depending on the size of the miniature used.
- **Active Platforms** are treated as **Mass 2** Obstacles (*or larger exactly like Inactive Platforms*). Active Platforms use the following rules, however they may have specific rules detailed in an Encounter.
 - **HOSTILE:** Active Platforms are armed and will make a single Shooting Action at the **start** of the End Phase before SRS Resolution. The Attack is resolved against the closest Model within 10". Roll a number of Action Dice equal to the Platform's Mass (*usually 2*). The Target suffers a Point of Damage for each Hit rolled and two Points of Damage for each Heavy Hit or Exploding Hit rolled. Furthermore, as it is an Attack, the Exploding Hit generates an additional die. See **Exploding Hit** (*p.3 of the Dystopian Wars Rulebook*.)
 - **STORM THE PLATFORM:** Any Unit may Assault an Active Platform. Perform an Assault as usual. The Platform has a Defence Action Dice Pool of 10 + its Mass. If the Assault Outcome has 1 or more Hits, the Platform becomes Inactive. Otherwise treat it as a **Driven Back** result. Terrain does not receive Disorder Levels.



DYSTOPIAN WARS

2024-2025 SEASON ENCOUNTERS

This section features five sets of six Encounters. The Common Encounters, Desperate Encounters and Perilous Encounters previously appeared in The Admiral's Tournament 2023 Season, but have been slightly updated. The Landing Encounters and Merchant Encounters offer multiple different ways to make use of the new rules found earlier in this document.





COMMON ENCOUNTER C1:

FOG OF WAR

Fleets clash in a heavy bank of fog reducing visibility and causing chaos.

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

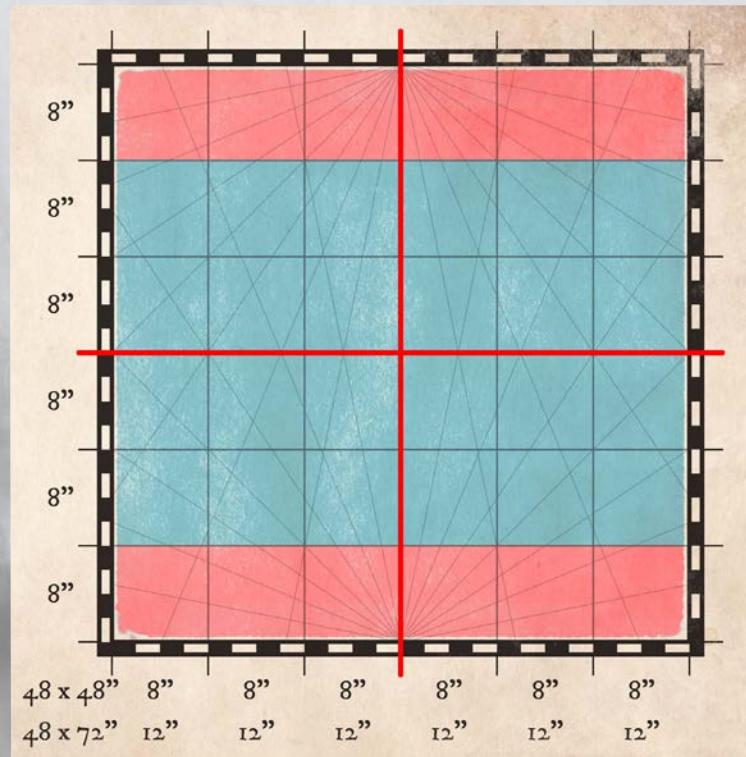
FOG OF WAR:

Follow the Fog of War Rules (see p.19 of this guide)

OBJECTIVE:

In the End Phase of each Round, each player scores 5 VPs for each quarter of the enemy side of the Play Area that has one or more of their Surface Unit or Skimming Unit Models completely within it, with no enemy Models (*of any kind*) completely within the same quarter.

In the final End Phase of the Encounter, this is increased from 5 VPs to 10 VPs.





COMMON ENCOUNTER C2:

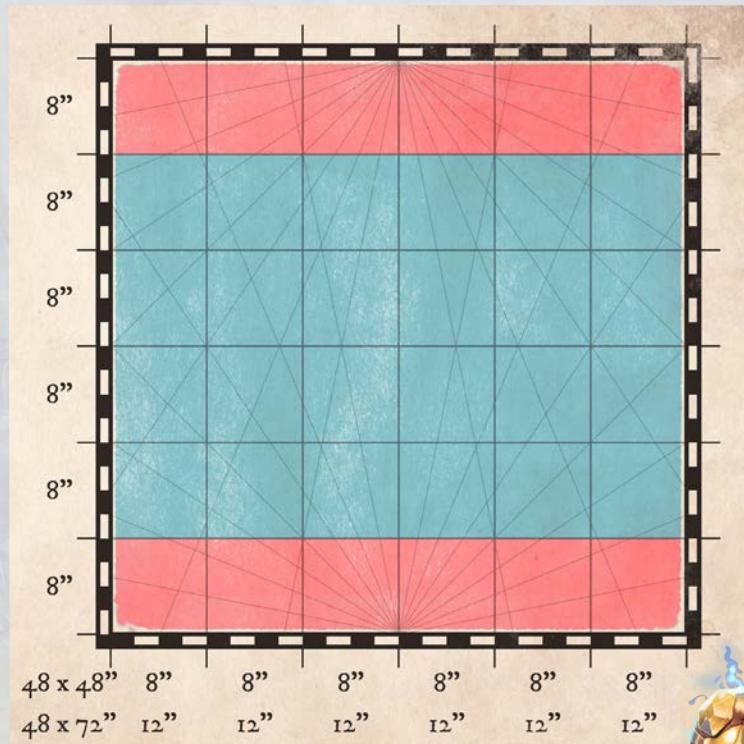
HOLD AT ALL COSTS

Admirals must fend off a rival Force preventing them from advancing beyond their position.

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

OBJECTIVE:

At the end of the Encounter, each player scores 2 VPs for each of their Surface or Skimming Units that is completely within their opponent's deployment zone. If there are no enemy Models within 10" of that Unit, they score 3 VPs instead.





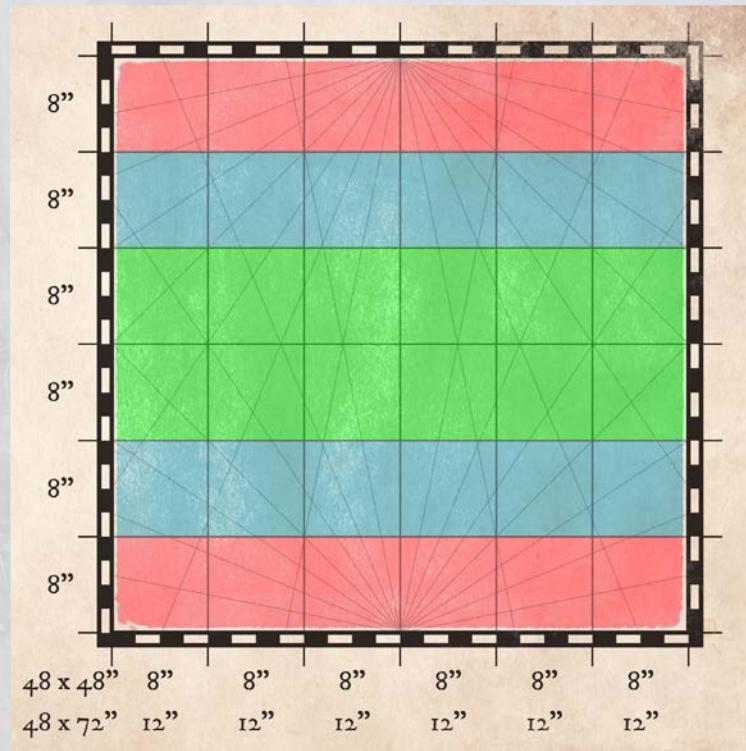
COMMON ENCOUNTER C3:



SALVAGE RIGHTS

A recent battle has left a sizable debris field scattered across the shallows. There will be technology, fuel, cargo and other treasures ripe for the picking just below the surface.

Each player takes 3 small Wreck Markers (*Approx 2"* in diameter). Each player alternately places one of the Wreck Markers in the green area of the Play Area, no closer than 6" from another Marker.



OBJECTIVE:

If a Surface Unit or Skimming Unit Model is within 1" of a Wreck Marker at the start of its Activation, they can make a single attempt to search: Roll an Action Die. On a **Blank**, the Wreck Marker is nothing of value. On a **Counter** or **Heavy Counter** score 3 VPs. On a **Hit** result or **Heavy Hit**, the player gains 5 VPs. On an **Exploding Hit** result, the player gains 10 VPs. After Rolling the die, remove the Wreck Marker.



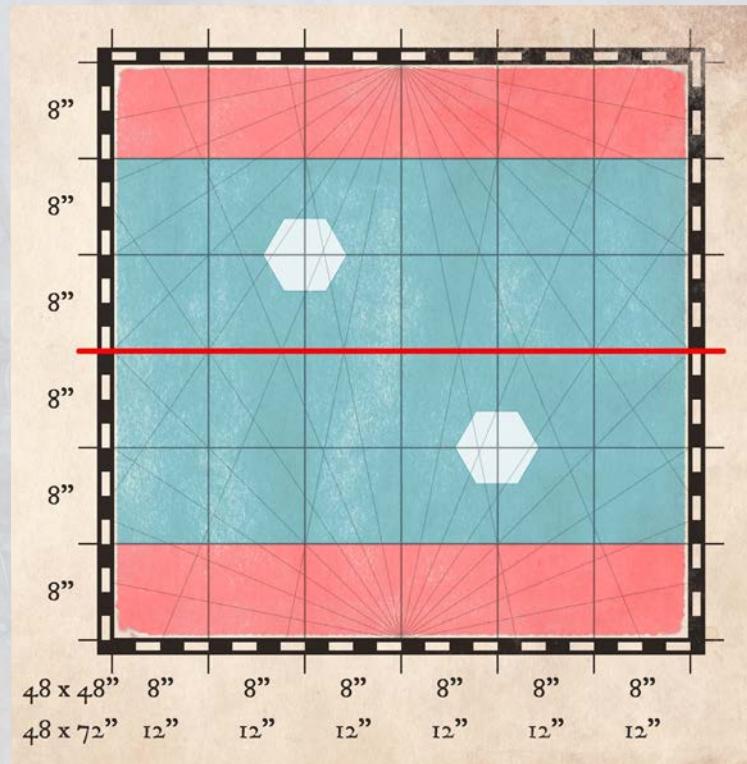


COMMON ENCOUNTER C4:

OIL FIELDS

Ownership of the seas are constantly being contested and the placement of oil platforms is just as contentious. Such platforms can change hands many times in a single month and patrols will regularly encounter enemy fleets attempting to take control of the valuable fuel sources.

Place two Mass 3 Inactive Platforms (see *Terrain rules p.27*) on each of the two hexagonal points marked on the map.

**OBJECTIVE:**

At the end of each Round, if a player has a Surface or Skimming Unit within 3" of the Inactive Platform closest to their Deployment Zone gain 3 VPs. At the end of each Round, if a player has a Surface or Skimming Unit within 3" of the Inactive Platform closest to their Opponent's Deployment Zone they gain 5 VPs.



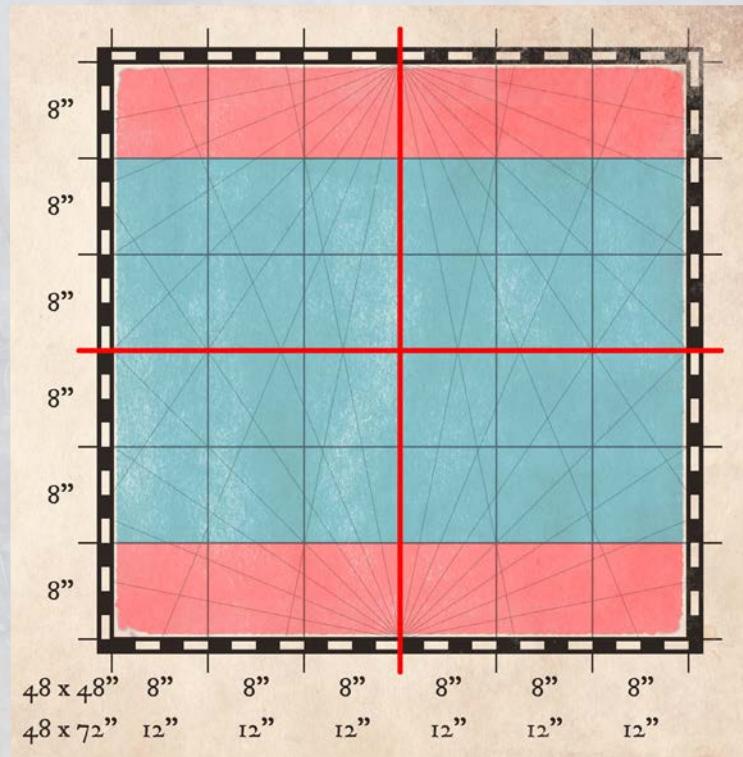


COMMON ENCOUNTER C5:

RULE THE WAVES

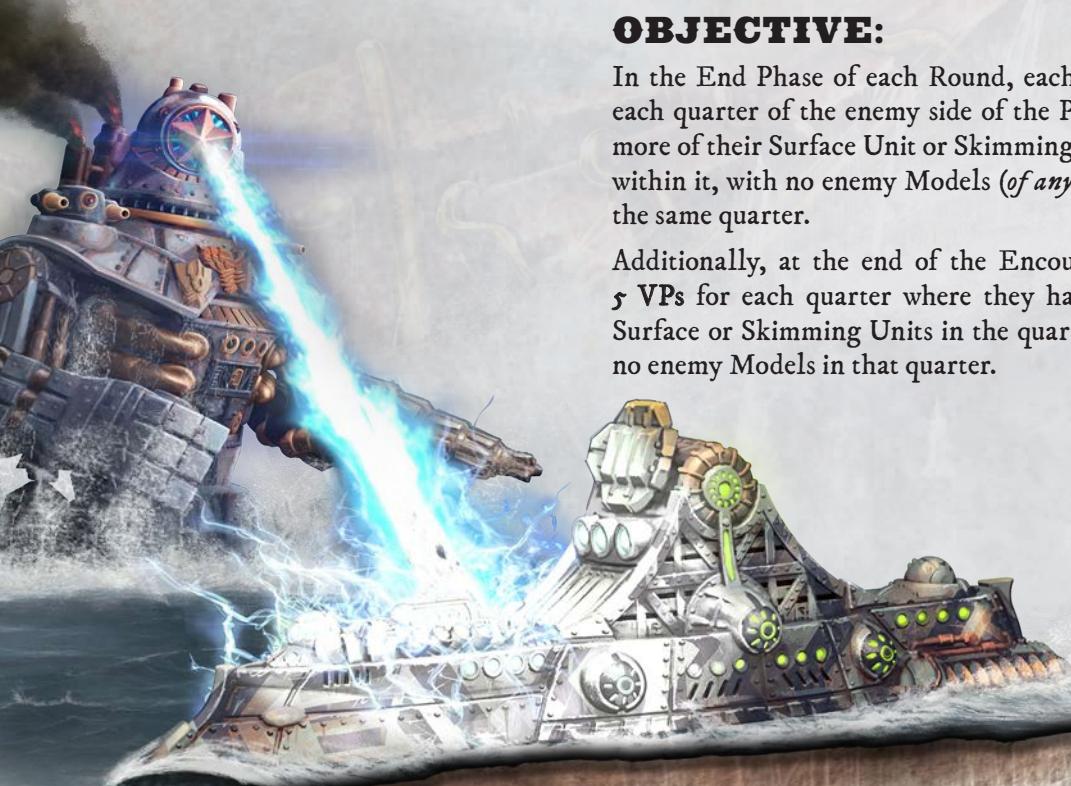
When two fleets collide on the open seas the victor is usually the fleet who are able to smash through the enemy lines to wreak havoc from the rear.

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

**OBJECTIVE:**

In the End Phase of each Round, each player scores **5 VPs** for each quarter of the enemy side of the Play Area that has one or more of their Surface Unit or Skimming Unit Models completely within it, with no enemy Models (*of any kind*) completely within the same quarter.

Additionally, at the end of the Encounter, each player scores **5 VPs** for each quarter where they have one or more of their Surface or Skimming Units in the quarter of the Play Area with no enemy Models in that quarter.



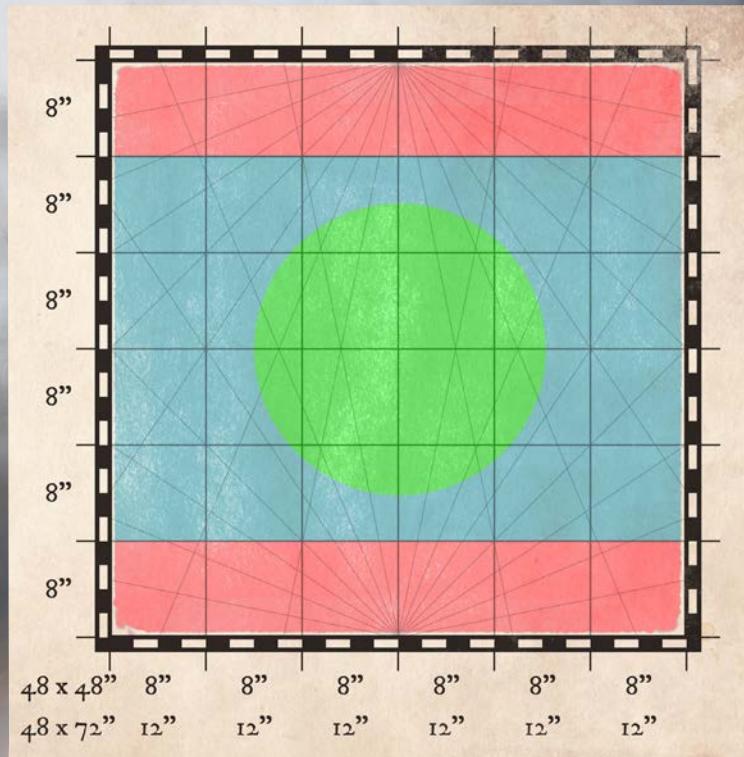


COMMON ENCOUNTER C6:

THE TEMPEST

Two fleets brave a storm in order to race to a rendezvous in the middle of the Ocean.

Lay the Play Area out as shown on the deployment map. At the start of the encounter, the **Aetheric Storm** is in effect.

**OBJECTIVE:**

At the end of the Encounter score 5 VP for each Surface or Skimming Unit that has a Model within 12" of the centre of the Play Area.

AETHERIC STORM:

While the Aetheric Storm rages, Drift is doubled in the Play Area for all Units. Additionally, when a Unit activates within 12" of the centre of the Play Area (*marked in green above*) roll a Critical Damage die. If the result is a **Shredded Defences** or **Generator Shutdown**, apply that against all Models in that Unit as they are struck by lightning.

At the start of every Round the player with initiative rolls a number of Action dice equal to the Round number. If two or more dice have the same result, the Aetheric Storm has lifted and the Special Rule no longer has an effect on the Encounter.



DESPERATE ENCOUNTER D1



AMBUSH

The inky blackness of the open sea was peaceful, the only sounds were the low rumble of engines and the break of waves against ship hulls. These were supposed to be safe waters but nervousness still flitted from cabin to cabin. The new moon and thick cloud cover made people imagine something out in the darkness, waiting to attack at a moment's notice. If they only knew how right they were.

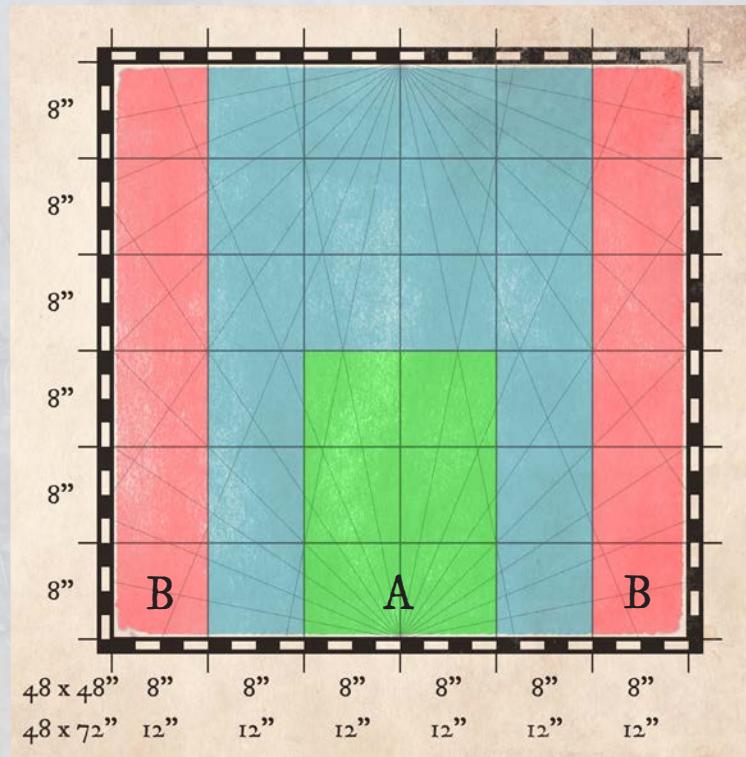
This Encounter assumes a well-orchestrated attack so neither Player may hold units in Reserves at the start of the Encounter unless it is compulsory in their special rules. (*The Rules* starting p.7).

Player A

Deploys into the **Green Zone**
and

Player B

Deploys into the **Red Zone**.



OBJECTIVE:

When a Unit Launches an Assault and you determine the **Assault Resolution** (both page 24 of '*The Rules*') the Assaulting Player Scores VPs based on the result:

ACTION	RESULT
COUNTER ASSAULT	The Defender gains 3 VPs
DRIVEN BACK	No VPs are scored
HAVOC	Gain 1 VP
BRUTAL	Gain 2 VP
CATASTROPHIC	Gain 3 VP
CARNAGE	Gain 4 VP



DESPERATE ENCOUNTER D2:

DANCE WITH THE DEVIL

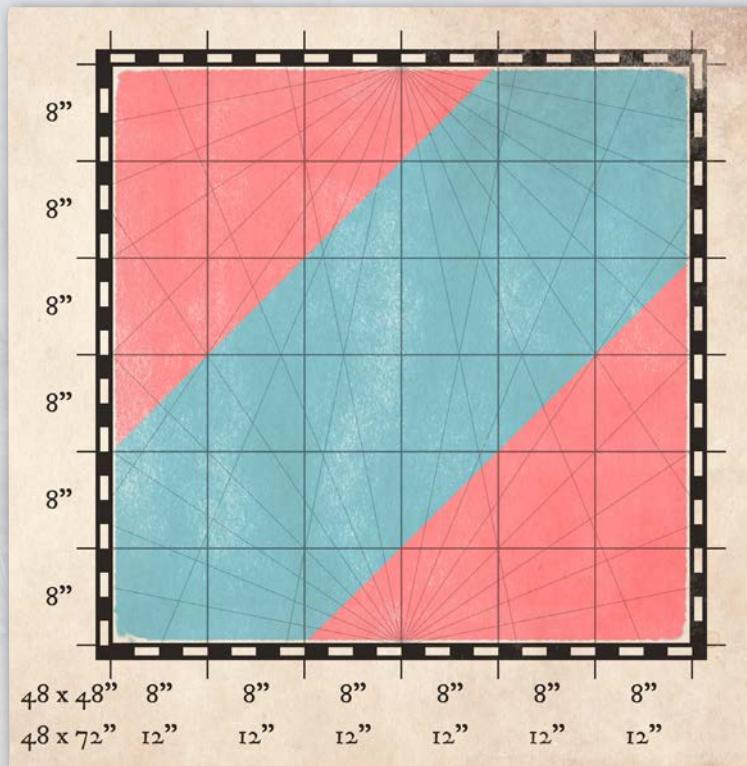
This location was vital to the war effort. All they had to do was stay here. If they could hold out against the enemy until morning then they could keep it for the foreseeable future. The dawn couldn't come fast enough.

NIGHT FIGHTING

Follow the Fog of War Rules
(see p.19 of this guide)

**DESIGNER'S
NOTE:**

This is an unusual Encounter as the two Forces need to be as defensive and 'quiet' as possible because they gain points for Battle Ready Models/Units at the end of the game. Do you go for big hits to destroy Models or is it not worth exposing your Units to return fire? Play the scenario out to see which tactic works for you.

**OBJECTIVE:**

Each Player gains 5 VP at the end of the encounter for each Unit that is still composed of at least one Battle Ready Model, rounded down if necessary.



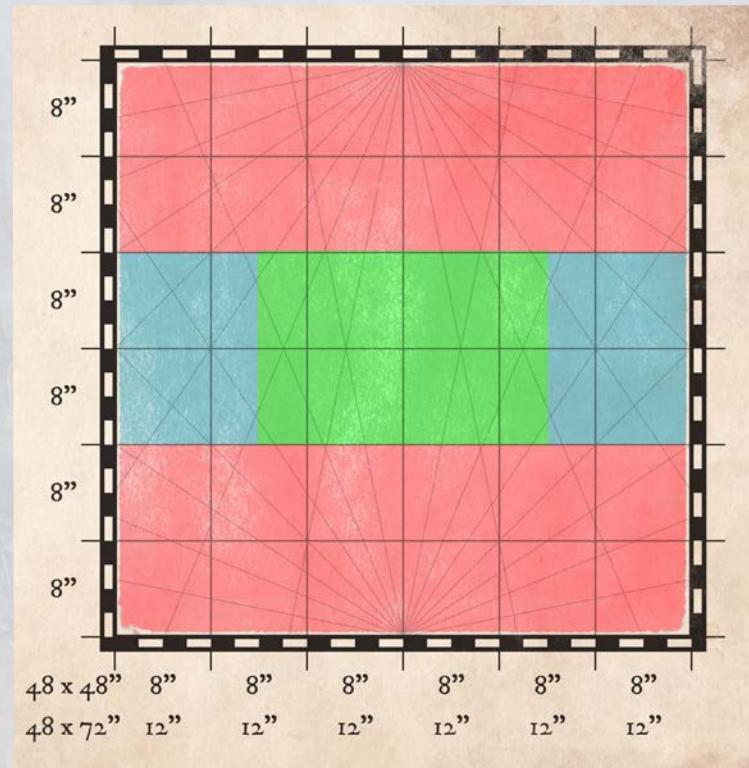


DESPERATE ENCOUNTER D3:

ESCALATION

It didn't matter how unexpected it was, the enemy was here now. Reinforcements were on the way, more meat for the grinder. Orders were simple; cause maximum destruction. Poseidon himself would bear witness to this battle.

During Deployment only **one third** of the Units in each Force is deployed, as per normal rules, in each Deployment Zone. The remainder of each Force **must** be kept in Reserve.

**OBJECTIVE:**

At the end of each Round, Players score VPs equal to the **Mass** of their Surface and Skimming Unit Models **Completely Within** the central Green Objective Zone (*see image above*).





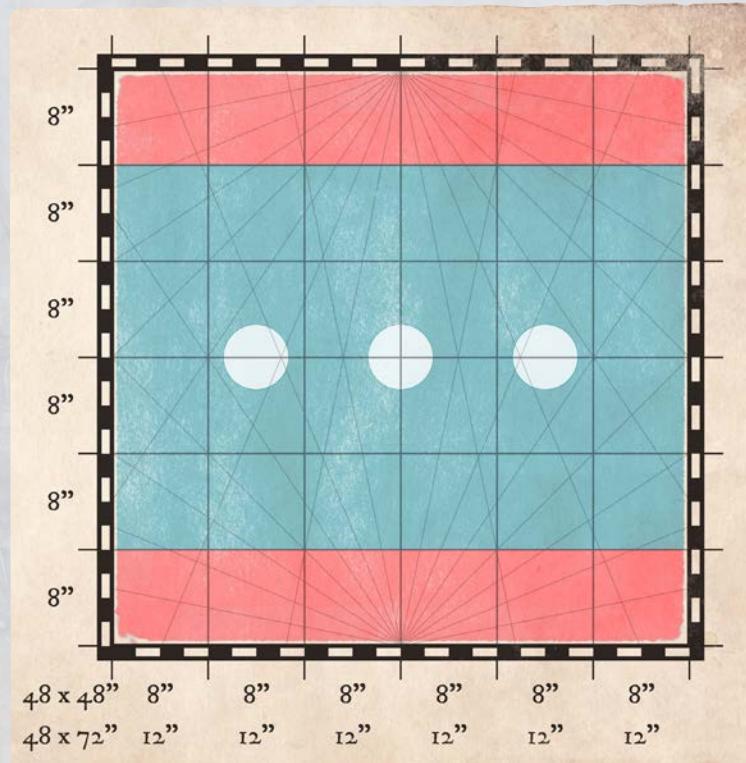
DESPERATE ENCOUNTER D4:

THE RESCUE

As the men floated in their lifeboats, discussion began to turn towards the macabre. Would they be rescued at all? Their vessels had been sunk by an aerial battlefleet two nights ago and the fresh water rations were running low. The enemy had made the decision not to finish them off, whether a sign of respect for the fight they had put up or a sentence to be left in their own aquatic hell, they didn't know.

A shout went up as someone with a telescope managed to see the silhouettes of friendly ships on the horizon. They were saved. From another lifeboat there was a cry of despair as someone had spotted enemy ships approaching from another heading. They were ants being fought over by giants. Those who had faith prayed that they wouldn't be crushed beneath the wakes of those huge ships.

Place 3 Wreck Markers along the centre of the Play Area as shown. These could represent previously sunken vessels, scientifically interesting wreckage, or other valuable debris.

**OBJECTIVE:**

A Unit with at least one of its Surface or Skimming Unit Models within 4" of a Wreck Marker may forgo its Shooting Step to instead bring the Wreck aboard. If it does so, the Controlling Player scores 5 VP. Once the Player has scored, roll an Action Die. On the result of a Blank, remove the Wreck Marker.

If a Model is the Initial Target of an Attack while within 4" of a Wreck Marker, roll an Action Die. On the result of a Blank, the Wreck Marker is destroyed by the Attack and removed from play.



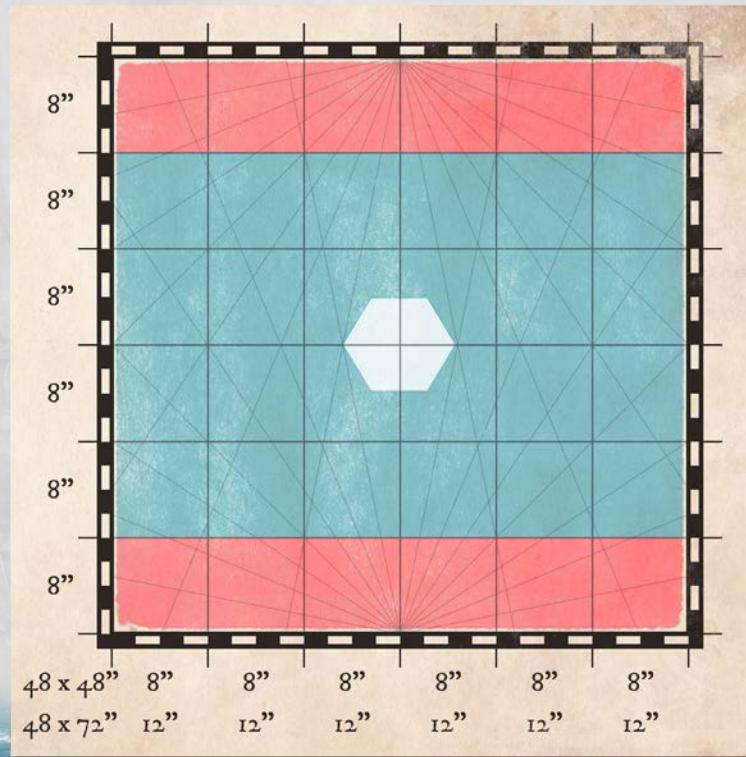


DESPERATE ENCOUNTER D5:

RESEARCH STATION

Observations showed the independent platform on the horizon. Orders were to capture, not destroy. It would be an easy task with this battlefleet. The commanding officer relaxed in his chair on the bridge. That is, until a claxon cry blared. The enemy was spotted on an intercept course. Perhaps this would not be so easy after all.

Place a Mass 3 Inactive Platform (see p.28 of this document), in the centre of the Play Area. This represents the Research Station.

**OBJECTIVE:**

During the **Check for Victory** step in the End Phase of each Round, the Player that Occupies the Research Station gains 5 VPs.

THE STATION:

In the Assault Step, a Unit may Launch an Assault against the Research Station with the purpose of Occupying it. Follow the rules for Launching an Assault with the following changes:

- At the start of the Encounter the Research Station is unoccupied and considered to have a Citadel of 10.
- **Counter Attack/Driven Back:** the Assaulting Unit suffers from the appropriate consequences with no other effect to the Research Station.

• **Havoc/Brutal:** the Assaulting Player Occupies the research Station (*place a token or other marker to signify this*). From this point it has a Citadel of 8, representing their fragile control of the Station.

• **Catastrophic/Carnage:** the Assaulting Player Occupies the research Station (*place a token or other marker to signify this*). From this point it has a Citadel of 12, representing their full control of the Station, battening down the hatches and defending it with marines.

Once a Player Occupies the Research Station it is considered to have activated until the following turn. When Occupied a Player may Activate it to use its three Heavy Gun Batteries with a 360° field of fire. No other Actions may be performed by the Research Station.

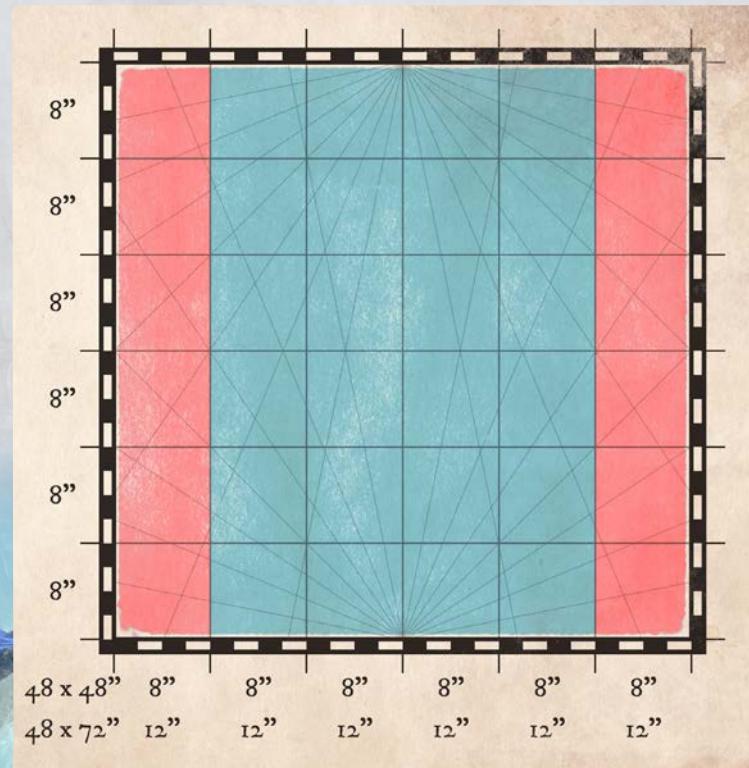
WEAPON	POINT BLANK	CLOSING	LONG
Heavy Gun Battery	6 (3)	9 (4)	6 (3)



DESPERATE ENCOUNTER D6:

SABRE RATTLE

There was little in these waters to gain but victory. Both sides were ready for conflict and were actively looking for battle. Only a spark was needed to ignite the encounter into full scale combat.

**OBJECTIVE:**

At the end of the Encounter, each Player scores 2 VP's for each enemy Unit completely destroyed and 1 VP for each enemy Unit that is completely Crippled.

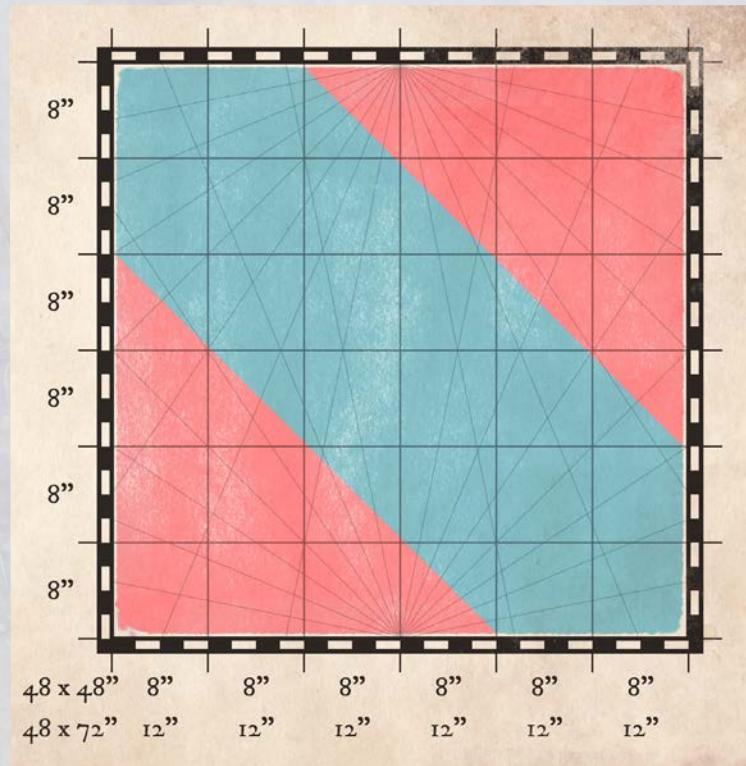




PERILOUS ENCOUNTER P1:

LIVE TO TELL THE TALE

The roving patrol had hoped for the best but were prepared for the worst. The crews of all the ships in the fleet were on tenterhooks, nervous that current peace would be cracked asunder. Orders to battle stations rippled across the fleet, as the enemy began to make their move. As both sides started to engage, each quickly assessed that this patch of ocean was not worth dying over. Better that they return to base if significantly damaged to make repairs and retaliate with a more powerful strike later on. Then the thunder began...

**OBJECTIVE:**

For each Surface or Skimming Unit that **Successfully Retreats** (see below), the controlling player scores 7 VP. For each other unit that **Successfully Retreats**, the controlling player scores 3 VP.

RETREATING:

A Player may choose to **Retreat a Unit** once the majority of its Models have been Crippled or Destroyed. They do this by moving off the Play Area via part of the table edge that was included in their Deployment zone at the start of the Encounter (see *image above*). By doing this they are not considered Destroyed for the purposes of VPs, contrary to the *Dystopian Wars Rulebook* (see *Withdrawing p.18*). It is only considered a **Successful Retreat**, and therefore scores VPs if a Model in the **Unit Retreats** via part of the table edge that was included in their Deployment Zone at the start of the Encounter (see *image above*).

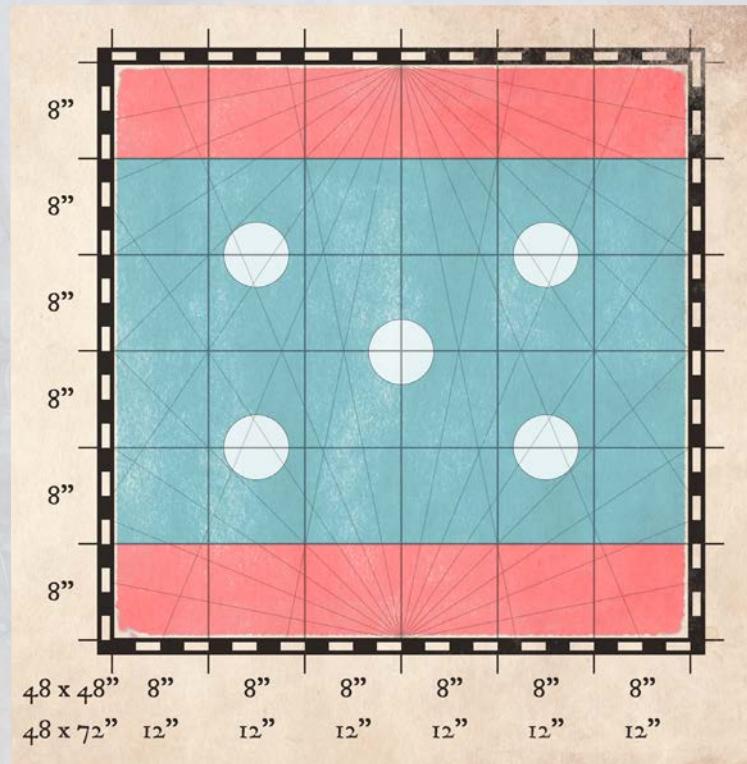




PERILOUS ENCOUNTER P2:

**SURVEY**

This particular island chain had been reported as being uninhabited but the view ahead told a different story. Smoke rising from metal structures showed signs of industry and beach outposts suggested that, wherever now lived here, they were willing to defend themselves. They could be independent or any of the Great Powers using a proxy Force to conceal their hold in the area. A systematic survey of the area must take place immediately, though that would be made more difficult with the enemy on their heels.

**OBJECTIVE:**

There should be five areas of Land in the Play Area as shown above and a way of marking the islands once a Player has **Surveyed the Area**. This might be as simple as using an action die.

For each island with a **Surveyed the Area** marker, the controlling Player scores 5 VP.

SURVEYING:

A Surface or Skimming Unit with at least one of its Models within 4" of a terrain piece may forgo its Assault Step to instead **Survey the Area**. If it does so, the Controlling Player rolls an Action Die and consults the following table:

ACTION DIE	ACTION	RESULT
	NOTHING HAPPENS	—
	CONTACT:	Place a Contact Token (<i>feel free to use the Hunkered/Submerged Token</i>) on the Island. Next time someone places a Survey the Area Token they instead remove a Contact Token . An island may never have more than one Contact Token .
	SURVEY ONGOING:	The Unit that forwent its Assault Step receives a Disorder Token, then the controlling Player has Surveyed the Area . Mark it as such for the rest of the game (<i>see above</i>). Once a Player has successfully Surveyed the Area another Player may not attempt it.
	SURVEY COMPLETED:	The controlling Player has Surveyed the Area . Mark it as such for the rest of the game (<i>see above</i>).

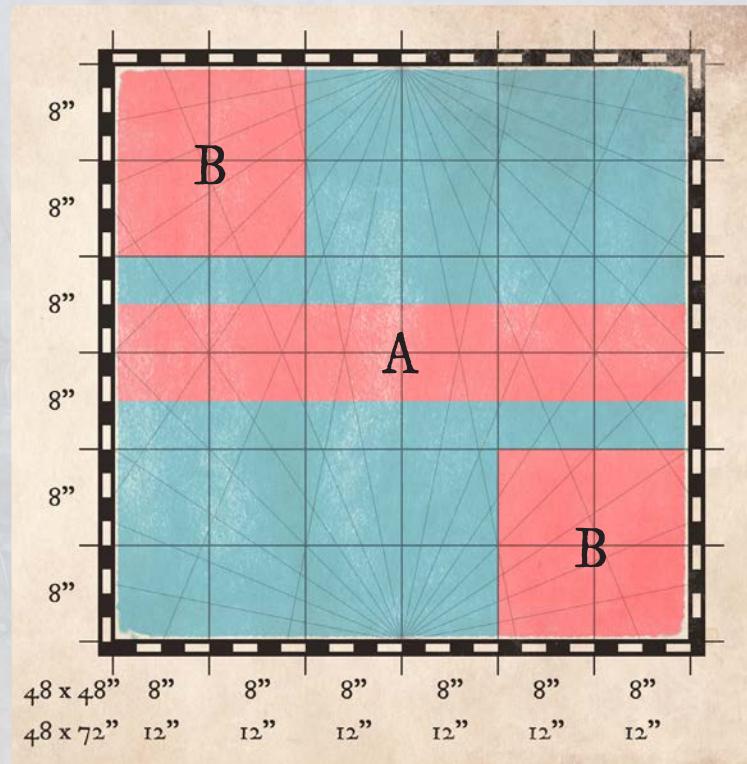


PERILOUS ENCOUNTER P3:

THE CYCLONE

The cyclone was worse than any one had anticipated. Record winds whipped the sea into a chaotic mass of spray. One force has been separated and the other has found itself between the two halves. Not only do both sides have to survive the cyclone, but they have to survive each other too.

- Player A will deploy their Force in a strip 4" either side of the centreline.
- Player B will Deploy in either corner of the Play Area as above with no more than half the number of Units in their total Force in each corner.

**OBJECTIVE:**

Each Player gains 5 VP for every friendly Battle Ready Unit in the Play Area at the end of the Encounter, and 3 VP for each friendly Crippled Unit at the end of the Encounter.

THE CYCLONE:

All Units must also Drift at the end of their Activation, even if they do not usually have to Drift.

Targets of an Assault Action are considered to be 2" further away for the purpose of launching an Assault.

During the Operations Step, when a Unit would Launch SRS Tokens (*p.16 of the Dystopian Wars Rulebook*) they may only be placed in Base Contact with a Unit within half the normal range. The same applies to Special SRS Tokens.

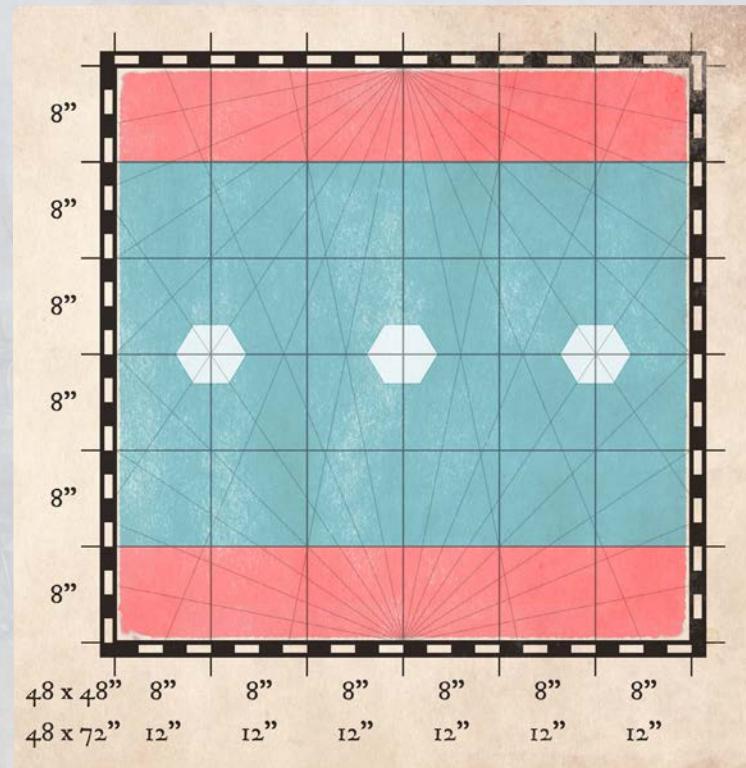


PERILOUS ENCOUNTER P4:

OUTPOST ASSAULT

This location held strategic importance to the region. The platforms that lay ahead criss crossed the horizon, the closest thing to a landmass for miles around. If they could be controlled, a foothold could be gained in the area and the enemy would have to update their charts. Today, the marines would be tested like never before.

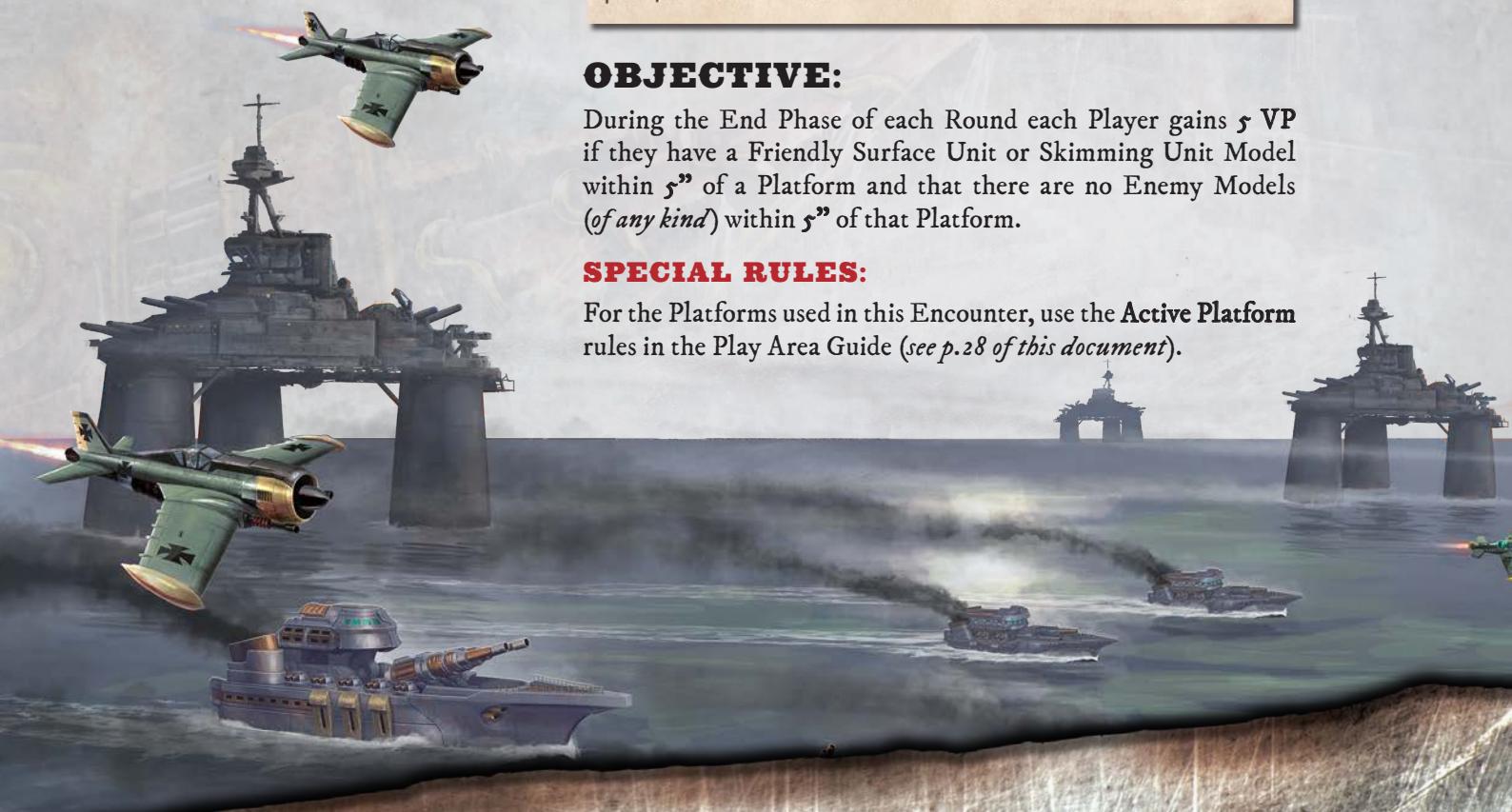
Place three Mass 3 Platforms as shown in the map right.

**OBJECTIVE:**

During the End Phase of each Round each Player gains 5 VP if they have a Friendly Surface Unit or Skimming Unit Model within 5" of a Platform and that there are no Enemy Models (*of any kind*) within 5" of that Platform.

SPECIAL RULES:

For the Platforms used in this Encounter, use the Active Platform rules in the Play Area Guide (*see p.28 of this document*).





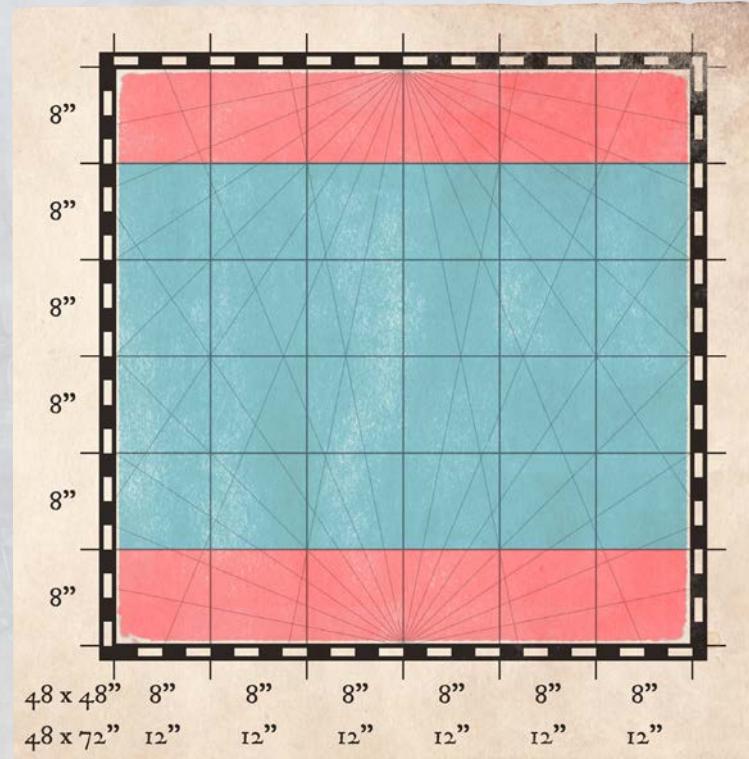
PERILOUS ENCOUNTER P5:



THE BIG FREEZE

The winter had been cruel so far but this latest turn in the weather had caught both sides by surprise. Freezing fog banks have reduced visibility down to almost nothing and before the crews knew what was happening they were on top of each other.

During Deployment only one-half of the Units in each Force are deployed, as per normal rules, in each Deployment Zone. The remainder of each Force **must** be kept in Reserve.



OBJECTIVE:

For each Opponent's Destroyed Units, that Player scores 1 VP.

THE BIG FREEZE:

At the start of each Round, roll an Action Die and consult the following table. This is the weather for the remainder of the round until it is rolled again at the start of the next turn.

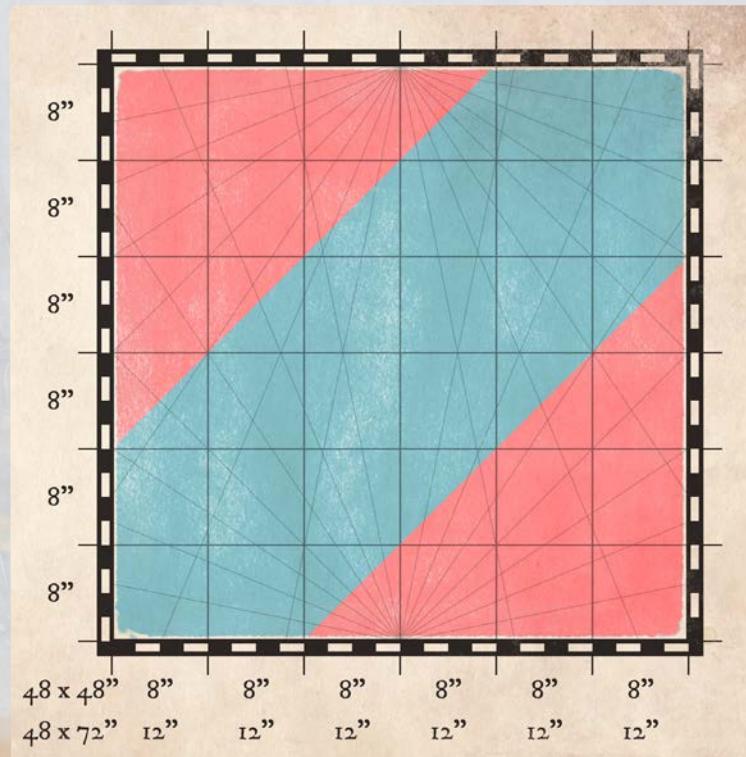
ACTION DIE	ACTION	RESULT
	CALM SKIES	No effect.
	THICK FOG	Follow the Fog of War Rules on page 19.
	SUDDEN FREEZE	If there are less than 5 Icebergs in the Play Area each Player takes turns placing two Mass 2 Iceberg Obstacles . Iceberg Obstacles may not be placed within 5" or another Model. These Iceberg Obstacles follow the rules for Moving Terrain on page 25 and cannot cause damage to Aerial Units.



PERILOUS ENCOUNTER P6:

EYE OF THE STORM

No one knew why there was such chaos on the seas at this time. It might have been the remnants of an unusual storm, perhaps an Enlightened facility in the area had performed some unnatural experiment. It didn't matter now, the enemy were at hand and must be destroyed. Could some semblance of sense be made from this chaos?

**OBJECTIVE:**

For each Opponent's Destroyed Units, that Player scores 1 VP.

STORM ZONE:

At the start of Round 2, a 12" Storm Zone is marked from each edge of the Play Area. From now on, each Unit in the Storm Zone gains a point of Disorder at the start of its Activation. Also in the Storm Zone, Drift is doubled for all Aerial and Skimming Units. At the start of Round 3, expand the Storm Zone by another 6".

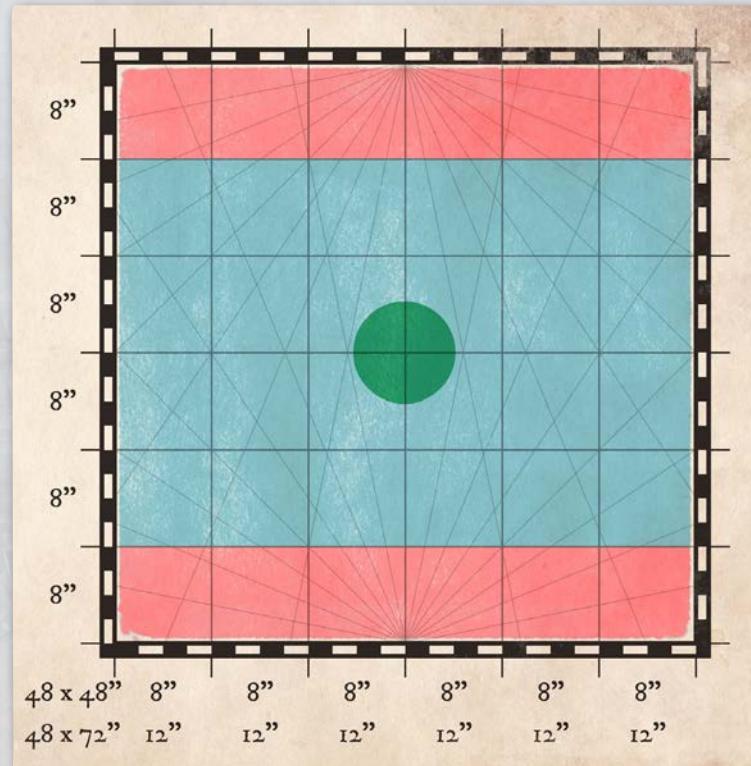


LANDING ENCOUNTER L1:

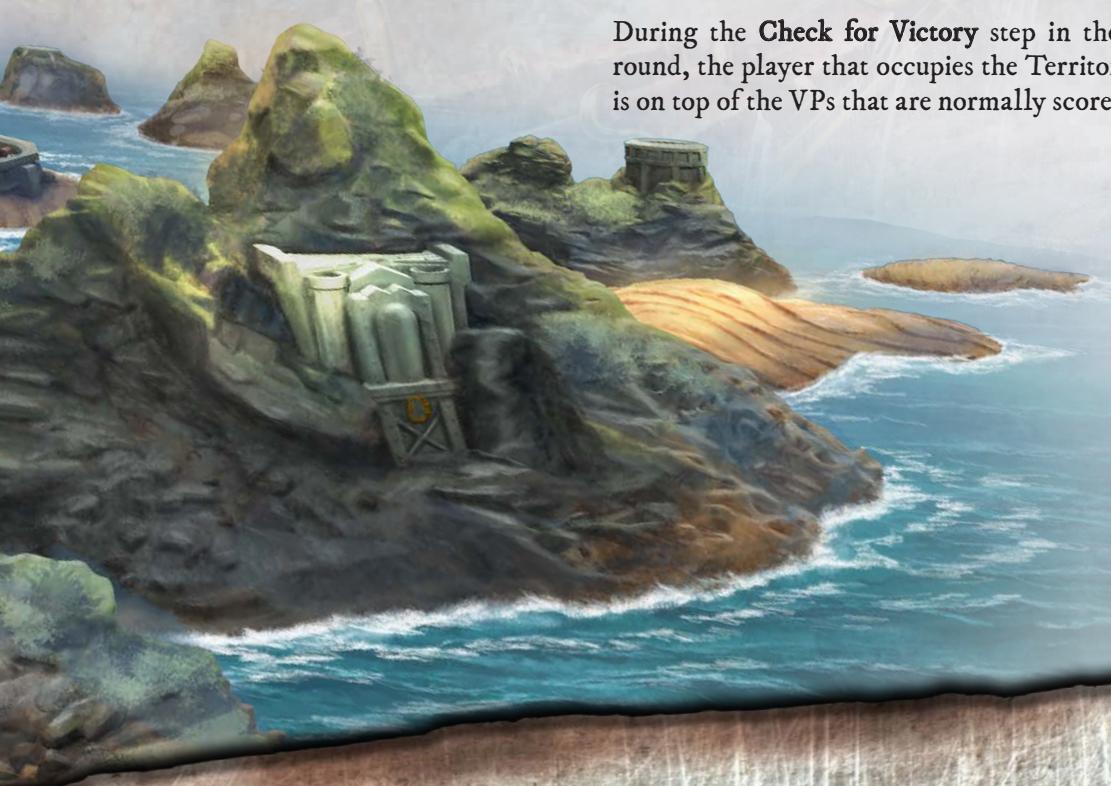
ISLA DORADO

The sailors saw the land ahead and cheered, their goal finally in sight. The reverie was cut short when shapes were spotted on the horizon, however. The cursed enemy had realised the strategic importance of the island ahead and had managed to send a patrol to attempt a landing. From now on, today would mark the day of the bloodiest in the island's history.

Set up a Territory in the centre of the Play Area (*see p.23 of this document*).

**OBJECTIVE:**

During the **Check for Victory** step in the End Phase of each round, the player that occupies the Territory gains 10 VPs. This is on top of the VPs that are normally scored.



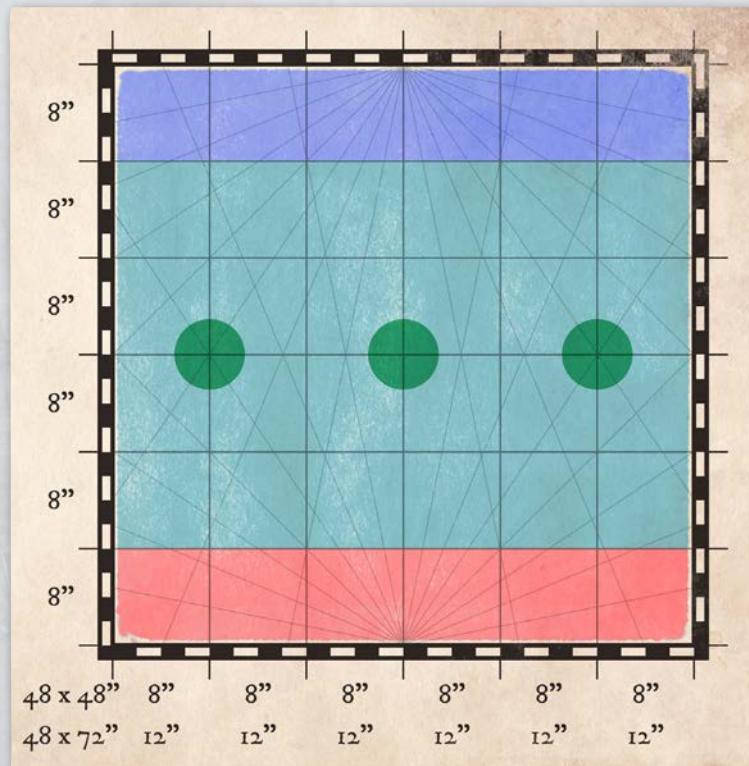


LANDING ENCOUNTER L2:

CAST AWAY

The marooned men watched with trepidation as the battle unfolded in front of their very eyes. The outcome of this would determine their fates. Would they be rescued, possibly even with compassionate leave from their ordeal of being lost upon these islands for weeks. Or would they be captured, interrogated by their sworn enemies and spend the rest of their days as prisoners of war, or worse. These lost souls watched every volley of fire with great interest.

Place 3 Territories along the centre of the Play Area as shown (see p.23 of this document).

**OBJECTIVE:**

During the **Check for Victory** step in the End Phase of each round, the player that occupies the Territory gains **5 VP**. This is on top of the VPs that are normally scored.



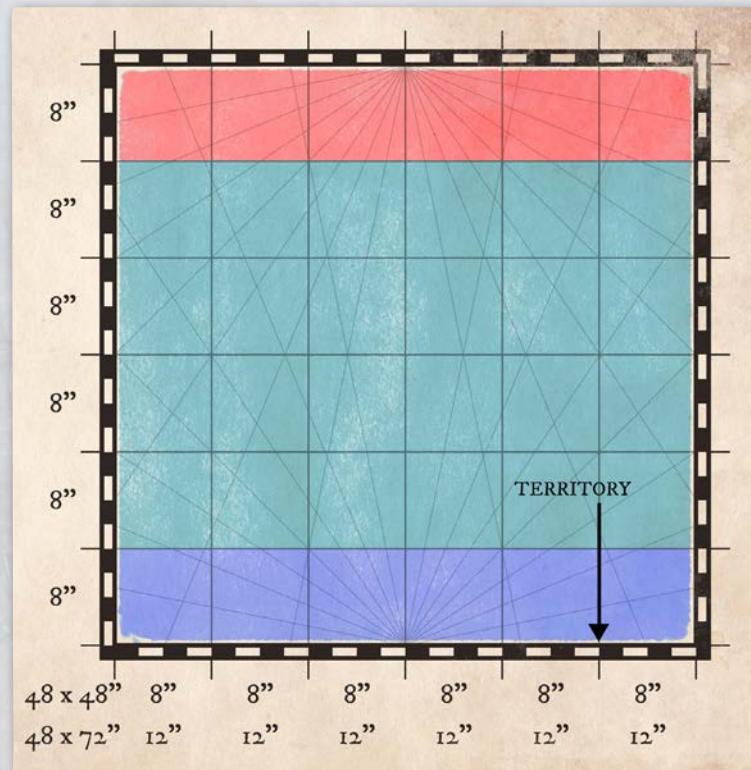


LANDING ENCOUNTER L3:

COASTAL EROSION

Marines hunkered down in their landing craft. Those who had seen this kind of assault tried to calm those that hadn't. Their transports shuddered and shook around them. At least on the ground they could fight, they could move. Stuck inside these floating boxes they could do nothing. They chattered, partly to reassure themselves and partly to try to keep the noise of the shelling at bay. The bravado of who would be first up the beach was the order of the day but this did little to hide the fear behind the boasts.

This Encounter must have an Attacker and a Defender. Players should decide between themselves, ideally before playing, with their Forces chosen based on which role they will play.

**OBJECTIVE:**

The whole of the back edge of the Play Area that is within the Defender's Deployment Zone is considered a Territory for the purposes of the *Landing Vessel* Special Rule (*see p.23 of this document*). Of course, it would create more immersion if players crafted some sort of beach terrain to represent it. Once a GAT Occupies the Territory, they may not be attacked or affected in any way as they are considered to have moved up the beach and either in defensible positions or in combat with the Defender's troops, with the Defender's units unwilling to fire back into their own lines.

At the end of the game, each GAT occupying the beach in this way scores 4 VP.



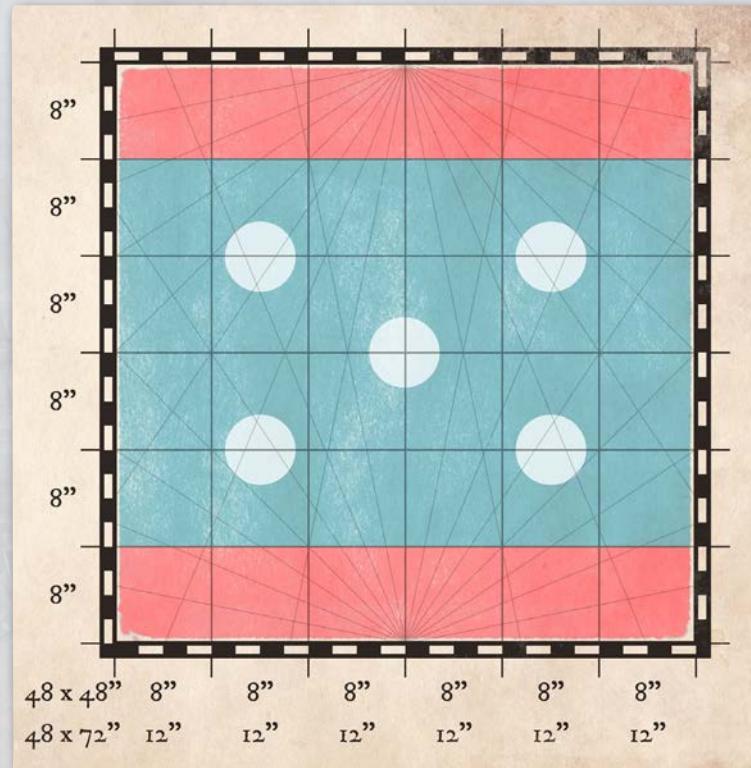
LANDING ENCOUNTER L4:



ARCHIPELAGO CONTROL

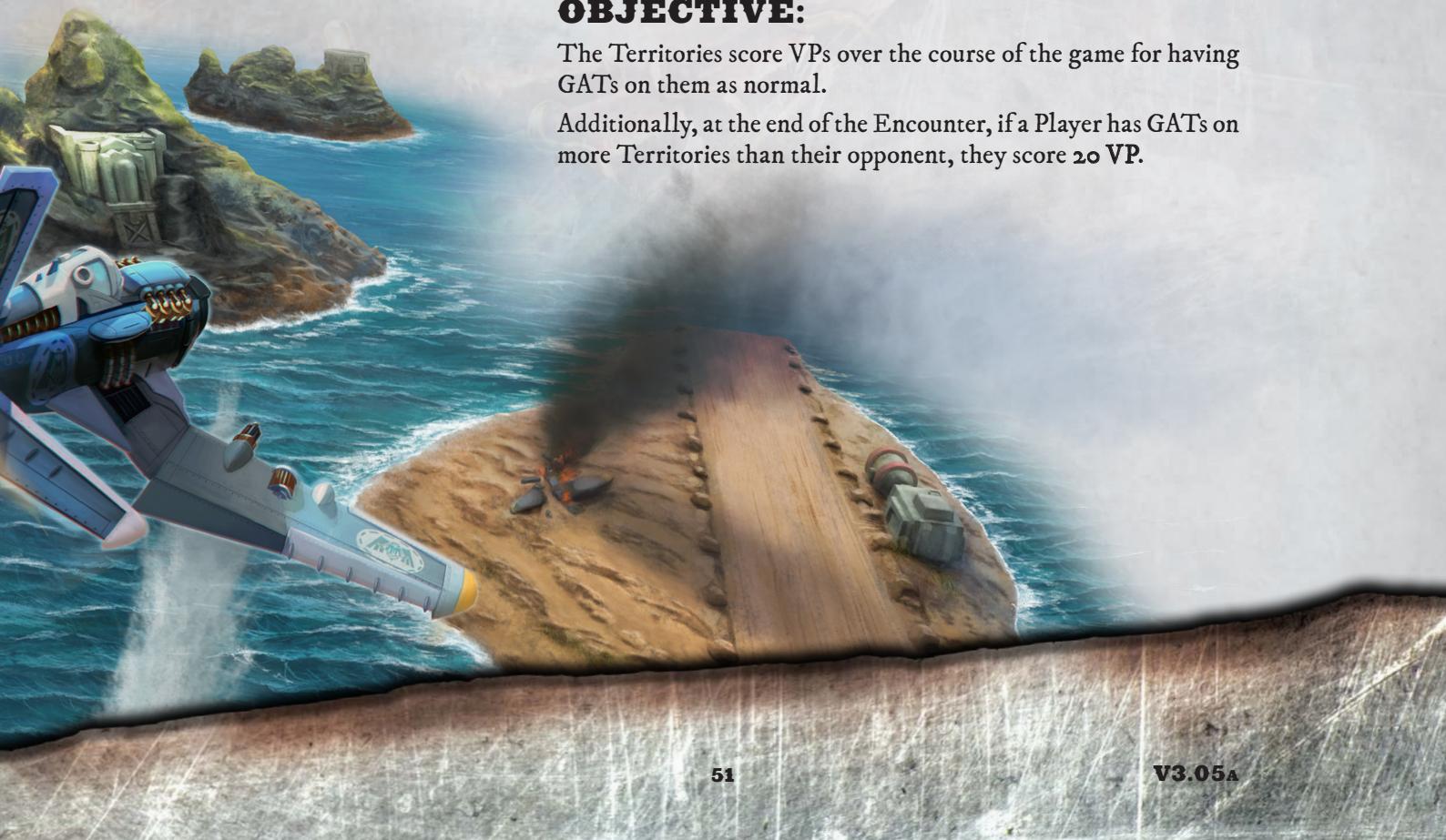
This chain of islands was all that separated the sea borders of two land masses governed by two of the Great Powers. Whoever controlled these would have a buffer and jumping - off point for any future engagements and hold a significant advantage. The local inhabitants hoped the current conflict would be over quickly.

Set up five areas of Land in the Play Area as shown. These will count as Territories (*see p.23 of this document*).

**OBJECTIVE:**

The Territories score VPs over the course of the game for having GATs on them as normal.

Additionally, at the end of the Encounter, if a Player has GATs on more Territories than their opponent, they score **20 VP**.



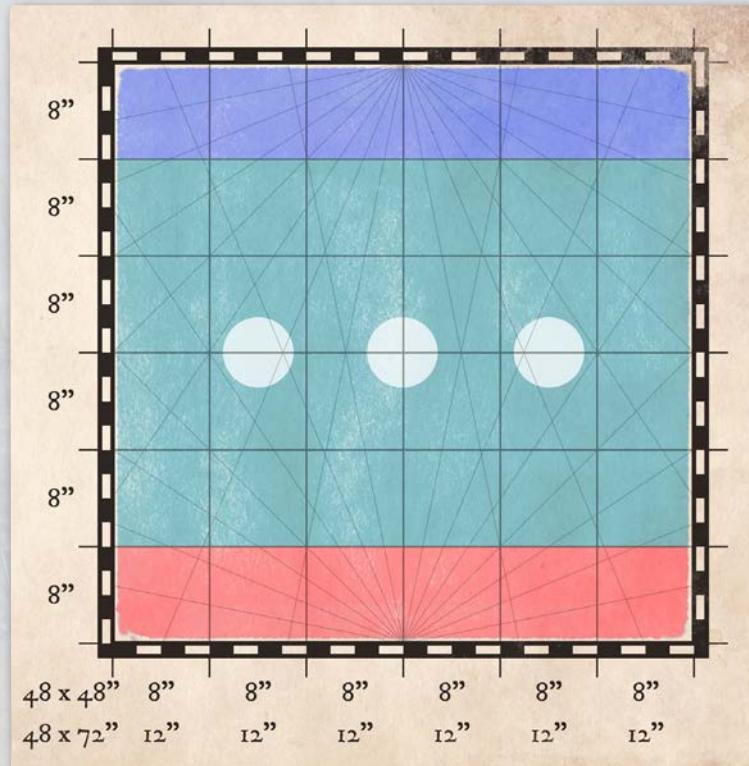


LANDING ENCOUNTER L5:

**TREASURE HUNT**

Somewhere on these islands lies a thing that would turn the tide of the war. The landing parties knew but for the crews of the vessels it could have been anything. A spy with vital intelligence, the blueprints of some marvel of engineering, even a sash of gold, washed ashore from a freak storm. All that mattered was that it was found and damn any who stood in the way.

Set up three areas of Land in the Play Area as shown. These will count as Territories (*see p.23 of this document*).

**OBJECTIVE:**

The Territories score VPs over the course of the game for having GATs on them as normal.

Additionally, during the **Check for Victory** step in the End Phase of each round, a Player should roll one Action Die for each GAT on a Territory they control. If they roll any **Exploding Hits** they have found the treasure on that Territory, they score **10 VP** and the Territory is marked and may not have these VPs scored again.



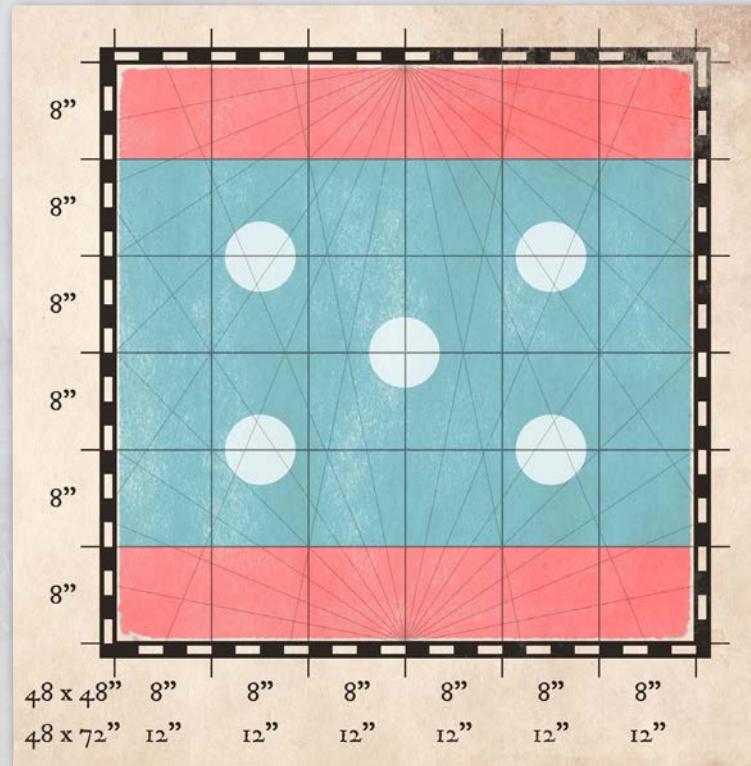


LANDING ENCOUNTER L6:

NEW RECRUITS

Anything could be gathered from these islands. Press ganged recruits, recently mined minerals, or just enough food for the voyage back to safe waters. Future visitors might find scraps of information to piece together why men died for it. The families of those poor souls however, all they knew was their grief.

Set up five areas of Land in the Play Area as shown. These will count as Territories (see p.23 of this document).

**OBJECTIVE:**

The Territories score VPs over the course of the game for having GATs on them as normal.

Additionally, during the **Check for Victory** step in the End Phase of each round, each Player rolls one Action Die for each GAT on a Territory they control. If they roll any **Hit**, **Heavy Hit** or **Exploding Hit** results, they have mustered recruits on that Territory. Mark the Territory to show this. (*Note that both players can muster recruits on the same Territory.*)

Once a player has mustered recruits on a Territory, one of their units can pick up the recruits by starting its Activation within 2" of the Territory. It cannot do this if there are any enemy units within 2" of the Territory. When a player's unit picks up recruits, they score 10 VP and remove any friendly GATs from the Territory. Each Territory can only have recruits picked up from it once per game; if one Player does so, their opponent cannot pick up recruits from the same Territory, even if they mustered them there.

Each Territory with a GAT scores 5 VP for the controlling Player at the end of the Encounter.



MERCHANT ENCOUNTER M1:

CONVOY ASSAULT

In these waters, few would be considered innocent and yet here they were. Some trying to get home, some fleeing recently colonised lands and some hoping their future would be better than their past. The protective vessels of the military provided shields that would hopefully keep them safe. Would hope be enough?

SPECIAL RULES:

This Encounter assumes a well-orchestrated attack so neither Player may hold units in Reserves at the start of the Encounter unless it is compulsory in their Special Rules. (see p.16 of the *Dystopian Wars Rulebook*).

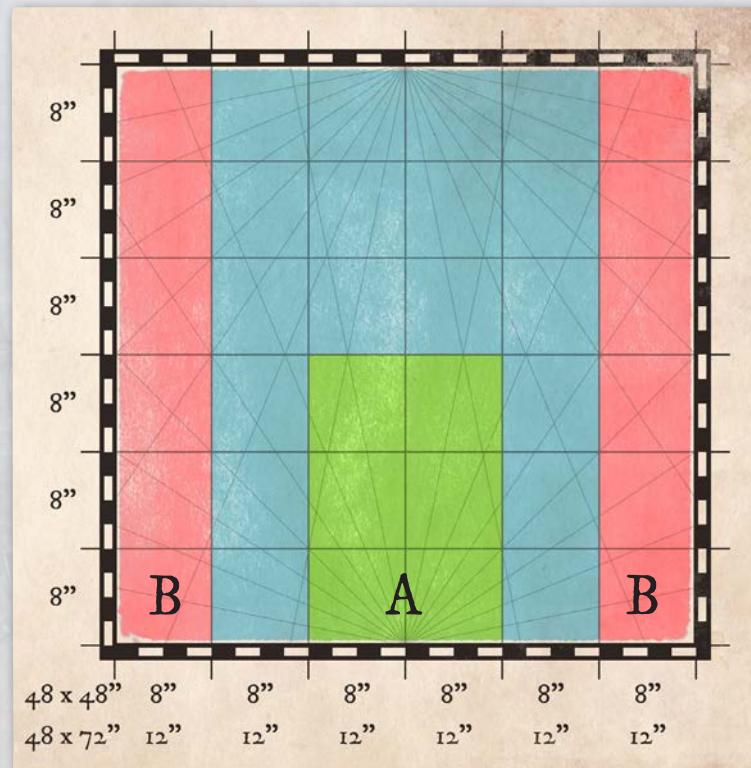
Player B **must include** 2x Mass 2 Merchant Vessels and 2x Mass 1 Merchant Vessels. (see p.22 of this document).

Player A

Deploys into the **Green Zone**
and

Player B

Deploys into the **Red Zone**.

**OBJECTIVE:**

For each Merchant Vessel that remains in the Play Area until the end of the Encounter, Player B scores 10 VP.

For each Merchant Vessel that is **Destroyed**, Player A scores 10 VP.

For each Merchant Vessel that is **Crippled** at the end of the Encounter, Player A scores 5 VP.





MERCHANT ENCOUNTER M2:



RESCUE MISSION

A diplomatic mission gone awry. Captured and held in the very vessel they were fleeing on. Hoping for rescue had been all but an impossibility until now. For all they knew, it still was.

SPECIAL RULES:

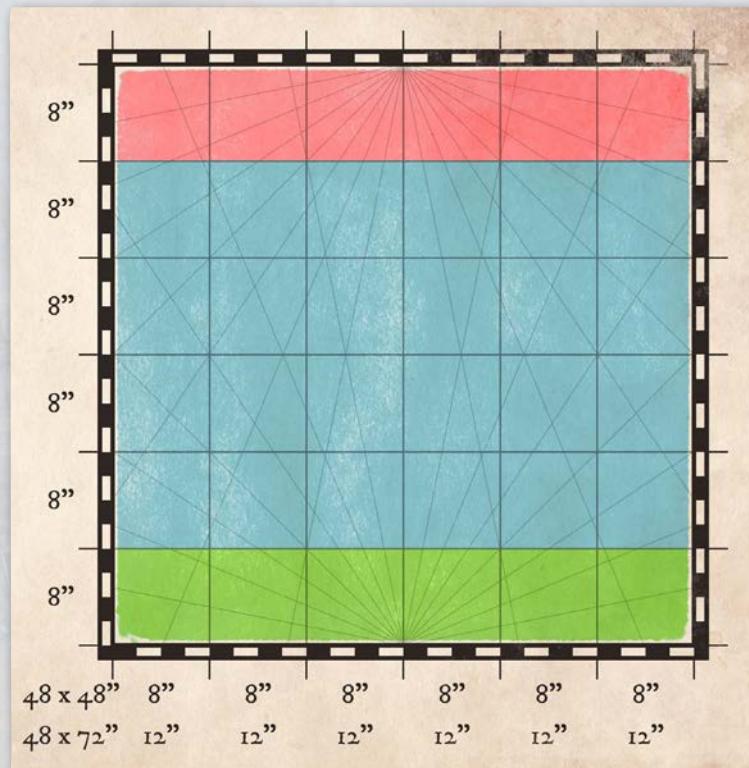
This Encounter assumes a well-orchestrated attack so neither Player may hold units in Reserves at the start of the Encounter unless it is compulsory in their Special Rules. (see p.16 of the *Dystopian Wars Rulebook*).

Player B *must include* IX Mass 2 Merchant Vessels. (see p.22 of this document).

Player A
Deploys into the **Red Zone**

and

Player B
Deploys into the **Green Zone**.

**OBJECTIVE:**

Player B begins the game with the Merchant Vessel in their Force. If any Player makes a successful Assault against the Merchant Vessel, that Player gains control of the Merchant Vessel until the end of the Encounter, or until another Player gains control of it.

Neither Player may make an attack against the Merchant Vessel other than making the above Assault which only changes control and never does any damage.

Whichever player has control of the Merchant Vessel at the end of the Encounter scores 20 VP.



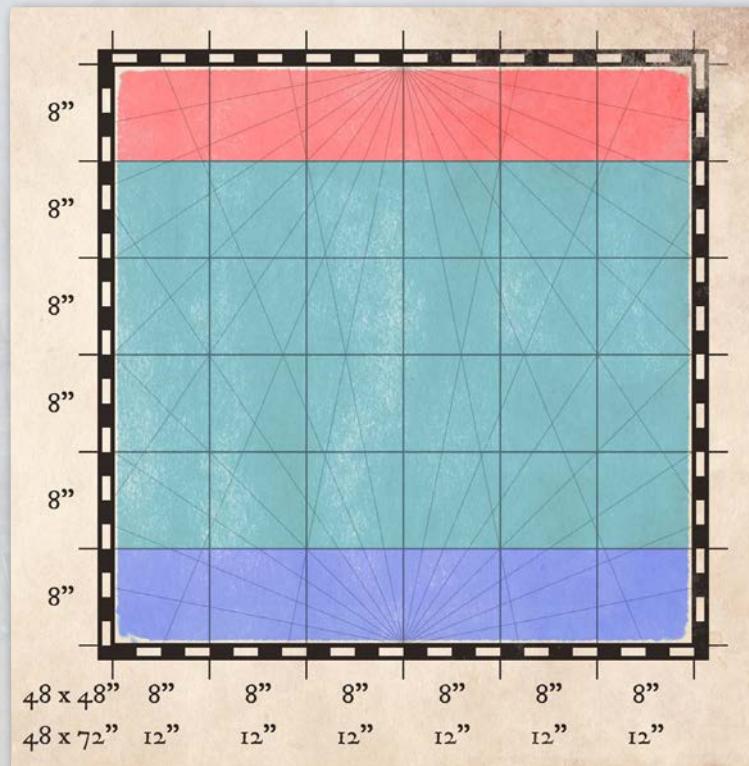


MERCHANT ENCOUNTER M3:

HIDDEN VIP

Somewhere in the convoy it was hidden amongst all the foodstuffs and the ore and the oil. Something more valuable than the combined total of the fleet itself. Men would die for it, even if they weren't aware of what it was. This was worth the decimation of these battlefleets and more.

Player B *must include* 2x Mass 2 Merchant Vessels and 2x Mass 1 Merchant Vessels. (see p.22 of this document).

**OBJECTIVE:**

Player B must choose one of the Merchant Vessels that they have been instructed to include above. They should make a note of which one they have chosen but keep it hidden from their opponent somehow; this might be noted on a scrap of paper, or a photo taken of it at the start of the game that they can refer to later.

If that model survives to the end of the Encounter, Player B scores 30 VP.

If that model is Destroyed then Player A scores 15 VP. Also, before it is removed from the Play Area, the controlling player places a Cargo Marker within 2" of the Merchant Vessel.

If a Unit is within 2" of the Cargo Marker at the start of its Activation, the controlling player may remove the Cargo Marker to score 15 VP.

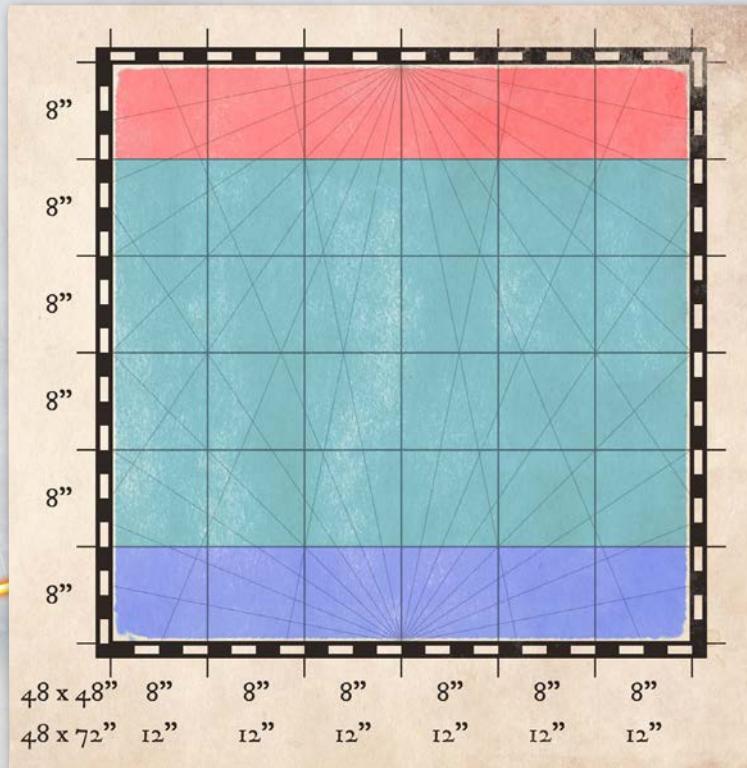


MERCHANT ENCOUNTER M4:

IT'S A TRAP!

Some might say it can't be a war crime if it's never been done before. Those people could hide the constituent parts of a warship in the shell of a merchant vessel. Worse still would be hiding that bastardised craft amongst a convoy of actual civilian vessels for maximum surprise. One day, things such as these shall be made illegal. But not yet.

Player B *must include* 2x Mass 2 Merchant Vessels. (see p.22 of this document).

**OBJECTIVE:**

Player B must choose one of the Merchant Vessels that they have been instructed to include above. They should make a note of which one they have chosen but keep it hidden from their opponent somehow; this might be noted on a scrap of paper, or a photo taken of it at the start of the game that they can refer to later.

That Model operates as a standard Merchant Vessel but with the following statline:

TITAN CLASS CONVEYOR (TRAP VARIANT)

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	6	4	6	11	2	2	11	4
Crippled	2	4	3	5	10	1	1	9	4

- Heavy Broadside – P&S
- Torpedo Salvo – F

If that model survives to the end of the Encounter, Player B scores 20 VP.

If that model is Destroyed then Player A scores 20 VP.



MERCHANT ENCOUNTER M5:

CAPE OF DESTRUCTION

During raids such as these, there were always people trying to get away. Fishing boats and civilians hoping to make it far enough away to evade harm or capture. Sometimes they were warned ahead of time to evacuate the area by spies and sometimes they were allowed to pass unhindered. This was not one of those times.

Player B's Deployment Zone must include terrain enough to be considered a cape. This might be a joined section of Platforms, islands or a landmass extending from the board edge. Approximate distances are shown in the map above.

SPECIAL RULES:

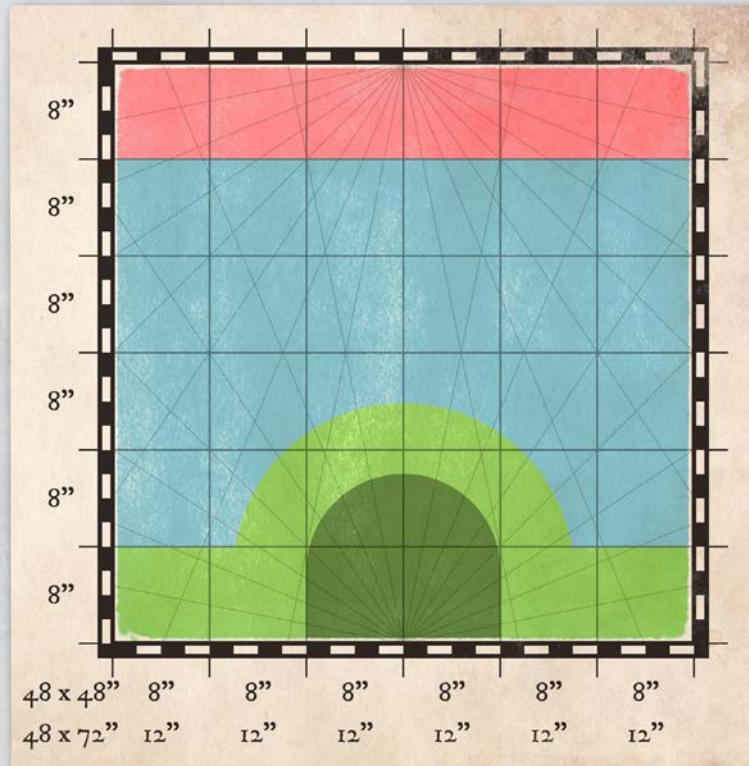
This Encounter assumes a well-orchestrated attack so neither Player may hold units in Reserves at the start of the Encounter unless it is compulsory in their Special Rules. (see p.16 of the *Dystopian Wars Rulebook*).

Player B must include 2x Mass 2 Merchant Vessels and 2x Mass 1 Merchant Vessels. .

Player A
Deploys into the Red Zone

and

Player B
Deploys into the Green Zone.

**OBJECTIVE:**

The cape is considered a Territory (see p.23 of this document) for Player A **only**, and scores 10 VP if a GAT of theirs is placed on the Territory during the End Phase (*instead of the Usual 2*).

Player B may choose to move their Merchant Vessels from Play intentionally if they ever touch the edge of the Play Area that is included in Player A's Deployment Zone. If they do this they immediately score 10 VP. Any Merchant Vessel remaining in play at the end of the Encounter scores Player B 5 VP.

DESIGNER'S NOTE:

This Encounter includes the rules for both Merchant Vessels AND Territories. Players and Event Organisers should be aware and make plans for Force Selection, model accessibility and Terrain accordingly.

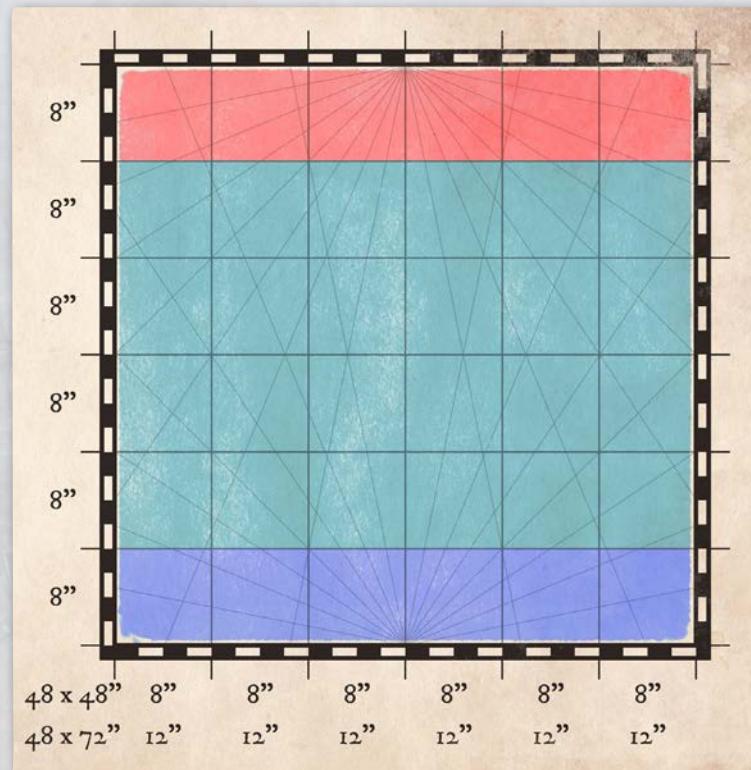


MERCHANT ENCOUNTER M6:

SHIP GRAVEYARD

There was an eerie quiet save for the lapping of waves against rusting hulls. It wasn't clear if they had been becalmed ages back or they were remnants of a forgotten conflict. Whatever misfortune had befalling them it was not the end. As they began to sink beneath the waves someone had decided that their final insult would be that they be boarded, searched and plundered before the day was out.

- Player A should place a single *Mass 2 Merchant Vessel* in the centre of the Play Area. Player B should then place a single *Mass 2 Merchant Vessel* within 4" of the original model but further than 2" from it.
- Then Player A places a *Mass 1 Merchant Vessel* within 4" of the last placed model but further than 2" from it. Player B does the same.
- Then, starting with Player A, each Player places a single *Cargo Marker* following the rules above.
- Unlike the standard rules for Merchant Vessels, the ones used in this encounter do not move or perform any action.

**OBJECTIVE:**

If a Surface Unit or Skimming Unit Model is within 1" of a Merchant Vessel or Cargo Marker at the start of its Activation, they can make an attempt to search: Roll an Action Die. On a **Blank**, the Merchant Vessel or Cargo Marker gives nothing of value. On a Counter or Heavy Counter score 5 VP. On a Hit result or Heavy Hit, the player gains 7 VP. On an Exploding Hit result, the player gains 10 VP.

During the End Phase of each Round, the last player to Activate should roll a single Action Die for each Merchant Vessel and Cargo Marker and follow the table below, removing each model if the appropriate result is rolled:

CURRENT TURN	DIE RESULT
1	Exploding Hit
2	Any Hit
3 and 4	Any Hit or Counter

