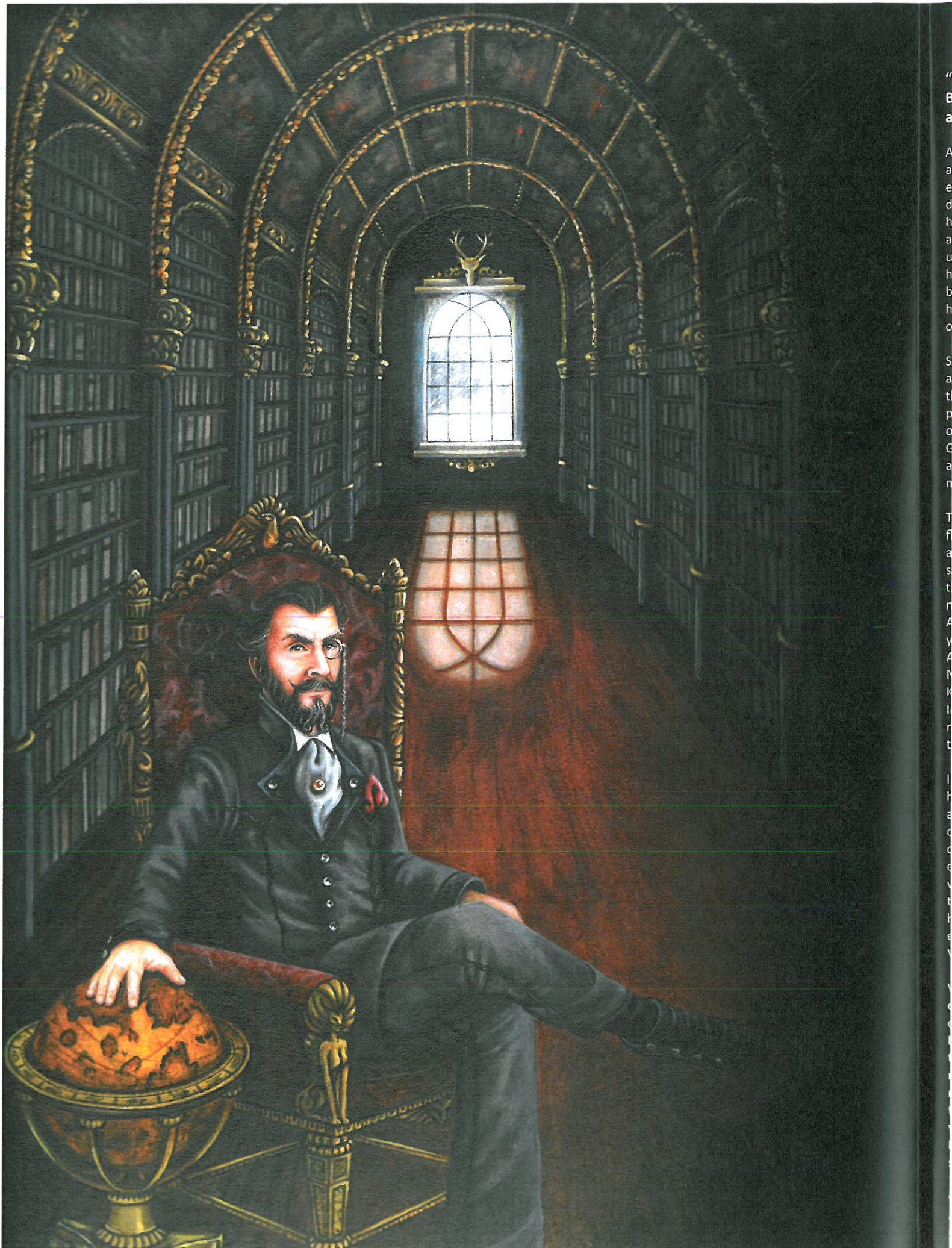


DYSTOPIAN WARS

— Global Warfare in a Victorian Sci-Fi Age —





about the world we inhabit in the year of our Lord 1870.

As you surely know, science is the key to our future. It has always been so, for hasn't man always made progress through experimentation and necessity? Did we not create fire to see in the dark? Did we not create the wheel to ease our travels? But there have always been those who have opposed progress, the fanatics and naysayers. They bind themselves to their scriptures and rules, using morality as a shield against our accusations. It is they who had the ears of the monarchs, diverting their attentions with bureaucracy or foolishness such as astrology. And then, some three hundred years ago, their eyes were opened. They saw the value in our work, our struggle.

Since then we have made great progress, all of which can be attributed to one man: Faisal Abdullah. Who would have thought that it would be a young Libyan scholar who would illuminate the path to the future? His study into windmills led to the creation of the first land yachts, precursors of today's mighty Land Ships. Granted the patronage of kings and queens, we progressed in leaps and bounds, leaving the conservatives far behind with their petty morals and ethics.

The jewel of this revolution was the re-imagining of Venice into a floating city. Alessandro Scormas was the proposer of this vision, and what a vision it was. A city that is capable of floating like a ship, able to drift to sea to avoid attack. Unfortunately, as of yet this vision has not yet come to pass, but the effort expended to make it a reality has yielded many great results for all sciences. And then the 18th century began, the century of exploration. Many young men set out to survey and lay claim to the lands of South America and Africa, all in the name of their nations of course. Fools. No single nation has the right to claim a land or all of its knowledge. Knowledge is meant to be shared, researched and improved upon. Instead, the lands of the south were plundered for their riches and resources, all used to fund the rapidly escalating arms race amongst the northern nations.

I could no longer sit and watch. Something had to be done or humanity would be driven back into ignorance by the petty ambitions of princes and warlords. That is why in 1844 I led a team of my closest friends and comrades into the Antarctic in pursuit of the *Vault*, a relic of legend. We were gone far longer than I expected, but we found it. The *Vault* turned out to be a vast bunker, with a network of tunnels and laboratories beneath it. It is a place to conduct my research in isolation, with the finest equipment at hand. However, we could not remain isolated forever, and so we re-established contact with the forces of Her Glorious Majesty Queen Victoria.

When the world heard of my discovery it laughed at me. I was dismissed from the Royal Institute of Science, labelled a crackpot and charlatan. The naysayers of the past had returned to plague me, but I was not alone. I had many friends and allies in places of learning throughout the world, men and women who were not so narrow minded as to dismiss me out of hand. They pledged themselves to me and my vision, that of a scientific utopia. Together we returned to the *Vault* and christened it *Wells Chasm* in the year 1850. Then we began to study its secrets in earnest, and what secrets we found. Iron men with blood of mercury, coloured light that burned like the sun, great engines that were fuelled by oil rather than coal.

Greatest of all was the discovery of a formula for a new element. A substance I have chosen to call *Element 270*, though some of my colleagues are already calling it *Sturginium*. A quaint title but far too narcissistic for my own tastes, I'm sure you'll agree.

Britannia's Land Ships for three days! Unfortunately, we have still not found a way to make the element truly stable and have suffered minor casualties as a result, but these are inconsequential in light of the element's true potential. One of our greatest discoveries, and one that has changed warfare as we know it, is the ability of the element to *interact* with several base metals, changing their composition in a manner we were staggered by. We can now change steel into a material that is just as strong but twenty times lighter, or we can take tin and make it twenty times stronger. Whilst the full applications of this element remain beyond our knowledge, it is merely a matter of time before the true secrets of *Wells Chasm* are bared to the world.

But despite the many advances, and the wonders of *Wells Chasm*, we have grown complacent it seems - the most dangerous of failings for any thinking man. Henri Masaulle's Aeroplanes, whilst still crude compared to the designs revealed by *Wells Chasm*, have become far too widespread, and are even now being improved upon by misguided engineers and researchers who think their loyalty belongs to a nation and not to science. These planes are becoming faster and deadlier, all for use in the petty conflicts wracking the world. Science is not to be abused in such a way. Such rapid technological innovation is dangerous to us, for whilst *Wells Chasm* all too willingly shows us the designs of the ultimate Aeroplanes, it does not detail how to build the components necessary to assemble such craft. With time we would have been able to work these out, but time it seems was conspiring against us.

And so we had to act to control the technological development of Aeroplanes, or our security in the Antarctic would have become threatened. Therefore I saw fit to begin introducing the nations of the world to the revelations of the *Wells Chasm*. In their mad scramble to possess our technology, they neglected their own studies and became dependent upon us. We dictated when and where technology would be used, for the benefit of all mankind and not one prince or dictator. But we must never forget the weaknesses of man. In 1866 my most trusted student, Markov Helsinki, betrayed my vision, deluded by patriotism. He fled *Wells Chasm* with a group of followers, taking with him much knowledge.

He now uses it to ensure that the Tsar of the **Russian Coalition** expands his dominion over the rest of the world. Daily reports come flooding in from the nations surrounding the **Russian Coalition**, speaking of nightmarish tunnelling machines undermining entire towns that refuse to surrender to the White Army. These Moles, as they have been dubbed, are nothing more than Land Ships converted to travel underground. A simple yet inelegant design, but all the same a testament to Markov's ingenuity and the power of the technology we have discovered here.

Wells Chasm. It all comes back to it, to my expedition, my discovery and of my belief that I could control the world powers. I succeeded, I found the *Vault* - but I lost the world. In my haste I forgot that nothing is sacred to humanity anymore. My gift of knowledge was taken and corrupted, used to create such machines and weapons that even the ancient gods of war would have been shocked by their brutality.

And so we find ourselves in the year 1870, and the world is consumed by a raging war that touches all of mankind. The mighty nations of this precious planet all look to destroy each other. I, and my people of the **Covenant of Antarctica**, cannot sit by and watch idly. If the world leaders will not solve their disputes then we will. To this end I have ordered my armies and my machines of war to mobilise. The Covenant will, once and for all, bring peace back to the world, and restore the sanctity of knowledge..."

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**"War...is just an inevitability
of man's true nature. Just as
greed is the inevitable
offspring of politics,"**

Lord Barnabas Draynes Sturgeon



*A Blazing Sun Assault Warrior ...although
bizarre looking the wings and rocket pack
make this soldier highly manoeuvrable
- and the war mask is designed to scare
enemy soldiers half to death!*

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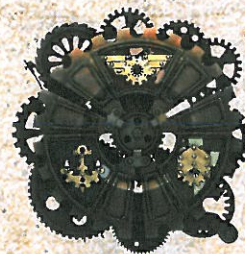
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A World At War

THE SEEDS OF GLOBAL WAR!

In Europe, the **Prussian Empire** and the **Kingdom of Britannia** are mired in a bloody war of attrition for control of the mainland, whilst expeditionary forces clash amongst their colonies. Throughout the Pacific the **Federated States of America (FSA)** and the **Empire of the Blazing Sun** continue their struggle for dominance, raiding the colonies of the European powers.

It is a time of unrest, distrust and fear - technology has leapt far beyond anyone's wildest imaginings, issues of morality abandoned in the pursuit of power. Tesla's electricity, has made life easier, providing light and warmth, but now also powers military vehicles and weapons. Darwin's biological experiments have yielded livestock that can feed all the hungry, as well as monsters that are all too readily unleashed upon the battlefield. And the heart of this technological innovation stands Sturgeon's **Element 270**, used to create metals as light as fabric, or as hard as diamonds.

With changing times come changing tactics. Man cannot compete with the Iron Behemoths that now tread across the battlefield, at least not alone. With improved communications, there has been a revolution in the armed forces of the world. Combined arms are now the most widely accepted tactics in use, despite some die-hard commanders still stubbornly clinging to their old ways.

FLASHPOINT SINGAPORE

The conflict between the great nations started with something as minor as a trading dispute, back in 1864. The **East India Company** had been trading in Singapore for several decades, securing their position as the leading traders in the world. As such they took a dim view of the encroachment of Japanese traders into what they considered as their turf, and made their opinions crystal clear.

The Japanese representative ignored their threats, and as such was caught unawares when **East India Company** forces fell upon his delegation and evicted him from the country. Suitably shamed, the man committed suicide and his name was stricken from Imperial records. Failure deserved no less.

But his family would not stand for such a black mark upon their honour, especially his uncle, a newly promoted commander in the Imperial Army. He personally approached the Empress and begged for a chance to restore his family's honour by striking back against the uncivilised barbarians of the **East India Company**. In her eternal wisdom and compassion the Empress granted the commander his wish, and bestowed on him the Third Division of the Second Imperial Army - also named the **Wani**. The commander was born again that day, casting off his name until he had avenged the slight against his family. History would remember him only as Oni.

He wasted no time in leading the **Wani** to Singapore. The city held out for a month, largely thanks to the support of the **East India Company**, before falling under the might of the Third Division. Oni razed the city to the ground, yet he felt no satisfaction. The failure of his nephew was not due to Singapore or the men located there. It was due to the actions of the **East India Company**. However, the Empress reined him in before he could set out to cause more destruction, ordering him back to the homeland.

But the Britannian forces had not sat idly by whilst their operations were disrupted. Two weeks after the fall of Singapore the 45th Expeditionary Force landed in Malaysia, commanded by Lord Duxford, and a message was delivered to the Empress from Queen Victoria. It stated that the sacking of Singapore was an act of war and that there would be consequences unless reparations were made. The young Empress realised the necessity of handing Oni over to the Expeditionary Force and dispatched her elite agents to assassinate him.

This proved to be a futile gesture, as when information regarding the Expeditionary Force reached Oni, he immediately turned his forces around and sailed to Malaysia. The **Wani** obeyed him unquestioningly, having faith in his judgment, and the people of the Empire hailed him as a hero, seeing him as a tired warrior fearlessly plunging back into danger for their sakes. Realising that to leave Oni to his fate would result in public unrest, the Empress mobilised her entire military and sent it out in support of Oni's Third Division. The Imperial Armies fell upon Malaysia like a divine wind and wiped out the 45th in a matter of weeks, although Lord Duxford was safely evacuated from the area.

Covenant of Antarctica

DOMINION

The **Covenant of Antarctica** is a young and vast technological nation, sprawled over the southern ice cap of the Earth. It was publicly founded in 1850 by Lord Barnabas Draynes Sturgeon, when he managed to lead an expedition to the legendary *Vault* and chose to settle there with his scientific colleagues, mining and exploring the area to uncover its secrets. Eventually the *Vault* was renamed **Wells Chasm** by Sturgeon and his people.

The **Covenant of Antarctica**, officially formed in 1857, covers most of the Antarctic, consisting of laboratories, warehouses and dormitories. Some of the sections of the land hover in the sky, held in the air with the miracle of science, whilst other buildings are housed deep beneath the ice in the frozen ground of the continent. Sturgeon's nation does not own any lands beyond Antarctica, content to continue research in isolation.

RULER

Lord Barnabas Draynes Sturgeon, Master of Wells Chasm, is a middle aged Britannian scientist and explorer. He is a methodical man who ultimately sees himself not as the servant of any nation or ruler, but as a man of science, sworn to improve all of humanity in any way possible. Despite his serious demeanour he maintains an almost childish curiosity, willing to believe in anything as long as it is possible.



Since the discovery of **Wells Chasm** and all its secrets however, things he deemed impossible have become possible, and as such he no longer sees anything as beyond the reach of man - or his scientists.

MILITARY STRUCTURE

The armies of the **Covenant** are small, comprised of highly trained, well-equipped, professional soldiers from around the world. They are broken down into *teams*, each component trained to act in concert with one another, and each team in turn has learned to act as part of a greater whole. However despite this all members of the **Covenant** military are trained to act alone, making them possibly more dangerous when scattered than when facing them in the field *en masse*.

Each trooper can raise support for his cause in local population centres, infiltrate enemy positions, sabotage logistics and so on. Sturgeon has named his soldiers *Commandos*. The *Commandos* make up the entire military might of the **Covenant**, skilled not only in open combat and infiltration, but also in

actions. All **Covenant** armies are fully self-contained forces, consisting not only of various infantry teams but also land-ships, aircraft and naval units.

Sturgeon has appointed Maximilian Schneider to the position of War Master, the highest military rank in **Wells Chasm**. It is his duty to oversee the recruitment of new soldiers, their training and arming, as well as testing their loyalty. Massive warehouses housed beneath the ice have been converted to barracks and training areas, their original contents either gone or dismantled in the name of science.

It is impossible to accurately estimate the number of soldiers and vehicles under Schneider's command, but the harsh weather conditions and lack of reliable sources of recruitment leads many nations to estimate the forces of **Wells Chasm** to number somewhere in the high thousands at best. However, this is a disadvantage which has been skilfully negated by their training and the terrain they would have to operate in if any nation dared attack the **Covenant** directly.

POLITICS

The **Covenant** is structured much like a research institute, only on a much larger scale. Lord Sturgeon holds the position of Master, being the ultimate authority in the fledgling nation. Serving beneath him is a coterie of scientists specialised in various branches of academia, who answer **ONLY** to him. Whilst similar to the notion of a council advising a leader, as is the norm in the European nations, the individual scientists merely report their findings and propose new avenues of study, never once influencing the policy of the **Covenant** itself, just their own small section of it.

The leaders of Sturgeon's Scientific Coterie currently numbers eight:

War Master Schneider, commander of the **Covenant** Military
Lord Leonidas, Chief of Physics
Lady Elizabeth, Chief of Chemistry
Lord Rense, Chief of Biology
Lord Oleg, Chief of Alchemy
Lady Julianna, Mistress of Politics
Lord Pennyson, Master of Engineers
Lady Drakenburg, Castellan of **Wells Chasm**

Unlike most world councils, Sturgeon's Coterie is utterly united and devoted to their leader, their loyalty to him rivalled only by their loyalty to knowledge itself.

War Master Schneider is a veteran Prussian mercenary, having risen to eminence since first accompanying Lord Sturgeon to **Wells Chasm** in 1850. He takes his duties seriously and is still a formidable fighter despite his age, and often takes it upon himself to test out new military hardware developed by Pennyson's engineers. One of his closest friends is **Lord Leonidas**, a Greek physicist who was also part of Sturgeon's original group of explorers. Possibly the most eccentric member of the Coterie is

to his battle against ignorance. Their familiarity with the scientist was seen as a threat by a rival family, who dispatched **Lady Julianna** to ensure the twins did not exert any influence over Sturgeon. **Lord Oleg**'s role was similar, ordered by the Tsar of the **Russian Coalition** to travel with the discredited researcher on the chance that he actually did discover the *Vault*. Of course, with the opening of the *Vault* and all of its potential laid bare before them, both Oleg and Julianna cast aside their previous orders and embraced the new order Sturgeon was crafting for humanity.

Lord Pennyson is the youngest member of the Coterie, promoted to Master of Engineers following Markov's betrayal and subsequent escape. He knows little as to why he was promoted, though he strives to justify the trust he sees as having been placed in him, studiously researching newer ways to harness energy, improve steam engine efficiency, and increase the lethality of the **Covenant's** weapons as a deterrent. Meanwhile the Castellan of **Wells Chasm**, **Lady Drakenburg**, is a shrouded figure, one whose origins remain a mystery, even to the rest of the Coterie. If Sturgeon knows, he has elected to keep silent on the matter. Drakenburg oversees the defences and day to day running of **Wells Chasm**, the capital of the **Covenant**, a duty she fulfils in darkness and silence.

RELATIONS

The **Covenant of Antarctica** sees no one nation as its foe or ally. Due to the belief system spread by Sturgeon, members of the **Covenant** see all humans as their allies and ignorance as their foe. Of course, this extends to all who continue to be ruled by ignorance and refuse the gifts of knowledge that **Wells Chasm** promises. Yet since Markov's defection, and the rapid spread of untested technology amongst the world's nations, the military forces of the Chasm have been committed to striking at all who would pervert the gift of science.

Whilst the **Russian Coalition** is an immediate target due to its harbouring of Markov, the **Prussian Empire** and **Kingdom of Britannia** have also begun to suffer attacks, focused primarily on research and production facilities specialised in developing prototype technologies. The **Empire of the Blazing Sun** has until now managed to avoid being the target of Sturgeon's attention, though more and more members of the **Covenant** are pushing for strikes into Blazing Sun territories since their deployment of gas weaponry. The War Master, however, is wary of sending infiltrators and troops against the Empress or even General Oni, with the Shinobi sure to counter any such attempt.

MILITARY HISTORY

The military actions of the **Covenant** prior to 1870 are non-existent. Only with the betrayal of Markov and the sudden introduction of new technologies to the armies of the world has the position

suddenly and without warning, vanishing once their deed is done. Sturgeon's forces are believed to have been behind no fewer than 200 separate attacks on research institutes belonging to all nations around the globe, particularly those which were engaged in weapon study. But no evidence exists that it was **Covenant** forces.

Whilst the armies of the **Covenant** perform covert attacks on military bases and industrial sites, seeking to intimidate and slow down their developments, Sturgeon continues to ply **Wells Chasm** for its secrets, seeking new ways to ensure the safety of humanity from perverted science. With Markov and his machines now sweeping across Europe and Oni rampaging around Oceania, the global situation continues to grow worse, driving scientists to invent newer and deadlier weapons, corrupting the purity of the knowledge the *Vault* had gifted them with.

LEFT: War Master Maximilian Schneider is a veteran soldier, having served for many years in the Prussian Military, rising to the rank of General. After being disenfranchised by the leadership of the military, Schneider branched out and founded his own mercenary army. When he was hired by Lord Sturgeon to provide security for his expedition, Schneider had no clue as to how his life was to change.

Four days after the expedition found the *Vault*, Schneider was savaged by a pack of Snow Cats, a savage animal that roams the frozen wastes of Antarctica. The pack practically tore Schneider apart, but despite this he killed four of the savage animals before his men found him.

The pelt of the largest Snow Cat now rests on Schneider's shoulders, a constant reminder of what he regards as his *personal failure*. You can see from this image that War Master Schneider has been quick to embrace the technologies of the *Vault*, with Lord Pennyson's engineers creating a mechanical arm and leg for the old soldier.



Kingdom of Britannia

DOMINION

The **Kingdom of Britannia** was formed in 1801 when the Kingdom of Great Britain invaded and conquered Ireland. This consolidated the rule of the Britannian monarch, allowing him to focus on expanding his domain. He managed to claim much of the African coast as Britannian territory, allowing his forces to plunder the resource rich heartlands, often coming into conflict with Prussian settlers and even French forces at times.

Yet the Britannian navy was vast and powerful, and managed to secure Greenland and parts of what is now known as Canada in the name of their king. The Britannian dominance of the seas forced the rival powers to expand their borders within their own continents, resulting in strained relations with the other European powers, especially the Republic of France and the **Prussian Empire**.

RULER

The Kingdom is ruled by **Queen Victoria** of the House of Hanover. Rising to power at a relatively young age, years of imperial rule have left her wise to the world and its political nuances. Having married and become widowed in the same decade, she has become a brooding and imposing figure, dedicated to her Kingdom's welfare. She is advised on matters of state by a parliament, consisting of representatives of each city and country in her domain. The parliament meets four times a year and discusses the current state of the Kingdom, though the Queen reserves the right to instantly call a meeting at any time she deems fit.



MILITARY STRUCTURE

The Britannian military is heavily dependent upon the Admiralty as, being an island Kingdom, ships are the only true way expansion could be possible. As such the title of Lord of the Admiralty carries great weight, essentially placing one second in command of the armed forces after the Queen herself.

With the march of technology the Lord of the Admiralty is in charge of the Armadas of Britannia, which are divided into three broad types. The first is the oldest: **NAVAL**. This encompasses all ships in service to the Queen, carrying her troops and her will to far off lands. The second is **LAND**, and includes all land-ships that are deployed in support of infantry assaults, from the small one-man craft to the colossal dreadnoughts. And last of all are the newly formed **AERIAL** armadas, the smallest of the three and relegated to guard duty over the various

being utilised in an offensive capacity in support of land and maritime actions, though their effectiveness has been mixed for now.

The current High Lord of the Admiralty is **Henry Tillinger**, a man who has risen through the officer ranks swiftly, thanks in part to his role in the pacification of the Indian Kingdoms. As Lord of the Admiralty he commands the Admirals of each Armada, who in turn command the Lords of the Fleets. Lord Tillinger has held the office for three years and has proven himself a capable commander, wielding the Armadas with wisdom and caution, carefully managing the forces at his disposal and ensuring that all areas of the Kingdom are adequately protected.

The three Admirals currently serving in the Britannian military are **Admiral Joshua Spencer** of the Naval Fleets, **Admiral Edmund Johnson** of the Land Fleets and **Admiral William Thomas** of the Aerial Fleets. Admiral Spencer is the youngest currently in service, aged 56. He has mentored many of the officers throughout the Naval Fleets, giving the force the moniker of "*Spencer's Own*". This is in stark contrast to the cold, aloof Admiral Johnson, who looks down on allowing any emotions within the armed forces, citing them as a distraction from duty.

Unsurprisingly, he has often clashed with Admiral Spencer over certain command decisions. As for Admiral Thomas, he is the eldest, assigned to the freshly formed Aerial Fleets due to his years of experience as Lord of the Naval Fleets. A believer in the tried and tested ways, he has applied his knowledge of naval combat to the skies, with surprisingly promising results. His usage of the air streams like the currents of the oceans has led to many of the younger pilots under his command to dub him the "*Sky Lord*".

Each Armada also has a dedicated infantry regiment, much larger than those permitted to Her Majesty's Glorious Infantry, mostly due to the necessity of the regiment to be present on all ships of their respective Armadas as both defenders and boarders. And due to being near highly experimental technologies, the Armada Regiments (the 34th Sheffield, 6th Norfolk and 90th Lowlanders) tend to be the best equipped and trained, and often cycle certain platoons out to train other regiments of infantry in the use of specialist gear and tactics involving fleet support.

The typical Britannian infantryman, part of Her Majesty's Glorious Infantry, is armed with a single shot, breech loaded rifle. Clad in the typical red coats of the Kingdom, the Infantry Regiments consist of not only infantry but also artillery, especially small pieces such as portable mortars and machine guns. The heavier artillery regiments were disbanded with the formation of the Mobile Ground Armada, which provided ground troops with self-propelled artillery pieces which are heavily armoured and can relocate if discovered.

POLITICS

With the Queen being the ruler of the entire Kingdom, it is unsurprising that many duties are relegated to chief advisers, members of the Queen's retinue, as well as several of the highest ranked members of

politics – that of aggressive expansion, maintaining the initiative and driving the enemies of the Kingdom into destruction through economic and military means, and that of consolidating recent gains, strengthening Britannian rule in conquered areas to prevent any uprisings from destabilising the regions. Followers of the first ideology call themselves the “Knights” whereas those supporting the second have been dubbed the “Rooks”.

The politician currently leading the Knights is Lord Bartholomew, who represents the city of Manchester, whilst his opponent in the Rooks is Lord Charles of Delhi. So far, the arguments of both sides have failed to sway the Queen to see their line of reasoning, resulting in the **Kingdom of Britannia** maintaining its hold on territory near disputed regions, whilst swiftly expanding in areas where the chance of contact with opposing imperialist forces is minimal, such as the African States.

RELATIONS

Currently, Britannia is at war with the **Prussian Empire** in Europe and the **Empire of the Blazing Sun** in the Pacific. The Kingdom is supported in the Pacific war by the **Federated States of America**, who provide supplies and support to Britannian troops stationed in Malaysia and battling the Blazing Sun forces there. As well as this, the Lord of the Admiralty has sanctioned the use of mercenaries to aid Britannian operations in the Pacific, leading to the integrating of Australian Independents into the Fleets.

A great deal of the Britannian military has been recalled from abroad to protect the homeland following a surprise assault by **Prussian Empire** forces on the capital itself. The invaders sneaked into the centre of the city utilising a new kind of submersible, and launched a two hour assault on the Houses of Parliament. Despite the building being empty, the damage caused and casualties inflicted on the civilian population through indiscriminate use of gas weaponry left a deep impression on the Britannians, leading to the resignation of **Lord Westbury** of the Homeland Defence Fleet.

As of now, the Kingdom is indifferent to the **League of Italian States**, seeing them as of no importance with regards to its operations in Europe. The Russian Coalition, though a potential threat due to its size and growing power, is safely engaged in a protracted campaign against the Prussian, bleeding both sides and lessening the pressure being put on the Kingdom's homeland. However, Britannia cannot capitalise on the decreased activity of the Prussians around Western Europe due to the mobilisation of the French military, which has managed to battle the Britannian fleets stationed around the Isles to a stalemate.

MILITARY HISTORY

The Britannian military has a long and proud tradition, primarily anchored on its naval dominance. As an island nation the **Kingdom of Britannia** was for many years regarded as the naval superpower of the world. However, with the expansion of its dominion and the need to fund garrison duties in all its territories the Kingdom's navy has weakened, allowing other nations to catch up in terms of ship design and development.

Despite the obvious focus on naval strength the Britannian land forces, consisting mainly of infantry with minor land-ship support, were also a force to be reckoned with: small but elite. Their reliance on the Fleets to deploy and manoeuvre however made them less of a threat,

Britannians again became a power to be feared, not only at sea but also on land and in the air. However, due to the size of their dominion it means that their forces are always stretched and under-supplied, making their effectiveness limited. With Sturgeon's technology though, Britannian engineers are already making improvements to their designs. It is only a matter of time before the **Kingdom of Britannia** spreads to all the corners of the world.



LEFT: A Kingdom of Britannia Naval Officer. Despite the modernisation of its armed forces by this nation, the Navy has held on to its heritage and holds dear the history of the maritime and naval legends such as *Drake, Cook and Nelson*. The officer you see here is, despite his appearance, dressed for combat, his pomp and circumstance unbridled amongst the various navies of the world. He is sporting a *Mono-Opto-Articulator*, designed to aid his vision during combat situations.



DOMINION

The **Prussian Empire** is probably the strongest nation currently in Europe, controlling much of the mainland, as well as the territories of Sweden and Norway. This Empire shares borders with France in the west, the **Polish-Lithuanian Commonwealth** in the east, and the **League of Italian States** in the south. The Emperor also owns minor tracts of land in Greenland, but that is the extent of Prussian holdings beyond Europe, since the proximity of the **Kingdom of Britannia** and its powerful navy have always limited the Prussian maritime forces.

As it is, the **Prussian Empire** has existed since the beginning of the century, secure and stable. But with Sturgeon's new technology sweeping across the world, that stability is now challenged.

RULER

Currently the **Prussian Empire** is under the command of Frederick Grunder, the Sixth Emperor. Unlike his predecessor, Emperor Otto, Frederick is a much more reasonable man, permitting the Teutonic Knights to return to their lands, once taken by Otto in a mad fear of rebellion.

A firm believer that one can get more with a kind word than with a threat, Emperor Frederick's philosophy has already paid great dividends

— the return of the Teutonic Knights and their willing support has provided a great boon to the Prussian military and research efforts. There has also been a significant improvement in relations with the **Republic of France** and **League of Italian States** under his leadership.

MILITARY STRUCTURE

The Prussian military has long utilised the traditional formations of war, fielding regiments with specific duties, each split into companies. This type of organisation has been carried over to the ground, maritime and aerial navies, each one split into a battle group, broken down into squadrons. Each navy, as well as the army, is commanded by a Sire, who reports to the Master of the Military, a rank which is today held by Heinrich Grimm.

Heinrich heads the military council, consisting of him and the *Four Sires*: Tannhauser, Sigismund, Helbrecht and Jaeger. Sire Tannhauser is the stoic of the group, a trait he developed in his time serving onboard **SMS Freischutz**, the former flagship of the **Prussian Empire's** Navy, whereas Sire Sigismund is the taciturn leader of the Land Ship battle groups, promoted to his position following the death of Sire Fritz on the eastern front at the hands of a Commonwealth Hussar. **Note: SMS**



Sire Helbrecht, commander of the Empire's aerial might, is often derided by his fellow sires; partly for his wilful fraternising with the lower ranks, but mostly due to his carefree nature, something that also makes him ideal in dealing with the egotistical airship captains.

Sire Jaeger, lord of all the Prussian infantry regiments, is rapidly losing favour with the council. His paranoia with regards to the security of his position has begun to reach levels bordering on psychosis. Once a decorated colonel of the 56th Wittenburg Rifles, Sire Jaeger slips more and more into blind panic with each reported success of Colonel Sturm, the current favourite to replace him.

Currently, there are over six hundred maritime ships, four hundred land-ships and five hundred air ships of military function in the Prussian military, sometimes acting as support for one another as well as the infantry regiments, but more increasingly being deployed in groups using only the ships of one navy, ranging far and wide over Prussian territory and engaging any enemy forces they encounter. In addition to this, Emperor Frederick has recently managed to acquire the details of Sturgeon's Iron Men, and several variations have already been witnessed on the battlefield, being used alongside regular infantry forces as well as land-ship navies.

POLITICS

Emperor Frederick has split his government into several councils, the members of which are promoted to office after serving a set amount of time in their respective fields. There are currently twenty-five councils, the most prestigious of which are the military, the trade, the research and the foreign relation councils. Rumours also persist of an internal affairs council, though few if any know how one is appointed to a position in that shadowy gathering.

The Emperor presides over the High Council, which consists of the heads of each of the councils. This group meets at least once a month to share information and plot the next stage of their Empire's expansion — that is, whenever political machinations can be put aside for the greater good. Games of politics are the lifeblood of the Prussian aristocracy and council members, each jostling against one another to improve their standing, possibly rising to the seat of Emperor himself one day.

Assassination and corruption are commonplace, weeding out the weak and ineffective, leaving only the best in office. Only the Emperor is immune from such petty squabbles, and that is due to his loyal bodyguard of Teutonic Knights, men who are above bribery and threats. They are his fist, a personification of his will, and do not hesitate to lower themselves to the level of common assassins, striding imperiously into an offender's council meeting and butchering him in the sight of his fellows after a declaration of his crime.

As personal bodyguards to the Emperor — and much more besides — the Teutonic order operates beyond the politics of the Empire. Only Emperor Frederick himself knows exactly what goes on in their

successful. The Order holds much wealth and knowledge, and secret whispers point to them being the source of the Tesla weaponry now being employed by the Empire, and not Sturgeon...

RELATIONS

Emperor Frederick has forged an alliance with the **Empire of the Blazing Sun**, diverting Britannian attention from the Pacific to Europe in exchange for resources and potential territory amongst the Blazing Sun's dominion. However, with the sudden offensive of the **Russian Coalition** and **Polish-Lithuanian Commonwealth** in the east, the **Prussian Empire** has had to call upon ancient treaties, stored safely in the stronghold of the Teutonic Knights, to convince the **Republic of France** and the **League of Italian States** to support them in Europe.

With this grand European alliance in place, Emperor Frederick has spread the knowledge of Iron Men to his fellow nations, with each designing their own variations which are in turn shared with the **Prussian Empire**. The threat of the Russians in the east and Britannians in the west is such that even envoys had been dispatched to the **Federated States of America** to earn their support, in whatever form, against the Coalition. The **Empire of the Blazing Sun** has already promised to deploy troops to divert Russian attention from Europe, and reports are already filtering in telling of what had been thought to be a rogue army rampaging northwards from Cambodia, heading directly for the **Russian Coalition**.

MILITARY HISTORY

Due to its position in Europe, the current Prussian military has seen a lot of action, consisting now of some of the most veteran troops in the mainland. The invasion of France in 1808, whilst it was in the midst of a civil war, is still seen as one of the most quick and efficient takeovers in military history. However, Emperor Otto's foolish march on Russia quickly led to the collapse of the vast holdings of the **Prussian Empire**, as their forces had to retreat in the face of the vengeful White Army. In the west the attack on Waterloo was similarly repulsed, pushing the Prussian troops back to mainland Europe.

To stave off any assaults on the homeland itself, the High Council suggested the restoration of sovereignty in France and the former Commonwealth, using them as buffers against the encroaching armies. Emperor Otto agreed to the idea and in 1815 the Prussians pulled out of France and the lands of the Commonwealth. However, the Poles and Lithuanians would not quickly forget the oppression they had suffered at the hands of the Prussians, whereas the French were begrudgingly grateful to the Empire for restoring order in the midst of their civil war.

These feelings came to play an important part in the current situation – the French Republic's willingness to cooperate with the Prussians against the **Kingdom of Britannia** and the pact forged between the Commonwealth and the Coalition both stem from that time. The result is a secure western flank, but an eastern front that has managed to penetrate deep into **Prussian Empire** territory, grinding to a halt at the Wolfgang Fortresses, where the gigantic Tesla emplacements have managed to stop the Coalition advance in its tracks, and repulsing the Commonwealth completely.

However, with the news that the **Russian Coalition** has gained new technology thanks to a rogue scientist known as Markov, the Emperor has seen fit to prepare his nation for another onslaught, all the while scheming with his allies at how to best stabilise the rapidly deteriorating situation in Europe.



ABOVE: A Prussian Empire Luftlancer, or 'Air Lancer', is a sight to behold in combat. As the Prussian naval ships close in on their enemies, their Tesla Coil weapons opening fire, the Lancers prepare their machinery. Short range rocket packs, powered by **Element 270**, propel the lancer into combat. A small *stick control* allows the lancer to guide himself to a safe landing, his **Electro-Lance** charged and ready to stun or kill an enemy. Once in combat these troops are deadly, knowing no equal in boarding actions.

Empire of the Blazing Sun

DOMINION

The **Empire of the Blazing Sun** was officially *born* in 1822 with the coronation of **Empress Maya**. She inherited not only an island nation but also a scattering of territories her predecessor had wrested from the hands of the Chinese Federation, as well as most of the islands scattered throughout the Pacific. She would move to extend this dominion by invading Korea, though all this would achieve ultimately is the scarring of the Imperial Army, twisting it into the force that it is today. Whilst unable to truly rival the dominions of other superpowers, the **Empire of the Blazing Sun** was far richer in terms of resources, controlling many volcanic areas which gifted the Empress precious and rare metals.

Now that **Empress Shizuna** has been crowned, she feels it is her duty to bring the Blazing Sun forth into a new world, one where her nation's flag will fly throughout the entire Pacific region.

SEAT OF POWER

The **Empress Shizuna** ascended to the throne of the Blazing Sun in 1862. She was only 14 years old at the time. Her relative inexperience in commanding a nation was at first something other nations tried to capitalise on, but their machinations were shattered against her indomitable will.

Empress Shizuna would have her people live in peace and prosperity. With the **Kingdom of Britannia** making great gains in the Pacific, along with the obvious resentment of the Koreans being directed at her island nation, the Empress realised the necessity of expanding her dominion as a warning to any potential invader. Yet the chance would not arise until late in the year 1867 when the East India Company, a neutral power despite its affiliations with Britannia, dishonoured the family of one of her commanders.

LOYAL MILITARY STRUCTURE

With the Empress' realisation that her nation was rapidly gaining the attention of expansionist powers, she moved swiftly to make reforms to the military. As a young girl growing up she had thrived on stories of heroes and legends, and structured her new military along similar lines. Three great armies were formed at her command: one to act as a shield, another as a sword and the third as a crucible.

The First Army was the shield, tasked with defending the Empire against all threats, from both within and without. The Second was the sword, the offensive might of the Empress. The Third was formed as a training and garrison army, where new recruits and veterans of the

other two armies would gather, creating new troops to be sent out to join the other Imperial Armies as needs dictated.

Each Imperial Army is commanded by a High General, each one personally appointed by the Empress and wielding a **Masamune**, as a mark of her favour. The current High Generals are **Takeda of the Shield**, **Uematsu of the Sword** and **Kojima of the Crucible**. High General Takeda is an old veteran, a man who takes his duty as the Empress' shield with all the seriousness it deserves and often gives advice to the other High Generals, both of which follow his suggestions to the letter, recognising his superiority in military matters.

However, High General Uematsu has often clashed with Takeda over issues of tactics, especially the focus between offence and defence, whilst High General Kojima has kept mostly to himself, interacting rarely with the others due to his duties often requiring him to be amongst the trainees and recruits, forging them into men the other High Generals can depend on.

The Armies themselves are each split into ten divisions, each commanded by a General and consisting of seven thousand men. Each division is named after a legendary creature, as much for labelling as for propaganda reasons. There are also several forces which are not *directly* affiliated with the Empress, most prominently the clan of killers and mercenaries known only as the **Shinobi**. These figures, shrouded in myth, move like ghosts amongst the enemies of the Blazing Sun and amongst its own people, weeding out traitors and spies.

The Imperial Navies are favoured by the Empress and three great navies have been created, one attached to each Imperial Army and directly commanded by her High Generals. Each Army has also been assigned an Aerial Armada, although this is, like many other nations, a relatively young form of warfare for the Blazing Sun. That said, with the use of **Element 270** the scientists of the Blazing Sun have made impressive advancements, and vast Sky Fortresses are commonplace in its Aerial Armadas.

POLITICS

The young Empress does not have a council of advisers like many of the other rulers of the time do. Instead she has seven men, each one exceptional and utterly loyal, acting as her closest confidants. Each one bears a **Masamune**, a symbol of their rank as the Empress' chosen, and carries the title of Samurai, the name of an order that was all but wiped out a century before when repelling an invasion of the mainland. Only the Empress knows the identities of all her Samurai, though four are known to rival nations – her three High Generals and an enigmatic figure known only as the **Lord of the Shinobi**. The other three **Masamune** wielders are unknown at this time, though there are reported sightings of General Oni wielding a fine katana that matches the description of a **Masamune** blade.

Empress Shizuna has complete and utter control of her nation, with ministers appointed for several duties (such as trade, civil affairs and commerce) reporting directly to her. This means that unlike many



BELOW: Following previous military engagements in the Pacific region, the armies of the Blazing Sun have encountered a number of hostile technologies, most notably the use of poisonous gases. Many veteran troops suffered the effects of these gases and must now wear gas masks to aid in their breathing.

During the worst of their campaigns, troops of the Empress faced toxins that literally made normal air poisonous to troops. Such troops will require the use of advanced respiratory masks for the rest of their lives. The naval officer you can see here has grown to live with his medical condition, a veteran of numerous campaigns. By virtue of his rank he is now allowed to wear an ornamental respirator, designed to signify not only his position in the military, but to cause fear amongst his enemies.



other rulers, the Empress has complete knowledge of the goings on in her nation, and is ultimately responsible for every governmental action taken. This is a task she has met head on with her youthful energy, maintaining the smooth operation of her country on one hand, whilst orchestrating grandiose strategies with her High Generals on the other.

RELATIONS

The **Empire of the Blazing Sun** is currently conducting a war with the **Kingdom of Britannia** in Malaysia, although for now the Empress' forces are falling back in the face of the Britannian counterattack, using Australian mercenaries to provide support. The **Federated States of America (FSA)** has also declared war on the Blazing Sun, swearing to aid Britannian efforts. In the face of such enemies the Empress has forged an alliance with the **Prussian Empire**, one which has proven successful so far, diverting Britannian attention back to Europe and allowing the Blazing Sun to prepare for the American offensive.

With the weakening of Prussian dominance in Europe however, the Blazing Sun has to face the potential for renewed Britannian activity in the Pacific. Coupled with reports that the **Russian Coalition** is making plans for an invasion of the island nation, it is obvious that the Empire is in a difficult position. Yet there is hope, as the Shinobi agents planted in **Wells Chasm** continue to provide more technological data, ensuring that the Imperial Armies have the edge in equipment. Also, the increased aggressiveness of the **Russian Coalition** has further diverted attention away from the **Empire of the Blazing Sun**, giving the Empress time to marshal her forces and track down General Oni and the Wani.

MILITARY HISTORY

With the reformation of the military following the disastrous Korean War, the Blazing Sun military has few accolades. However, it is quickly garnering a reputation as a formidable foe, willing to employ the horrific gas weaponry that was used against them by Korea, coupled with an iron will and obedience to authority. The actions of one division have already changed the world, with General Oni and his Wani having passed into legend. Yet he and his forces did not retreat from Malaysia like the rest of the Imperial forces, instead vanishing into the jungles, from which they still strike, silent and without warning.

Whilst diverting **Kingdom of Britannia** attention, this was still an act of defiance against authority, something almost inconceivable to the people of Japan. Seeing this as a potential threat to the stability of the Blazing Sun, the Empress has dispatched Shinobi agents to deal with the now rogue General, not forgetting that it was his unbridled ferocity that led to the East India Trading Company asking the Britanniens for aid, resulting in her nation's current predicament.

年际乐京

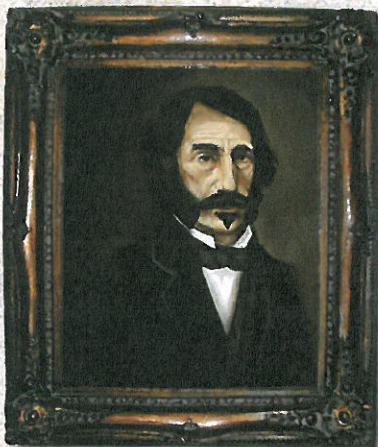
Federated States Of America

DOMINION

The **Federated States of America (FSA)** is a relatively young nation but is quickly establishing itself as a global power. The **FSA** came about after the end of the Civil War of 1860-64, when the States of the North and South engaged in a fierce conflict. The rule of President Nathaniel Adams extends from the borders of Canada to the Free Lands of Mexico, with all the resources of the Federacy at his command. As of yet the **FSA** does not own any territories abroad, content with rebuilding its strength after the Civil War.

THE PRESIDENT

Adams is an established American politician, having been a member of the senate before the war, and during the conflict proved himself not only a superb military strategist but also a true leader of men. During the years leading up to the Civil War he fought hard to try and prevent war, arguing that the States of the South and North **MUST** unite to further the goals of an undivided nation. He took a stance that together a united America could become a global power, despite Europe's stranglehold around the globe.



Adams was Senator for Mississippi before rising to power as President. It was during his term as a Senator that he first met a 68 year-old scientist called Benjamin Bell. For a number of years Bell had been a research partner to a German chemist called Martin Klaproth who had discovered an oxide from a material that was to become known as Uranium. When Bell returned to America he continued to work on Uranium Oxide and was to eventually discover huge deposits of it in the soft soils of the Mississippi.

Bell was to form a Scientific Board for Senator Adams, tasked with exploring the potential of the oxide, and working with Bell the wealth of the State of Mississippi and its neighbouring States was to grow hugely. It was this growth in the southern power base that was to eventually lead to the Civil War, with Adams enigmatically led the southern states to victory.

Adams is a famously proud and stubborn man, one who refused to accept defeat on numerous occasions during the conflict, and he was to earn the trust of the **Kingdom of Britannia**, who provided much

support to the south. However there was one condition - access to Uranium Oxide was to be made readily available to Britannia and its allies after the war was over. With the Britannians at their side the

south swiftly won the war, and Adams was to then face his greatest challenge ever: uniting America.

MILITARY STRUCTURE

To avoid the entire country fragmenting and becoming easy prey for any potential invader, one of President Adams' first orders to the newly re-forged America was to create a centralised, federal military. Each state is permitted to have a small standing force of Home Guard, but these are intended for self-defence. The true military of the **FSA** are the Federal Forces.

The Federal Forces are split into three forces - the Army, the Navy and the Air Force, each of which is split into three divisions, which vary depending upon the force they stem from. Each force is subservient to a Seven Star General, who answers only to the President himself. The Seven Star Generals command the Six Star Generals who command the three divisions of each Federal Force, with Five Star Generals commanding each regiment within the division. This pattern is repeated down to numerous one star commanders who act as squad lieutenants to the Two Star Generals of each unit. This organisation is based upon elements of the Britannian military, from which many of the **FSA** armed forces stem from.

The three divisions of the Army are the Land Ships, the infantry and the artillery, all commanded by Seven Star General Adams (no relation to the President), a man who has fought for the past 30 years against insurrectionists, northerners, Mexicans and natives. His no-nonsense approach has led him to being officially dubbed "*General Iron Britches*" by his underlings. His equal in the Navy is Seven Star General Hilton, who started out in the Federal Forces as a crewman on the Frigate Goodwill, which has since been sunk by Russian forces. Hilton has the unenviable task of reigning in the three divisions of the Navy - the ships, the naval air support and the marines.

The task of keeping them in line and under control is one no truly sane man relishes, though Hilton does what he can, ensuring their obedience by allowing them greater operational and personal freedom than seen in the other Federal Forces. The Air Force is commanded by Hilton's cousin, Douglas. General Douglas is another professional soldier, cut from the same cloth as General Adams, who served in the Navy before being appointed to his current position with the birth of the **FSA** Air Force. The Air Force is styled similarly to the Navy with its own ships, specialist air-fleets and jump troops.

POLITICS

Whilst the overarching government Adams leads is essentially the face of America when dealing with foreign powers, the individual states are almost autonomous, each dictating its own fate and approach to problems, though co-operation is highly encouraged, especially in the aftermath of the Civil War.

The Federal government itself is split into the President and the Congress. Whilst the President cannot propose any new legislation on his own, he can refuse to ratify a new law that the Congress proposes.

if he provides sufficient reason to support his decision. It is also the Congress that has the right to declare war or make peace, although the President is the head of the military and as such no action will be taken by the armed forces without his command. The President is also viewed as the representative of the country, and in this capacity is utilised in negotiations, acting as a mediator between the foreign power and the people of America, who are represented by Congress.

RELATIONS

The FSA are currently unaligned with any nation, though they do provide material aid to the **Kingdom of Britannia** forces so as to ensure they continue engaging the **Empire of the Blazing Sun**, distracting the fledgling empire in the Pacific. This is all part of Adam's plan to expand the FSA's territory in the area, creating buffers against any future invasions from potential rivals. The first fleet sent out to establish the first FSA colony did, however, fall foul of a Russian fleet, leading directly to the current war between the Americans and Russians. However, despite a common enemy Adams has refused to join in the alliances running rife throughout Europe since allying with the Prussians against the Russians would alienate the Britanniains, whilst the Britanniains are allied to the Russians and as such cannot be truly trusted.

MILITARY HISTORY

With the cessation of the Civil War the American military has not undertaken any major operations. Most of the Federal Forces have been undergoing retraining as more and more of Sturgeon's technology becomes commonplace on the battlefield, and most of the nations of the world were happy to leave the FSA to their own devices.

However, with the new declaration of war against the **Russian Coalition** and the less than subtle hints regarding the nation's intentions with respect to the **Empire of the Blazing Sun**, the FSA has drawn attention to itself once again. Recognising the various potential threats, President Adams has mobilised the Federal Forces, making a display of force on a national scale as he acts on the Congress' declaration of war on the **Russian Coalition**, seeing the Tsar's ambitions as a threat to their own plans in the Pacific.

The Navy is currently the most experienced of the Federal Forces, having already clashed with the Russians several times near Alaska. Difficulties have been noted in keeping the giant paddle wheels operational in the ice choked waters, leading to the application of steel treated with **Element 270** to the wheels, making them stronger whilst maintaining their weight.

The Air Force has managed to support the Navy somewhat, but most American pilots are still too inexperienced to be directly fielded against the Coalition's fearsome Steel-Interceptors, whilst the Army awaits the clearance to begin an amphibious assault on Russia's eastern coast, defended by a giant wall of concrete, bunkers, razor-wire and minefields known simply as the Nikolai's Line.



ABOVE: Meet Captain Theodore Masterson III who hails from the state of Texas and commands a squadron of FSA *Land Ships*. Since the escalation of hostilities between the FSA and the **Kingdom of the Blazing Sun** manufacturing of *Land Ships* has been increased by over 400%, with factories being erected throughout the states of the FSA.

DYSTOPIA



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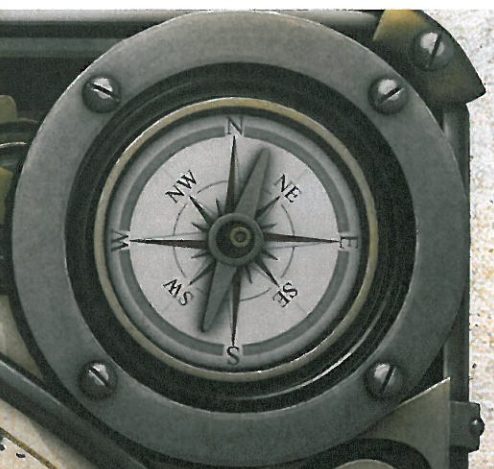
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- Kingdom of Britannia
- Prussian Empire
- Federated States of America
- Empire of the Blazing

WARS



Covenant of Antarctica

Ottoman Empire

Russian Coalition

League of Italian States

INTRODUCTION

DYSTOPIAN BLITZKRIEG

The world of **Dystopian Wars** is one that is similar to our own but subtly different. The year is 1870 and the Industrial Revolution has occurred decades earlier than in our own world. Technology is far advanced, and in many cases unrecognisable, which has led to the development of fantastic Naval vessels, hulking Land Ships and terror from the skies in the form of Airships and War Balloons.

Dystopian Wars is a game that is designed around having fun with a selection of models in a couple of hours. We are big fans of *Steampunk* and *Victoriana*, so we jumped at the chance of creating a game of combined arms along similar lines to our **Uncharted Seas** and **Firestorm Armada** games – but encapsulating the aforementioned genres. **Dystopian Wars** therefore incorporates naval, aerial and land models from the outset, so that you can set up battles and scenarios in any combat setting.

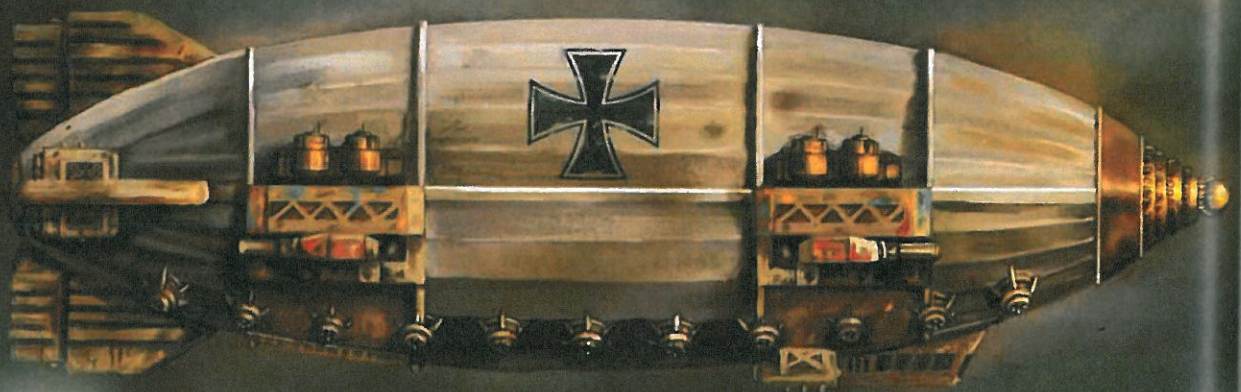
We supply resin and metal miniatures with which you can roam the high seas, scour the smog filled skies of **Dystopian Wars** for enemy flying ships, or doggedly defend the cities and countryside of your

home nation. These three combat arms use the same core rules for movement and combat, with varying abilities and statistics.

At the back of the book are colourful tokens that make recording damage and special effects easy. The rules are optimised for large fleet actions, so that you can get as many miniatures on the table as you want and still get an enjoyable game in an evening. **Dystopian Wars** is also ideal for multiplayer games, as you get to activate individual squadrons of miniatures from one player to the next.

The rules allow for the optional use of a deck of 52 Game Cards that add an exciting element of tactics to each game. They improve the overall game play and inject some additional eccentric Victorian atmosphere but you can play without them if you wish.

If you go to our website – www.spartangames.co.uk – you can see our superb range of models for **Dystopian Wars**. Everything else you will need can be found inside this rule book and permission is given to photocopy and use the tokens and templates, but please remember that the copyright always remains with **Spartan Games**.



HOW YOU PLAY

You will need a tape measure and lots of six sided dice (D6) to play **Dystopian Wars**, probably 25 to 30 in total. You will also need one eight sided die (D8), and occasionally you will need to roll a D2 or D3. To roll a D2 or D3 you use a six sided die. If you roll a D2, a 1, 2 or 3 counts as a 1, and a 4, 5 or 6 counts as a 2. If you roll a D3, a 1 or 2 counts as a 1, a 3 or 4 counts as a 2, and a 5 or 6 counts as a 3.

Most of the time however you will be rolling a number of dice and counting the number of hits that you score. Once you have worked out how many D6 you get to use, you roll them and consult the **To Hit** table below:

DICE ROLL	RESULT
1-3	Miss
4-5	1 Hit
6	2 Hits and Roll Again!

When you Roll Again, make sure you roll an extra 1D6, not one of the dice that counts as a hit. You keep going until you stop rolling any 6's – we call this an exploding dice mechanic. Once you have finished rolling dice you add up the number of hits; the more hits you get, the more successful you are. This exploding dice mechanic is a core element of **Dystopian Wars**. It varies only in that some rules will modify which numbers score a hit, and other rules will reduce the number of dice that you roll. Some rules might add +1 or +2 to a die roll; in this case a modified roll of 6 would only score 1 hit, and you **DO NOT** get an extra dice roll.

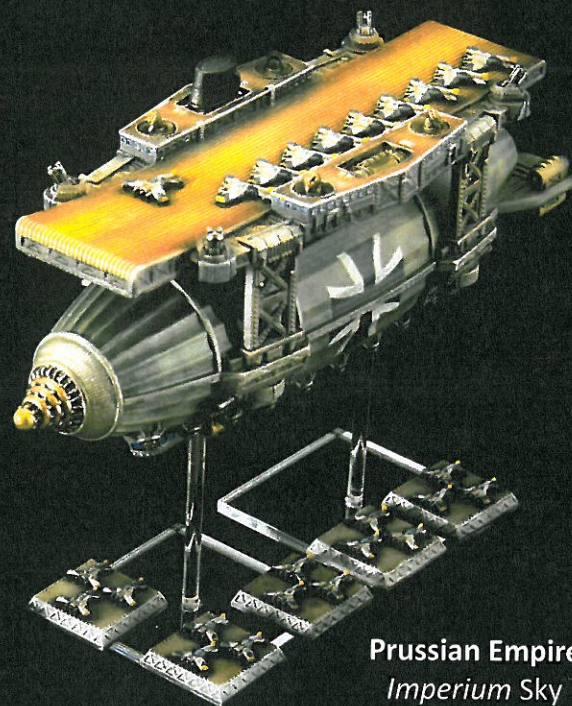
Some rules will give different **To Hit** numbers, like a 4, 5 and 6 as opposed to just a 6 – this is most common with combat rolls. Where the **To Hit** numbers conflict with each other, use the set that makes it more difficult to score a hit. In other words use the worse set of numbers, which in the example above would be a 6 (instead of 4, 5 or 6).

IN SUMMARY

You have unlimited opportunities to create your own factions within the world of **Dystopian Wars**, as the initial fleets cover the most powerful empires that struggle for supremacy on the oceans and continents. You are welcome to redistribute the territories in whatever way makes your games and campaigns easier to play. You could even use the models of the existing fleets to represent other nations in **Dystopian Wars**, either as allies or mercenaries.

The rules provide the backgrounds and statistics for several imperial fleets, each with the same initial core ships, including Battleships, Cruisers and Frigates. These generic terms are simply used to aid in the construction of fleets by a player, and capture the feel of each empire. We have an entire section devoted to models of each empire, where each model is given a point value to aid in fleet composition, and a guide to how to organise your war fleets.

In tandem with these three model types, you will be able to customise your fleets with future releases of new ships. **Dystopian Wars** also focuses on aerial models and land models as a core part of the game.



Prussian Empire
Imperium Sky
Fortress

You will be able to create fleets of aerial or land models or even mix and match squadrons of naval, aerial and land models. All of these models are categorised into size classes of ship, which are the same throughout naval, aerial and land models. These size classes are Tiny, Small, Medium, Large and Massive. Most of the rules for these three arms of combat are consistent between the different size classes.

Dystopian Wars is our third game in a series using the same core rules that have elements that are consistent between the science fiction space combat of **Firestorm Armada** and the fantasy naval combat of the **Uncharted Seas**. **Dystopian Wars** builds upon the same type of game ethos as these settings. You will be able to find additional support materials at our website - www.spartangames.co.uk.

We are excited about the development of **Dystopian Wars**, it is an entertaining and violent game, putting you in command of huge land vessels, giant robots, impressive airships and rugged war ships. Your strategies and choices of fleet construction determine the margin of your victories or defeat. Whether you choose to focus on land, sea or in the air, you have every choice available to you to outmanoeuvre, harass and destroy your opponent.

You command one of the great nations of **Dystopian Wars**, you can choose to defend your territories from foreign incursion, or you can conquer the world. The choice is yours...

THE MODELS

PLENTY OF CHOICES

Dystopian Wars will feature a wide number of models, ranging from simple tokens with an abstract of a model on them to a highly detailed multi-part model that could represent an airfield or a Dreadnought or some other mechanical behemoth.

This section provides a list of model designs that you can use within **Dystopian Wars**, including several models that are not yet available. As the game develops we will roll out several new classes of models that fall into these categories, and fill out the fleet options. Our intent is to release models that fit into the categories below, but it may be that as the game develops newer model classes could be released.

The bracketed information explains firstly whether a model design is in the **Capital Class**, which affects its ability to fire at Small models. It also explains what size class the model is, which determines how manoeuvrable it is. Most future releases for different types of model should fall into these categories.

Some models are also defined by their function, whether they are flying or diving models for example. This affects how they interact with other models, most of which are called surface models, which includes naval vessels and land vehicles (as the sea and the land both count as 'on the surface' in the game).

This section also includes categories of model, which vary between ships, tanks, robots, submarines and airships, all of which are referred to generically as models. The additional categories help define what rules apply specifically to a submarine instead of a ship for example.

All of this information will be present on the Fleet Information Guide (**FIG**) of the model in question. When a model is bought it will come with a **FIG** giving it core statistics. Where possible we will include all additional rules for a model on the **FIG**. However, with some of the more complicated models it may be necessary to use our web site at www.spartangames.co.uk to make downloadable PDFs available.

NOTE: Some models that are in the Small model class are mounted two to a base (Small Tanks for example). They still count as models in the rules, even though they are mounted in multiples on a predefined base. The Tiny flyer class (including Aeroplanes) are referred to as tokens.

We provide tokens at the back of this book; several products come with flyer tokens, Battle Groups come with 10 tokens and you can download a PDF from our web site full of tokens – www.spartangames.co.uk



NAVAL (FLOATING) MODELS

Fleet Carrier (**Capital Class, Massive**)

Carriers are support vessels that supply additional Aeroplanes for a fleet. They are durable and heavily armed, but generally slow and cumbersome. Most are converted from existing designs of Battleships or Dreadnoughts, and simply have a landing platform raised above the superstructure of the ship. However, certain races, such as the **Empire of the Blazing Sun**, have created custom designs for their Carriers.

Dreadnought (**Capital Class, Large**)

Dreadnoughts are a new breed of advanced Battleship design with superior armament and defences. They are less common and more expensive to produce, but are usually bristling with gun turrets, torpedo tubes and powerful field generators.

Battleship (**Capital Class, Large**)

Battleships are the ships of the line, the primary source of firepower for most fleets. They are able to engage enemy targets of all size and function, and easily threaten the well laid plans of an opposing commander.

Submarine (**Capital Class, Medium or Large**)

Submarines are the scourge of the seas, able to attack from long range with relative impunity with torpedoes. They are difficult to target with regular ordnance, even when they are on the surface. Most submarines have traditional weapon systems, which can be brought to bear when a model surfaces. Not all nations have submarines, but in the escalating World War underwater vessels are being increasingly viewed as critical addition to any arsenal.

Gunship (**Capital Class, Medium**)

Gunships are designed to fight above their class, having the hulls of Cruisers and the secondary weaponry of a Battleship. They are deployed in small numbers and often engage in commerce raiding, as they can travel long distances without resupply.

Cruiser (**Capital Class, Medium**)

Cruisers are the mainstay of most fleets, with enough weaponry to take on bigger targets when in squadron strength and destroy weaker targets with ease. They are frequently used to maintain authority over troublesome allied ports and coastlines, and guard supply convoys.

Destroyer (**Small**)

Destroyers are fast attack ships that focus on firepower over boarding or defensive armament. They often only have one main weapon system, and concentrate on pack tactics.

Frigate (Small)

Frigates are normally used in large numbers as decoys and screens for Capital ships. They are easily destroyed and have limited weaponry, but they make up for it by forming large squadrons, giving them a chance to take down larger targets when correct strategy is employed.

Escort (Small)

Escorts are the weakest class of military vessel, as they are generally armed with Ack Ack, Torpedoes or Rockets and little else. They are deployed to provide support for larger vessels and can become vulnerable when the vessel that they are escorting is destroyed.

Corvette (Small)

Corvettes are the fastest of naval vessels, making them very difficult to target with weaponry. They are vulnerable however if they are hit, and are often destroyed in one shot.

AERIAL MODELS

Sky Fortress (Capital Class, Massive)

Sky Fortresses are support craft that supply additional Aeroplanes for a fleet. They are durable and heavily armed, but slow and cumbersome. They patrol the upper atmosphere of Dystopia in the dense clouds, hidden from view, and execute swift strikes on unsuspecting targets below.



Airship (Capital Class, Medium or Large)

Airships are the primary airborne force of the **Prussian Empire** and **Federated States of America**, and provide them with the tools to enforce their authority over the skies of Europe. Airships are relatively slow and cumbersome, but tough to destroy and equipped with an arsenal of weaponry.

Gyro (Capital Class, Medium or Large)

Gyros are the primary airborne force of the **Empire of the Blazing Sun**, with which its Battle Groups patrol the great expanse of the Pacific Ocean. Gyros act as stable weapons platforms and can carry a larger complement of assault troops.

Rotor (Capital Class, Medium or Large)

Rotors are the primary airborne force of the **Kingdom of Britannia**, whose air commanders are known for their skill and bravery. Rotors are faster and more mobile than their counterparts in other sky armadas, but are generally less well armed.

Bomber (Medium)

Bombers are equipped with a mixture of machine guns, bombs, rockets and light artillery. They are usually deployed on the flanks where they will be less vulnerable to anti-aircraft fire, and sent in to destroy isolated enemy squadrons, although a combined bombing run by several Bombers can be very effective.

Aeroplane (Tiny)

Aeroplanes are equipped with machine guns, bombs and torpedoes. They are used to harass enemy targets on the flanks and engage enemy aerial squadrons. They include Fighter Planes, Dive Bombers, Torpedo Bombers and Recon Planes.



LAND MODELS

Mobile Airfield (Capital Class, Massive)

Mobile Airfields are support vehicles that supply Aeroplanes for a fleet. They are durable and heavily armed, but slow and cumbersome. Their advantage is that they can move at all, and advance into enemy territory behind a friendly army, maintaining aerial support for the troops.

Land Ship (Capital Class, Large)

Land Ships are huge intimidating vehicles, not as long as a Battleship, but often having comparable firepower and equal durability. They are the king of the battlefield, the anchor around which a Battle Group of Tanks or Walkers manoeuvres.

Burrower (Capital Class, Medium or Large)

Burrowers are the cousin of the Submarine, originally developed to explore the geological strata of the planet. They are very slow, but they are difficult to target with regular ordnance, even when they are on the surface, when they can bring additional weaponry to bear.

Troop Transports (Capital Class, Medium)

Troop Transports are big vehicles with a simple and sturdy construction. They are designed to transport rocket marines across the battlefield and launch assaults against enemy war engines. In general the only weapon they have is a lot of Ack Ack to deter enemy boarders.

Bombard (Capital Class, Medium)

Bombards are essentially really big guns mounted on a tank chassis, specialised for long ranged fire. They can work in tandem with aerial models, which can pick out targets that are not within line of sight of the Bombard, so that it can then fire at them with reduced effect.

Tank (Small or Medium)

Tanks are impressive tracked or wheeled vehicles. They are bigger than a house, manned by ten or twenty crew with an additional complement of soldiers. They are deployed in large numbers, providing most of the firepower in many ground battles, depending on which faction deploys them.

Walker (Small or Medium)

Walkers are tall ungainly vehicles, sometimes resembling mechanical men armed with rocket pods and cannons, with soldiers riding on their shoulders. They are now and again deployed in large numbers, providing a screen for Land Ships.

TOP IMAGE: Blazing Sun *Tenkei* Sky Fortress

MIDDLE IMAGE: FSA *Washington* Class Land Ship

BOTTOM IMAGE: Blazing Sun *Sokotsu* Class Battleship

Heavy Walker (Capital Class, Large)

Heavy Walkers are much bigger versions of Walkers, they are usually multi-legged monstrosities that resemble automated industrial machinery. Where one faction might rely on tracked or even wheeled Land Ships, others deploy the Heavy Walker, which performs the function of mobile weapons platform to perfection.

ADDITIONAL CATEGORIES

Creatures

This category includes Creatures that walk on the land, swim in the sea or fly in the sky; some will even be able to combine movement between the sea and land. They will vary in size from Tiny to Massive, while some of them will be **Capital Class** models and some will not. Some of the rules determining how you resolve movement and combat for Creatures are very different from those for other models.

Robots

This category includes Robots that walk on the land, float in the sea or fly in the sky; some will even be able to combine movement between the sea and land. They will vary in size from Tiny to Massive, while some of them will be **Capital Class** models and some will not. Some of the rules determining how you resolve movement and combat for Robots are very different from those for other models.

Diving Model

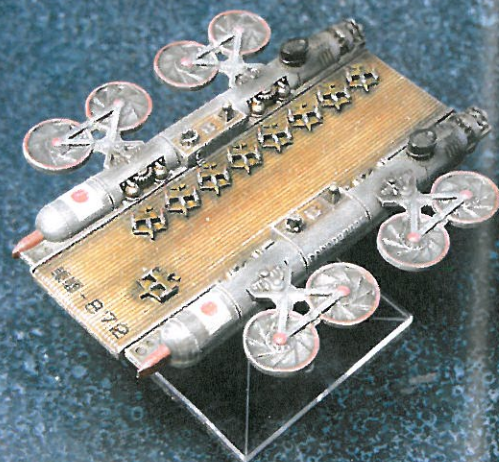
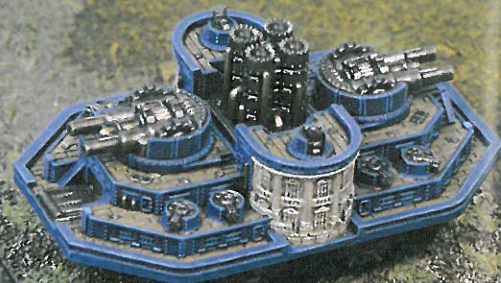
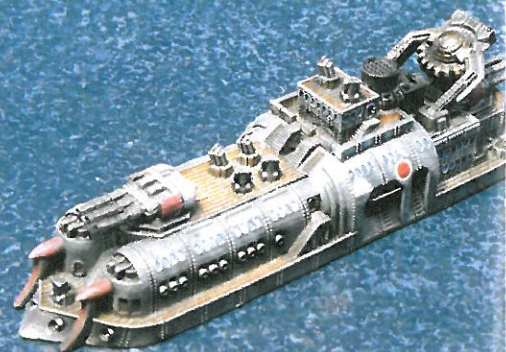
This category includes Submarines (naval), Burrowers (land), plus some Creatures and Robots. It will specify on the **FIG** of a Creature or Robot whether it is a diving model. The **FIG** will also specify whether a model is a diving model (sea) or a diving model (land), which determines whether it can use the diving rules in the sea or on the land. A Burrower functions in the same way as a Submarine and is subject to the same rules; so it counts as a diving model.

Flying Model

This category includes all of the models listed under the Aerial Models section earlier, plus some Creatures and Robots. It will specify on the **FIG** of a Creature or Robot if it is a flying model. Flying models are assumed to stay in the air for the duration of a game, so landing and taking off is only accounted for with Aeroplanes (Tiny tokens) and some specific models.

Fortifications

This category includes gun emplacements, bunkers, installations and fortresses, like Coastal Defences and Landing Fields. They will vary in size from Small to Massive, and usually have several of the Model Assigned Rules that are listed in a later chapter. Although in most cases static, Fortifications often have greater firepower than mobile vessels, and are much more difficult to destroy.



GAME TOKENS

During the course of a game a model will certainly be damaged or inflict damage upon an enemy model. You have a number of ways you can record this, but we have created a set of tokens that you can use to help record such things as weapons damage, mines, assault points, damage points and more.

There are plenty of tokens provided with the rules to make it easy to record damage to your ships and any **Critical Hits** that they might have suffered. This section explains what these tokens are used for.

ALL STOP

These tokens are used to show when a model has halted. If a model has an All Stop token it can only remove the token if it does not move (some models ignore the All Stop rules). Where a rule refers to a model having to halt, place an All Stop token next to it.



ASSAULT DAMAGE

These tokens are used to record damage to Assault Points (AP). When a model is reduced to **0 AP** it cannot initiate a Boarding Assault.



BOARDERS GONE

These tokens are used to record that a model has made a Boarding Assault and is reduced to **0 AP**.



BREAK TOKEN

These tokens are used to show when a Squadron has failed a Break or Command Test, which limits their effectiveness. **NOTE:** some models do not make Break or Command Tests).



CHAOS AND DISARRAY

These tokens are used to show when a model is unable to use its Rockets, Torpedoes, Bombs or Mines (if it has them).



DERELICT

These tokens are used to indicate that a model has been captured, which restricts its movement and firing options.



DIRECTION ARROW

These tokens are used to show when a model is moving backwards. Also used to show a Rudder Critical Hit.



FLEET COMMODORE

This token is placed on one of your **Capital Class** models and is used to represent which model is in command of your fleet.



GENERATOR OFFLINE

These tokens are used to show that a Generator is offline due to a Critical Hit.



HALF AD

These tokens are used to show when the firepower of a model is reduced because of weapons damage.



HALF MV

These tokens are used to show when the movement of a model is reduced because of engine damage.



HULL DAMAGE

These tokens are used to record damage to Hull Points (HP). When a model is reduced to **0 HP** it is destroyed.



MINE TOKEN

These tokens show where a model has dropped a Mine.



OBSCURED

These tokens are placed next to flying models when they perform an obscured movement, which is when they ascend into the cloud cover (it is always cloudy).



PORTAL

These tokens are used to show where an energy portal is on the table. The energy portals use **Element 270** and allow models to teleport from one location to another.



PRIZE TOKEN

These tokens are placed on a model when it is captured during a Boarding Assault.



RAGING FIRE

These tokens are used to show when a model is on fire. A model **CAN** have more than one Raging Fire token on it at any given time.



SHREDDED DEFENCES

These tokens are used to show when the Ack Ack and Concussion Charges of a model are reduced to **0**.



SUBMERGED

These tokens are placed next to diving models when they perform a submerged movement, which is when they dive under the surface of the water, or under the land in the case of a Burrower.



TERMINOLOGY

This section defines the statistics of models, which are referred to as ability ratings or more often just ratings. They are used to determine what an individual model is capable of. Higher ratings indicate a more powerful model, so Dreadnoughts tend to have the best ratings for naval models and Aeroplanes usually have the weakest ratings for flying models.

In general the number given for a rating determines how many six sided dice you roll to resolve an attack or a defensive measure. The categories below give an explanation of how a rating is used:

ACK ACK (AA)

When a model is attacked with Rockets, or by a flying model, or is boarded, you roll a number of **D6** equal to the **Ack Ack** of the model. This determines how effective the model is at deterring or eliminating the attack using rapid fire small calibre weaponry that targets such attacks. A model can also use **Ack Ack** against flying models within **8"** during its activation.

ASSAULT POINTS (AP)

This rating is a measure of either how many soldiers are on board a model, or how dangerous a Creature or Robot is in a Boarding Assault. A Creature or Robot performs an assault when it is in base contact, but a crewed model can do so within a range of **4"**, as the soldiers are assumed to be equipped with rocket packs.

ATTACK DICE (AD)

When a model makes an attack you roll a number of **D6** equal to the **AD** of the model to see how effective its attack is. A rating of **10 AD** or more is very good and **15 AD** is excellent, but models with **5 AD** or less may need to use Linked Fire to be effective against a larger model.

CONCUSSION CHARGES (CC)

When a model is attacked with Torpedoes or by a diving model, you roll a number of **D6** equal to the **Concussion Charges** of the model. This determines how effective the model is at deterring or eliminating the attack using variable fuse concussive weaponry that targets such attacks. A model can also use **Concussion Charges** against diving models within **4"** during its activation.

CRITICAL RATINGS (CR)

The **CR** is the number that you have to equal to exceed in order to cause a **Critical Hit**, which results in a roll on the **Critical Hit** table and, more often than not, **2** points of hull damage. A model with **CR 5** is quite weak, while **CR 9** or higher is very good.

NOTE: An attack roll **CANNOT** cause combined **DR** and **CR** damage. Once you exceed the **DR** and equal or exceed the **CR**, the model suffers a **Critical Hit** *instead* of losing **1** hull point.

DAMAGE RATING (DR)

All models have a **DR**, which is the number that you have to equal or

exceed in order to inflict **1** point of hull damage. The **DR** (and the **CR**) works in the same way whether a model is a ship, balloon or Creature. A model with **DR 3** is quite weak, while **DR 6** or higher is very good.

GENERATORS

Some Large and Massive models have Model Assigned Rules (explained in the MARs Chapter), which include what are called Generators. Generator is typically some kind of Energy Shield or Energy Weapon which usually has its own special rules.

GUNNERY ATTACKS

These include different types of primary and secondary weapons on a model, including Broadides, Fixed Channel Guns, Batteries with **90, 180, 270** or **360** degree arc and Turrets. Their attacks are resolved slightly differently to Rocket, Torpedo, Bomb and Mine weapons.

HULL POINTS (HP)

This rating is a measure of how much hull damage a model can take before it is destroyed. Red tokens are provided with the rules to measure how much damage a model has suffered; if the sum total of the tokens equals or exceeds the **HP** of the model it is removed from the table.

LINKED FIRE

This is a core mechanism of **Dystopian Wars**, allowing some or all of the models within a Squadron to fire at the same target. One model uses its full **AD**, while the other models in the Squadron add half of their **AD** to the total, creating more destructive attacks. See the **Combat Section** for more details.

MELEE DICE (MD)

When a model performs a Boarding Assault you roll a number of **D6** equal to the **MD** of the model (largely determined by its **AP**) to see how effective its attack is.

MINIMUM MOVE

Most naval models have a minimum move of **2"**, which means that they must move **2"** when they are activated, unless you halt the model using an All Stop token. Most land models have a minimum move of **0"** which allows them to move forwards or backwards without using the All Stop tokens. Meanwhile some aerial models have a minimum move of **4"**. All of this information is included on the **FIG** for each model.

MOVEMENT (MV)

This rating determines how many inches a model can move during each turn. It can be reduced by certain **Critical Hits**, and can be improved by some of the Model Assigned Rules (in the MARs Chapter).

PORT AND STARBOARD

Most FIGs list the Port and Starboard weapons separately. Some will specify weapons as being **P/S**, which means the **AD** ratings given under the weapon type apply to the Port and Starboard arc or channel.

PRIMARIES AND SECONDARIES

The weapons of different models are divided into what are called **Primaries** and **Secondaries**. **Primaries** are generally multi-barrelled high powered turrets and **Secondaries** are usually a battery of small turrets, though **Secondaries** also includes miscellaneous weapons like Tesla Coils. They will be specified on each **FIG** with a (P) or (S).

IMPORTANT NOTES: Primaries are at -1 to hit (on each die roll) against all targets in **Range Band 1**.

The Primary (P) Main Turret statistic lines are used for **EACH** turret.

RAM RATING (RR)

The Ram Rating determines how many **D6** you roll when you resolve a ram against a model or terrain. The only models that can perform a ram are those with an **RR** of 1 or more. If a model with an **RR** of 0 moves into base contact with another model it is always counted as a collision.

RANGE BANDS (RB)

The number of dice that you roll when a model makes an attack is determined by the **Range Band** at which the model is firing. There are four **Range Bands**, each of which represents an 8" distance measured from the firing model, giving 8", 16", 24" and 32".

SPLIT FIRE

This is a core mechanism of **Dystopian Wars**, allowing a model to take its *pool* of **AD** and allocate them to more than one valid target. See the **Combat Section** for more details.

SQUADRON SIZE

When you deploy models on the table they are formed into Squadrons that **MUST** comprise the same general type of model (unless the **FIG** states otherwise). There are minimums and maximums for the Squadron Size that are also listed on the **FIG**, which can often determine the tactics of individual fleets.

SURFACE MODELS

Any model that is on the sea or land counts as a surface model, therefore most naval and land models are surface models. Diving models (naval and land) are counted as being on the surface unless they are submerged, in which case they are no longer on the surface.

TURN LIMIT

The turn limit varies widely between models (generally excluding Naval models, which use movement templates). Some models have 360 degree freedom of movement, but most of them **MUST** move 2" or 1" directly forwards **BEFORE** making a 45 degree turn, while many models in the Small class can make consecutive 45 degree turns. In each case, a 45 degree turn **MUST** include a movement of 1".



The CoA may well be one of the most technologically advanced nations on the planet, but its navy still enjoys the pomp and circumstance of its uniforms!



Meet Chaplain Josiah 'Hookey' Montague Smyth, veteran of many a campaign, and one of the most memorable characters in the Britannian Army.

ORDER OF PLAY

A game can last anything from half an hour with a couple of Squadrons to a long afternoon if you put lots of models on the table. A game can last until all of the models in one fleet have been destroyed, or until one player decides to capitulate. You could also define a number of turns, a time limit or perhaps a scenario objective that marks the end of the game, at which time you calculate **Victory Points** to determine who is victorious.

Dystopian Wars uses a simple turn based system with each turn broken down into different phases. These phases are as follows: Play 'Turn' Game Cards, Determine Initiative, Resolve Movement and Combat alternately by Squadron, and then the End Phase. During the Movement and Combat phase more Game Cards can be played to either aid a player or hinder an opponent.

So just to recap, the sequence of play is as follows:

- 1) Play Turn 'T' Cards
- 2) Roll 2D6 for Initiative
- 3) Movement and Combat
- 4) End Phase

In **Phase 1** each player can use a Turn card to affect the rest of the turn (if they have one). If you do not use the Game Cards ignore this phase. These cards affect this turn and unless the card states otherwise the effect of the card will end when the turn ends.

In **Phase 2** the players roll 2D6 for Initiative to see in what order they can activate their Squadrons (of one or more models or tokens). It does not matter whether a model is a Ship, Tank, Aeroplane or Creature, they are all organised into Squadrons in this game.

In **Phase 3** the players take turns activating one Squadron at a time in order of Initiative, until the Movement and Combat of **ALL** Squadrons has been resolved. As the game progresses it is possible that one player will end up having more Squadrons on the table than the other player. As and when this occurs, the player simply keeps activating his/her own Squadrons until everything has been activated.

In **Phase 4** the Movement of terrain (if applicable) is resolved, but it can also be viewed as a 'clean up' phase when you combine damage tokens, draw new Game Cards and prepare for the next turn.

FLEET ESCALATION

The initial phase of the game saw a number of boxed sets for each faction arrive; these are what we call Battle Groups. The first Battle Groups are focused on naval models, but these will be followed by Land and Aerial Battle Groups. The Naval Battle Group breaks down as follows:

- 1 x Battleship (counts as a 1 model Squadron)
- 3 x Cruisers (is a 1 x 3 model Squadron)
- 9 x Frigates (split into 3 x 3 model Squadrons)
- 2 x Bomber Models
- 10 x Tiny Aircraft Tokens

The Battle Group is a good basis on which to start a collection of models for **Dystopian Wars**. You can have a good game with a single boxed set or expand your Battle Group to 1,500 points or higher, which is roughly the equivalent of two Battle Groups and a few extra models. There are three ways to build your fleets for **Dystopian Wars**, which are outlined below.

If you play an *open game* there are no restrictions on what models you use, you just pick a point value, say 800, assemble models to this value and roll some dice. You can use whatever models you want - so as long as the players agree to the format they can do whatever pleases them.

If you play a *friendly game* you pick a point value and your fleet **MUST** contain at least 1 Squadron of models in the Small size class, at least 1 Squadron in the Medium size class and at least 1 Squadron in the Large size class, but you can otherwise field whatever models you like.

If you play a *tournament game* your fleet **MUST** contain the same minimums as with a *friendly game*. In addition up to 70% of your points can be spent on models in the Large size class, but no more than 70% of your points can be spent on models in the Massive size class, no more than 70% of your points can be spent on models in the Medium size class, and no more than 40% of your points can be spent on models in the Small size class. The amount of models or tokens in the Tiny size class is essentially determined by the models that you field - models such as airfields, aircraft carriers and the like.

In all three types of game you **MUST** still adhere to the Squadron sizes that are specified for each model and their point costs. In addition it does not matter whether you field land, aerial or naval Squadrons, you can field any mix of models from the three armed forces.

The more familiar you are with the **Dystopian Wars** rules the more you will find that games will speed up. There are several different weapon systems and movement limits to get used to, and a lot of tactical options in how to use them. You will soon discover that there are a lot of subtle details that make for interesting strategies in your games.

GAMING TABLES

The advantage of naval games is that a gaming table can be as simple as a blue cloth, or as complex as textured tiles with vac formed islands and resin scenery. In **Dystopian Wars** it is often easiest to delineate the land with green cloth on blue, making it easy to lay terrain and move models around on it.

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Dystopian Wars focuses on all three arms of combat - naval, aerial and land - so depending upon the type of game you are playing it is important to lay terrain that allows two or more players to bring fleets to the table that are different in both composition and function. So long as ships still have plenty of room to manoeuvre on the sea, you can't go wrong. You do not have to play all kinds of forces in the game, but it does allow for exciting games when you mix all three.

It is important therefore that your choice of game should be driven by agreement between the players, as to whether you play a game that emphasises one type of battle or a conflict of mixed forces.

Imagine a gaming table with an invasion fleet steaming towards the enemy shores, defensive gun emplacements firing at them as they do, holding the enemy back while their own ships arrive. Meanwhile airships attack from another table edge, squadrons of fighters launching from airstrips to intercept them. And secretly from the back of the board squadrons of Land Ships move towards the emplacements, aiming to destroy them before they damage the naval-based invasion ships.

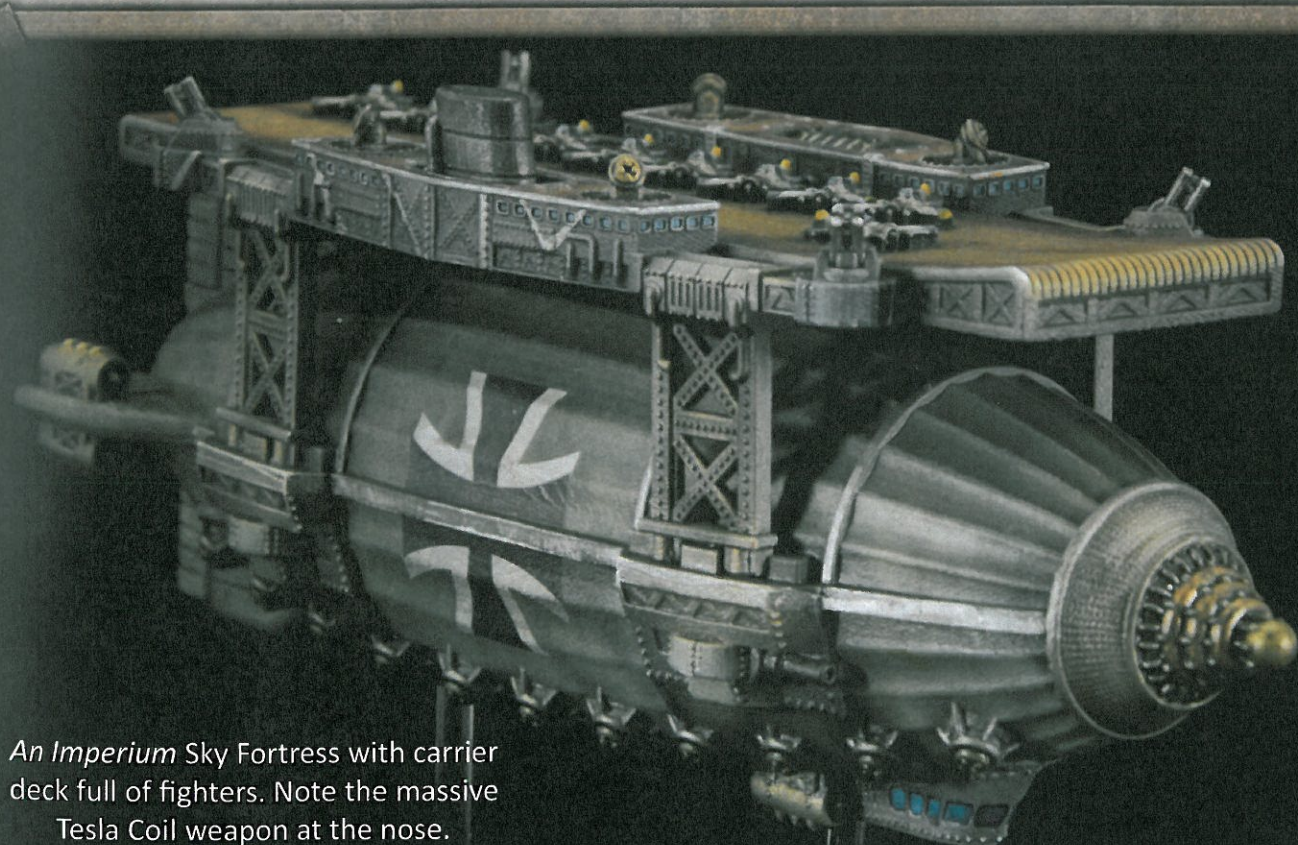
QUICK IDEA: When you set up a game divide the table up into four quarters and deploy one piece of terrain into each quarter. The terrain is deployed by the player whose deployment area is in that quarter. Terrain is generally defined as islands or landmasses; a landmass is any area of land that exceeds 8" in size and borders a table edge.

It is up to you what type of terrain to use, but the simplest are islands (on the ocean) and hills (on the land), which should generally be 4 to 8" in length and width (to allow for easy movement between them).

This is just a quick way to set up a game. You can agree to place more terrain if you wish, and in many cases the owner of the table may well lay out a battlefield before the other players arrive and set it up with aesthetics in mind more so than strategic advantage.

After deploying terrain each player rolls **2D6**. The player who gets the highest roll deploys one Squadron in their deployment area, and then the player with the next highest roll deploys one Squadron and so on. This includes the deployment of Squadrons of Tiny tokens separately from their carriers.

There are a myriad of ways you can set a gaming table up and a great number of ways you can play **Dystopian Wars**. You can play Naval vs. Naval, Ground vs. Ground, Air vs. Air, or any combination of the three. You could even play a game using **ALL** three types of models, maybe even on separate tables, with each table given different objective parameters, as defined by a scenario or campaign. The outcome of one table could have an impact on a different table, such as the much needed artillery not showing up, or the air support you had counted on being bogged down fighting its way across another table.



An Imperium Sky Fortress with carrier deck full of fighters. Note the massive Tesla Coil weapon at the nose.

GAME CARDS

ADDING THE FOG OF WAR

The core rules for *Dystopian Wars* can be quickly and easily augmented with a separately available deck of 52 Game Cards. These cards are intended to provide a lively extension to the game, taking it beyond a simple combat game, introducing the themed elements of chance and *weird science* to the proceedings.

We refer to these Game Cards as **STAR** cards, being **S**quadron, **T**urn, **A**ction and **R**eaction cards respectively. The cards are marked with **S**, **T**, **A** or **R** bulbs which will be lit up to indicate which of the four core types of card it is.

If you only have one deck between several players then share the deck between you. If you have more than one deck the ideal situation is if each player uses their own deck, but there is nothing wrong with some players using sharing decks and others using their own deck within the same game.

Some Game Cards will have a *Creature* (represented by a robot) or *Fortification* (represented by a portcullis) icon in the lower corner, which determine the types of model the card may be used with. You can only use a card on a *Creature/Robot* or *Fortification* if the icon representing that type of model is on the card.

On some Game Cards, located on the left hand side of the card, are between **1** and **3** *Sturginium* symbols. The number of symbols indicates how powerful the card is when used to Counter (and therefore negate) a card that also has one or more *Sturginium* symbols on it. When a card is negated, both cards are discarded and their effects nullified.

THE GAME CARDS

Cards can be played throughout the game Turns and have differing effects and abilities. There are **5** different times when a card may be played during a game and the highlighted letter/symbol at the bottom of each card will let you know at a glance when you can use that particular card. The cards also explain when and how they are used.

IMPORTANT NOTE: Some of the cards allow you to ignore limitations within the rules and allow you to perform an action with a model that is otherwise not allowed in the rules. In these circumstances the text on the card overrules the text in the rule book. The core types of card are as follows:

S Card (Squadron Card)

Play on one of your Squadrons. When you activate a Squadron as part of normal game play you may also play an (**S**) card, which affects all of the models within that Squadron. A Squadron card can always affect all of the activated models, whether it is **1** Battleship with attached Escorts or **4** Frigates, but only so long as the Squadron is all within Command Distance. You can choose to exclude some models from the

effects of the card if you want. If a Squadron has split then the (**S**) card will only affect the **commanded element** of the Squadron.

NOTE: You can only play **1** (**S**) card on a Squadron per turn.

T Card (Turn Card)

You can play one (**T**) card at the start of each turn. Players choose their Turn card (if they wish to play one), place it face down in front of them and then reveal them all at the same time. This stops players from deciding not to play a Turn card because an opponent has played a better card.

If a player does not have a (**T**) card or does not want to play one, they are allowed to skip this phase. The (**T**) cards are resolved in order of initiative from the previous turn.

NOTE: In the case of the first turn where initiative has not yet been determined, every player rolls **2D6** and resolves their cards in order of the highest first to the lowest last.

A Card (Action Card)

Play on one of your models. A model **CANNOT** have an (**A**) card played on it if it is part of a Squadron that has just been activated and had an (**S**) card played on it. Effectively this means that a model may never be affected by an (**S**) and an (**A**) card during the same turn.

NOTE: You **CANNOT** play more than one (**A**) card on a Squadron per turn. This means that you **CANNOT** activate a **3** model Squadron for example and play a card on each individual model.

R Card (Reaction Card)

You can play an (**R**) card on one of your models as a reaction to the actions that other players attempt to perform with their models. Reaction cards will only affect a single model. You can play more than one (**R**) card on the same model during the same turn, but you can only play **ONE** Reaction card against each event.

NOTE: An (**R**) card only affects a single event, so a card that increases your **DR** or **CR** will only affect the initial attack that it is played against and does not last beyond that.

Sturginium Card (Counter Card)

These are great cards to have in your possession for that moment when your opponent plays a powerful card that has the *Sturginium* symbol on it. It is important to check the *Sturginium* rating of the card which is represented with **1** to **3** *Sturginium* symbols.

If your *Sturginium* card has an equal or greater rating, you can play it to counter the other card, and both cards are discarded. You **CAN** use more than one *Sturginium* card to counter another *Sturginium*

card, so long as the combined values of the *Sturginium* ratings of those cards are of an equal or greater rating (and all of the those cards are discarded). You **CAN** use a *Sturginium* card (from your hand) to counter a Turn card.

NOTE: The text that applies to the **S**, **T**, **A** or **R** effects is not valid when a card is used to counter another card. It only applies when you use the card as a **STAR** card instead of a counter card.

PLAYING YOUR CARDS

At the start of a game each player draws 1 random card from their deck for every Squadron of models that they have deployed on the table. You **DO NOT** draw cards for Tiny tokens (like Aeroplanes) or Escorts. Make sure that the decks are well shuffled before drawing cards.

IMPORTANT NOTE: The maximum number of cards a player can have in their hand is 5, no matter how many Squadrons they are playing with (although some Game Cards and MAR abilities will modify this). Therefore if you have 5 cards in your hand you **CANNOT** draw any more cards.

As soon as the first Turn of a game begins the players can start to use their cards. As stated the (T) cards can be used before rolling for initiative; the most useful ones involve repairing damaged models. Once the Movement and Combat phase begins and players are alternately activating Squadrons the (S) and (A) cards start to kick in. When a player activates a Squadron he may want to speed them up, and when a model performs a Boarding Assault its player might modify its To Hit numbers.

- If a Game Card specifies playing a card on a particular type of model, like a **Capital Class** model for example, you can **ONLY** play the card on the specified model
- Any Game Card that affects the **AD** of a model **CAN** be used against a submerged or obscured model (explained in the Movement chapter)
- If a Game Card specifies it is for use on models it **CANNOT** be used on a Tiny flyer or other tokens

At the end of the turn during the End Phase the players can elect to discard any cards they do not want and draw new ones. They **CANNOT** however discard any new cards that they draw until the next End Phase. After doing this a player who has used cards during the turn will want to draw new ones to replenish their hand.

When a player gets to the end of their deck the **STAR** cards are reshuffled and you keep playing with them – if a game lasts that long.

LOSING CARDS

As stated a player can hold 1 card per Squadron that is deployed on the gaming table, up to a maximum of 5. But as Squadrons are destroyed so the number of cards a player has to play with is reduced.

Example 1: Adam has 4 active Squadrons on the table during Turn 4, which means he can hold 4 Game Cards. During Turn 4 one of his Squadrons is destroyed. He is reduced to 3 Squadrons and during the End Phase can only hold 3 cards in his hand. As he still has 4 cards in his hand he has to choose one to discard. He could still discard as many as he liked and draw up to his maximum hand size of 3.

A player can also lose cards as the result of a **STAR** card. Sometimes a card will specify that you 'trash' one or more cards from your hand, deck or discard pile. If this is the case, you remove the 'trashed' cards from the game and **CANNOT** use them again until the next game.

NOTE: If you perform a successful Boarding Assault and capture an enemy model, you **DO NOT** draw an extra card for controlling an additional Squadron.

CARD TACTICS

How and when you choose to play your cards is very important, and players should not tell another player what card they are using until they are forced to do so. A great tactical advantage can be gained by keeping your card deployment a secret.

Example 2: Neil activates a Battleship and fires at an enemy Cruiser commanded by Derrick. Neil decides to give his broadside more power by using an (A) card called *Let 'Em Have It*. This card gives him +3 AD, which he uses against the Cruiser. In response Derrick plays an (R) card called *Hard as Nails* which reduces the total number of hits against his Cruiser by -2. Neil and Derrick cannot now change their mind and play another card; the *Let 'Em Have It* and *Hard as Nails* cards were declared and that sequence of actions/cards must be resolved.

NOTE: If you play a card that is not valid (played incorrectly) you can take it back into your hand.

MULTIPLAYER GAMES

In games where more than two players are involved you may **ONLY** play cards to benefit your own models and hinder the enemy's models. You may not play cards on your allies unless the card specifically allows you to do so.

Example 3: Ian could not 'loan' his *Jolly Good Shot!* card to his ally Adam. Both players could play a (T) card, but any effects of those cards could only be played on their own models (except for events that affect the terrain or have a blanket effect on the table) even if they have the same faction.

If disputes arise about who plays cards in what order or how their effects are applied, then you should play and resolve cards in the current turn's initiative order.

NOTE: This is also true with regard to *Sturginium* cards. If more than one player is affected by a card, each player can only try to counter the effects on their own fleet.

INITIATIVE

WHO GOES FIRST?

To determine which side moves first when two or more players are all fighting each other, each player rolls **2D6**, with the player that rolls the highest number going first. The players resolve initiative in sequence of the dice results, with the highest going **1st**, next highest **2nd**, next highest **3rd** and so on.

Should any players rolls tie, keep rolling until one person has the highest roll and a clear sequence of play has been identified from one player to the next. You must determine initiative at the start of each turn and then alternate the movement of Squadrons.

ACTIVATION

Once initiative has been decided it is time to move the fleets. This is done by moving **ONE** Squadron of models at a time, with players taking turns doing this action. While a Squadron is active a player **MUST** perform **ALL** actions with the models in it, whether it is movement, combat and/or boarding.

When this has been completed the opposing player gets to activate a Squadron and resolve all actions with it, after which control passes to the other player. This is done until **ALL** Squadrons have been activated, whether they resolved any actions or not. This sequence applies to all players, rotating around during larger multi-player games.

If you have two sides with more than one player on each side you can speed up play with this optional rule. Once you have determined initiative for each side, every player on each side can activate a Squadron when it is their turn.

Example 1: A Britannian fleet with three players is fighting a Prussian fleet with four players. The Britannian players roll highest for initiative and go **1st**, so all three players activate one Squadron each. The Prussian players go **2nd** and all four players activate one Squadron each.

Once a player selects a model and begins its movement it **CANNOT** be halted. A player **CANNOT** begin a movement, stop halfway through, let another model move and then come back to the previous model.

NOTE: A group of Tiny flyer tokens counts as a Squadron and is therefore activated in a similar way.

A player can select a Squadron and say it is doing nothing at all that turn. Models that do nothing will drift forward **2"** in a straight line, unless they have halted using the All Stop action. A drifting model **CANNOT** use Gunnery Attacks, fire Rockets or Torpedoes, drop Bombs or Mines, and **CANNOT** use **Ack Ack** or **Concussion Charges**, initiate a Boarding Assault or use a Generator (excluding Shields and Fields), but it fights back if it is boarded.

OUTSIDE COMMAND DISTANCE

Most Squadrons have a Command Distance (**CD**) of **6"** and can operate normally while they are within **6"** of each other. It is recommended that every model within a Squadron should remain within **CD** of another model in the same Squadron.

If the models in a Squadron are not within **CD** of each other at the start of their activation they are counted as being *split*. When models in a Squadron are *split*, choose part of the Squadron to be the **commanded element**.

When you activate a *split* Squadron resolve the movement of the **commanded element** first, and resolve the movement of the remainder of the Squadron separately. Then resolve the firing and/or boarding of the **commanded element** first, following by the firing of the remainder of the Squadron.

- A Squadron **CAN** be *split* more than once, but only **ONE** group of models selected by the player can be the **commanded element**
- A **commanded element** can be any part of the Squadron, so long as the models within it are within **CD** of each other
- A **commanded element** does not have to be the largest group of models in the Squadron
- A **commanded element** **CAN** be a single model
- Any model that is *split* off and outside the **CD** at the start of its activation has to make a Command Test (explained in the next chapter)

If a Squadron fails a Command or Break Test place a Break token next to it. It **CANNOT** use Game Cards, Linked Fire or Split Fire and **CANNOT** initiate a Boarding Assault.

- These effects apply until the model or Squadron makes a successful Bravery Test at the end of any subsequent activation (explained in the next chapter)
- If a model with a Break token moves back into **CD** with its **commanded element** the Break token affects the whole Squadron immediately
- If a model with a Break token is within **CD** any other *split off* models from its Squadron the Break token affects those models
- Burrowers, Creatures, Fortifications, Robots, Submarines and Tiny tokens **IGNORE** the Command Distance rules, they **DO NOT** make Command, Break or Bravery Tests and they **CAN** normally still use Linked Fire with other models in their Squadron

NOTE: Moving a model back into **CD** of the **commanded element** does not allow a player to then operate the Squadron normally. That occurs in the following Turn, when the Squadron is next activated and *starts* the turn within **CD**.

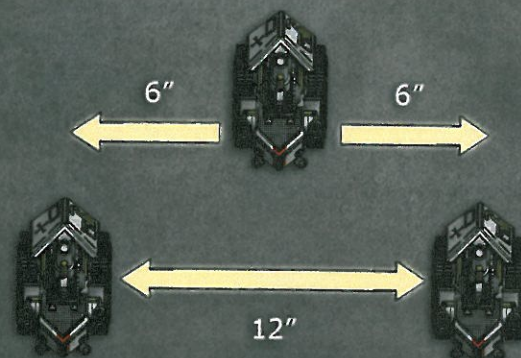
IN SUMMARY

1a	Choose a Squadron to activate.
1b	Resolve any Command Tests for models that are outside of Command Distance.
2a	Move a model within a Squadron, resolving all of the movement for that model. Then pick another model in the Squadron and follow the same process until ALL of the models in the Squadron have moved. This includes any attached models, such as Escorts, and Tiny Flyers.
2b	Resolve any Rams/Collisions resulting from movement.
3	Declare all attacks from the activating Squadron, then declare enemy counterattacks from Ack Ack , Concussion Charges , and Combat Air Patrol .
4a	Resolve the use of Ack Ack (by models) against flying model/token(s) that have declared an attack, and Concussion Charges (by models) against diving models that have declared an attack.
4b	Resolve the Ack Ack attacks of all Tiny Flyers on both sides against other Tiny Flyers simultaneously.
4c	Resolve the Ack Ack attacks of all Tiny Flyers on both sides against other Flying models simultaneously.
4d	Resolve the AD attacks of all Tiny Flyers on both sides against surface models simultaneously.
5	Resolve the attacks of any remaining models in the activating Squadron.
6	Resolve any Boarding Assaults for models that are within 4" of any other models.
7a	Resolve Break Tests for Squadrons that have had one or more models destroyed or captured.
7b	Resolve Bravery Tests for any models or Squadrons with a Break token from a prior activation.
8	Resolve any Repair Rolls. This marks the end of your Turn.

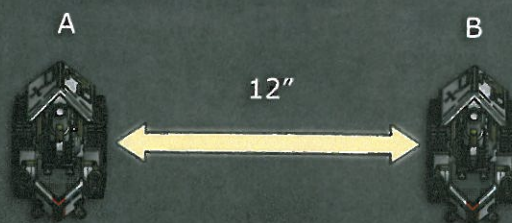
The activation sequence above provides you with a comprehensive breakdown of how all models and tokens in the game operate. As you read through the rule book you will become more familiar with terms such as Tiny Flyer, Boarding Assaults and Bravery Tests.

In games where such things as Tiny Flyers are not used, or not attached to larger models, entire sections of the above activation sequence can be ignored.

Command Distance



These three Bombarbs are all within Command Distance, because each model is within 6" of the next model. This means the Bombarbs CAN use Linked Fire, CAN use Game Cards and CAN initiate a Boarding Assault.



One of the Bombarbs has been destroyed, leaving two Bombarbs outside of Command Distance. Bombar A is the commanded element, therefore Bombar B makes a Break Test and fails. This means that the Bombarbs CANNOT use Linked Fire with each other, while Bombar B CANNOT use Game Cards and CANNOT initiate a Boarding Assault.

BRAVERY

Nominate one of your Large or Massive models at the start of the game as the Fleet Commodore's model and place a Fleet Commodore token on the model. You **CAN** place a Fleet Commodore token on a model with the Model Assigned Rule called Icon (explained in the **MARS Chapter**). You **CANNOT** place a Fleet Commodore token on a Creature or Robot model. The Fleet Commodore is the **commander** of your force – so look after him!

During the activation of the Fleet Commodore, you can re-roll the dice on **ONE** of each of the following events, but you **MUST** take the second result in each case: a **Treacherous Terrain** roll, a **Critical Hit** roll against an enemy model or a **Damage Repair** roll. Your Fleet Commodore gains these re-rolls **ONCE** in every Turn.

COMMAND, BREAK AND BRAVERY

These rules refer to Break tokens, which show that a model or Squadron has lost its nerve after failing a Test. The four types of test are listed below:

- A Command Test is resolved by models in a Squadron that start their activation outside of Command Distance (*split off*) of their **commanded element**
- A Break Test is resolved by a Squadron when one or more models are destroyed or captured (in other words *lost*) within that Squadron (and *split off* models test individually)
- A Break Test is also resolved when the Fleet Commodore's model is *lost*
- A Bravery Test is resolved after a Squadron with a Break token is activated

If one of your Squadrons has *lost* a model when your opponent has activated a Squadron, resolve the rest of your opponent's firing and boarding with that Squadron **BEFORE** making a Break Test. If a Squadron has *lost* more than one model in the same activation, it only makes **ONE** Break Test. A model **DOES NOT** make a Break Test if it loses an *attached* Escort model or *attached* Tiny flyer token.

- If one or more models in a Squadron are *lost*, the Squadron **MUST** make a Break Test and any *split off* models **MUST** also make individual Break Tests
- If a Fleet Commodore's model is *lost*, every Squadron (and *split off* model) in its Fleet **MUST** make a Break Test, even if the Fleet Commodore's model was either obscured or submerged
- If an activating Squadron has a Break Token it **MUST** make a Bravery Test **AFTER** it has finished its activation, and **IGNORES** the previous two reasons to test while it has the Break token
- If a model with a Break token moves back into Command Distance with its **commanded element** the Break token also affects the **commanded element**
- If a model with a Break token is within Command Distance of any

other *split off* models from its Squadron the Break token also affects those models

- Burrowers, Creatures, Fortifications, Robots, Submarines and Tiny tokens **DO NOT** make Command, Break, or Bravery Tests

Example 1: A Squadron of 4 Scout Gyros attacks a Squadron of 4 Tanks. The Tanks resolve their **Ack Ack** and destroy one of the Gyros, and then the Gyros roll their Attack Dice and destroy two of the Tanks. The Break Tests are resolved **AFTER** the Gyros have resolved their activation. The Gyros resolve one Break Test for losing a model in the Squadron, and the Tanks make one Break Test for losing two models in their Squadron.

Example 2: A Squadron of 5 Frigates has separated, group 1 (of two Frigates) is the **commanded element** and group 2 (of three Frigates) counts as being *split off*. One of the Cruisers in group 2 is captured, therefore the remaining *split off* Frigates each make one Break Test and the **commanded element** makes one Break Test.

Example 3: A Squadron of 4 Troop Transports has a Break token. One of them is destroyed, but it does not make a Break Test because it already has a token. One of them is then captured in a subsequent activation, but again, no Break Test. When the Trucks are activated, they make a Bravery Test after completing their activation.

Example 4: A Tank (that is *split off*) with a Break token rejoins its Squadron, that Break token now applies to the rest of the models in that Squadron that are within Command Distance. That part of the Squadron can however resolve a Bravery Test in an attempt to remove the Break token.

RESOLVING TESTS

Command Tests are made when you choose a Squadron to activate. Break and Bravery Tests are made when the current movement, firing **AND** Boarding Assault phases have been resolved. Roll **3D6** and ignore any rolls of 1, 2 or 3, while a 4 or 5 counts as 1 '*hit*' and a 6 counts as 2 '*hits*' with an extra dice roll for each 6 that is rolled. In general you need '1 *hit*' to pass a Bravery Test, but there are modifiers given below:

- If a Squadron has *lost* its Fleet Commodore's model it needs 2 '*hits*' to pass for the rest of the game (or until the Fleet Commodore's model is recaptured if applicable)
- If a Squadron has *lost* half (or more) of the models in its Squadron it needs 2 '*hits*' to pass for the rest of the game (if it has also lost its Fleet Commodore it needs 3 '*hits*' to pass)
- If a Fleet Commodore's model is lost more than once in a game (for example captured, recaptured and captured again), you **DO NOT** make any additional Break Tests
- If **ANY** model in a Squadron is within 8" of the Fleet Commodore's model - measuring from any part of one model in the Squadron to any part of the Fleet Commodore's model - roll an additional **1D6**

- If a model is outside of Command Distance it rolls one less **1D6**
- If a Squadron passes a Command or Break Test nothing happens
- If a Squadron fails a Break Test, place a Break token next to it. It **CANNOT** use Game Cards, Linked Fire or Split Fire and **CANNOT** initiate a Boarding Assault
- If a Squadron with a Break token (gained on a previous activation) passes a Bravery Test, remove the Break token (you **CANNOT** remove a Break token in the same activation that it is gained)

Example 5: A Squadron of Scout Rotors attacks a Land Ship, which resolves **Ack Ack** against them and destroys one Rotor. They resolve a Break Test and fail, and gain a Break token. They **CANNOT** resolve a Bravery Test to remove the Break token until a subsequent activation.

IN SUMMARY

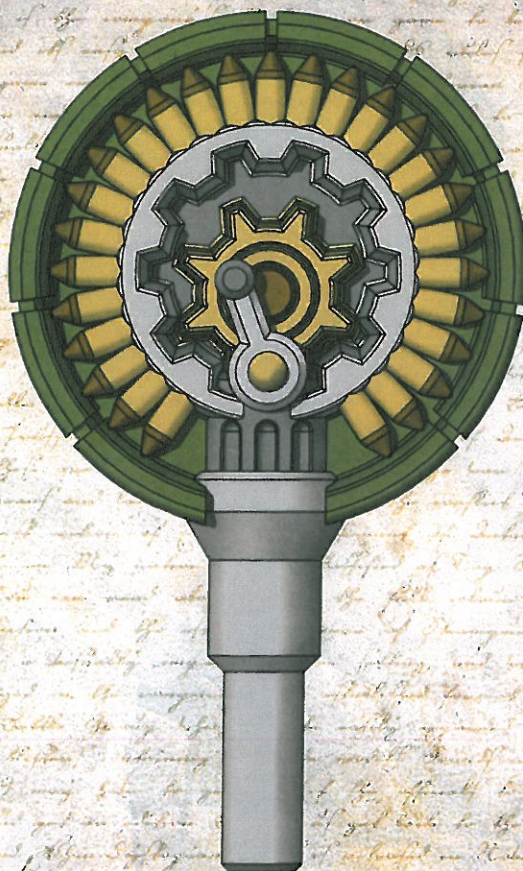
When a model that is outside of Command Distance resolves a Command/Break/Bravery Test it does so individually. When a Squadron resolves a Break/Bravery Test it does so collectively for any models that are still within Command Distance. If at least one model in a Squadron (or **commanded element**) is within **8"** of a Fleet Commodore's model, the whole Squadron/**commanded element** gains the bonus **1D6**. A model that is outside of Command Distance can still gain the **1D6** bonus if it is within **8"** of the Fleet Commodore, but does so individually.

With regard to the activation sequence you resolve movement, firing and boarding normally, then resolve Break and Bravery Tests. That means that if a model is destroyed due to a collision, firing attack or Boarding Assault, you wait until the end of the activation of the Squadron before resolving the tests. Both players may have to resolve Break tests, because the activating player may lose models from a collision, **Ack Ack** or **Concussion Charges** fire, while his opponent is quite likely to have had models destroyed due to Gunnery Attacks and Boarding Assaults.

You can resolve the Break Tests in any order, but Bravery Tests are resolved **AFTER** Break Tests. It is **ONLY** the activating Squadron that can make a Bravery Test and remove a Break token. It is important to remember that a Squadron **CANNOT** remove a Break token that is has gained during the current activation.

NOTE: When a model with a Break token (that was outside of Command Distance) rejoins its Squadron, the model still cannot use Game Cards, Linked Fire or initiate a Boarding Assault (it can only do so when it removes the Break token after a successful Bravery Test).

The movement of the **commanded element** is always resolved first, after which the rest of the Squadron is moved. If a split off model with a Break token rejoined the **commanded element**, the **commanded element** would therefore be affected by the Break token from that point onwards.



The devastating 38 inch calibre naval round used on the FSA battleship can be safely fired at a staggering rate of 7 shells per minute using the Orlington Piston Turret.

While many of the navies in the theatre of war supply their ships with double or triple barrelled monstrosities, the FSA settled on one barrel, but turned to engineering ingenuity to maximise its destructive potential. The single barrel is capable of trebling the speed of reloading and firing ordnance of equal calibre to that of its Britannian and Prussian counterparts.

The use of steam pistons within a rugged automated reloading system almost entirely removes the slow and cumbersome deckhands from the reloading procedure. What remains is a marvel of high speed precision engineering that is the envy of the rest of the world.

MOVEMENT

All surface, aerial and land models have a Movement Value (**MV**) given in inches – this is the distance that each model can move when it is activated. A model can generally move from between **0"** to its full **MV** (subject to restrictions) although most models have a minimum movement restriction which is explained below, and an option to halt movement entirely by using what is called an All Stop token. The minimum move and restrictions on halting are found on the Fleet Information Guide (**FIG**) of a model.

Unless a Scenario or the Victory Conditions allow it, if a model or token moves off the table edge, it is counted as lost/destroyed and is removed from the game (the exception being Tiny flying tokens that at times can be moved off table in order to refuel).

NOTE: You can pre-measure distances at any time whether it is for movement, firing or boarding.

USING THE TURN TEMPLATE

The game comes with two different types of movement template. The first three templates are marked as Small, Medium and Large Templates, and are used to measure the turns of naval models. The fourth template has a **45** degree turn on it, and is used to measure the turns of a land models and aerial models.

You will note that the fourth template has a **90** degree 'firing arc'. This is placed against either the prow or stern of the model and used to resolve certain firing attacks. The Combat chapter has diagrams that illustrate this. If a model does not have a prow or stern then place the template against the front or rear corner of the model (or its base).

These templates have **1"** dividers that are used to align the side of your model, flight stand or base to the template. When making several turns using the template, make sure that you continue to align the side of the model (or flight stand) to the template and that you use the same reference point on the model to determine the distance moved.

NAVAL MODELS

Most naval models use the Small, Medium and Large Templates to resolve their movement, the **FIG** of each model will specify which template that they use. The light blue section of the template is aligned to the side of the model near the front (using the same reference point) and does not count as part of the turning circle.

Some naval models will have **360** degree movement, which means that they can move in any direction (and rotate) without any regard to the turning rules. The **FIG** of such models will specify if this is the case. Massive models (naval) use the Large Template.

LAND/AERIAL MODELS

Most land and aerial models **CANNOT** make a turn that is sharper/greater than **45** degrees, but they **CAN** make any turn from **0** to **45** degrees. A turn **MUST** include a movement of **1"**. Most models **CANNOT** rotate or turn without moving, while models with a **360** degree Turn Limit **CAN** rotate or turn without moving.

The Turn Limit of a model determines how easy it is for it to make a turn. The **FIG** of a model will state what its turn limit is and specify either **360**, **0"**, **1"** or **2"**, which are explained below:

- A model or token with a Turn Limit of **360** can move in any direction (and rotate) without any regard to the turning rules
- A model with a Turn Limit of **0"** can make consecutive turns (of at least **1"**), which means that it could turn **8"** and arrive at the same position
- A model with a Turn Limit of **1"** **MUST** move **1"** directly forwards **BEFORE** it makes each turn (of at least **1"**)
- A model with a Turn Limit of **2"** **MUST** move **2"** directly forwards **BEFORE** it makes each turn (of at least **1"**)

Using Templates



As you can see from this image the model movement templates are very easy to use. Here we have a Medium Tank making a turn. As a Medium Tank it can make a 45 degree turn immediately.

Naval models use the Small, Medium and Large Templates, but the **1"** dividers are used in the same way. Here we see a Frigate using the Small Template.



LAND MODELS

- Land models in the Small and Medium size class can rotate up to **360 degrees** **INSTEAD** of moving
- Land models in the Large and Massive size class can rotate up to **180 degrees** **INSTEAD** of moving

MINOR DIRECTIONAL CHANGES

There will be times when a model can simply shimmy during its movement to avoid a ram or collision. The diagram shows how a model can slide between other models and terrain, without having to worry about exact turns of a few millimetres. This helps speed up play, and as long as fair play is employed you should not have any problems.

IMPORTANT NOTE: A surface or land model **CANNOT** end its move in the same position as another model or flight stand, and a flying model **CANNOT** end its move with its flight stand in the same position as another model or flight stand.

The rules apply slightly differently with submerged tokens and Tiny flyers (like Aeroplane tokens). If a model ends its move in the same position as a token (including resin tokens), the player that controls the token(s) moves them out from under the model by the minimum distance necessary.

This is particularly relevant with this game because quite often there will be models moving around at three levels of height: in the air, on the sea/land and under the water/ground.

MOVING MODELS

When you activate a Squadron and move the models in it you **MUST** complete the movement of a model **BEFORE** you move a second or third model. You do not have to use the full movement but you **MUST** finish all of a model's movement before selecting a different model.

- Therefore you **CANNOT** move one model **2"** for example, move another model **6"** and then go back to the first model
- A model with a minimum move of **0"** (typically Land models) does not have to move
- Models in a Squadron **CAN** move different distances and make different turns.

LAND MODELS

- The sea is impassable to land models, which causes a collision if they move into contact with the sea (or similar terrain) and halt. This reflects bogging damage rather than an actual collision.

LAND/NAVAL MODELS

- If a model on the surface rams or collides with another model or terrain its move stops, it ignores its minimum move, and resolves a ram or collision when its Squadron has completed its movement
- If a surface model starts an activation with its prow in contact with another model it **CANNOT** move forward and does not resolve a ram/collision
- If a submerged model rams another model it resolves the ram (when its Squadron has completed its movement) and continues moving in a subsequent activation (it moves over/under it)

Shimmy Diagram



The course correction change that Cruiser A needs to make in order to move past enemy Cruisers 1 and 2 is very minor.

Therefore it is not worth bothering with measuring the movement using the template in order to make this move.

NAVAL/AERIAL MODELS

- Most naval and aerial models have minimum move of **2"**, therefore you **MUST** move such a model at least **2"** when it is activated, or between **2"** and its **MV**.
- Some models have a different minimum move, for example **4"**, in which case it **MUST** move at least **4"** when it is activated.

AERIAL MODELS

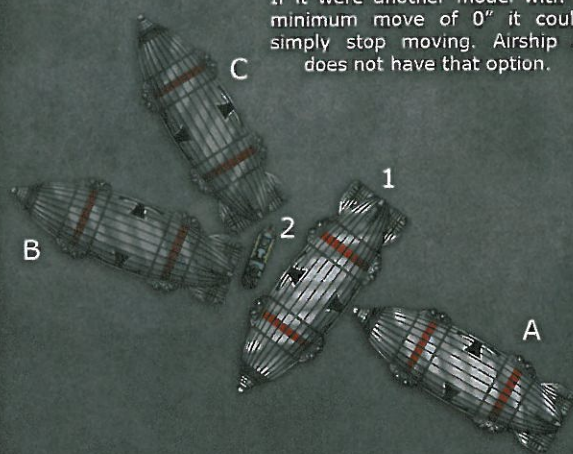
- Flying models/tokens and submerged model/tokens are assumed to move in a larger space than surface models. Therefore they automatically move through each other (unless a ram is declared) and they **NEVER** collide (players **DO NOT** have the option of accidental collisions). The rules for submerged models and obscured models (and their related tokens) are explained later
- A flying model can move through and past another flying model, so long as it (or its flight stand) does not end its activation occupying the same space (or flight stand) as another model
- If a flying model rams another model it resolves the ram (when its Squadron has completed its movement) and continues moving in a subsequent activation (it moves over/under it)

IMPORTANT NOTE: The rules regarding rams **ONLY** apply to models that have a Ram Rating (**RR**) of **1** or more. If a model with an **RR** of **0** moves into base contact with another model (at the same height level) it is always counted as a collision. It is assumed that flying or obscured models, submerged models and Tiny tokens **CANNOT** collide.

NOT FINISHING ON TOP OF ANOTHER MODEL

Airship A starts its move with another Airship directly in front of it and a Frigate just beyond the Airship. It does not have enough movement to get past Airship 1 and Frigate 2.

If it were another model with a minimum move of 0" it could simply stop moving. Airship A does not have that option.



Instead, Airship A moves as much as it can, and then gains enough additional movement to get clear of the Frigate. It could move to position B or C for example, and as soon as it gets clear of the Frigate its movement ends. This is intended to resolve situations where you have no choice about where to move a model. If a model can make a legal move without using this rule, it should do so.

STOPPING AND MOVING BACKWARDS

In order to halt a model with a minimum move of *more than 0"*, carry out the normal movement with that model and (before it fires) declare that it is halting, then place an All Stop token next to the model. The model is now stationary and **CANNOT** move during the next Turn.

In any Turn that you want the model to start moving again it can perform no other movement other than to remove the All Stop token. In the next Turn the model can move normally following the usual rules. A model with an All Stop token can fire and perform Boarding Assaults normally.

- Or, you can remove the All Stop token and put an Arrow token next to the model to show that it is moving 2" backwards (unless stopped by a collision) during the next Turn
- In order to halt moving backwards remove the Arrow token and put an All Stop token next to the model; in its following activation it **CANNOT** move
- A model with a minimum move of 0" can switch between forwards and backwards movement in different activations, but **CANNOT** mix them in the same activation
- Some models/tokens will state on their FIG if they **CANNOT** move backwards

AERIAL MODELS

- If a flying model uses an All Stop token it is assumed to be hovering. Aeroplanes and Bombers **CANNOT** halt or use an All Stop token, it will state on other models if they are similarly restricted

- In general flyers are assumed to stay in the air for the course of the game, except that Tiny flyers can land on airfields or carriers, it is just that they do not use the All Stop token

SUBMERGED MOVEMENT (Land/Naval)

Diving models (like Submarines) have the ability to dive into the sea (or land if it is a Burrower), making it more difficult for other models to target them so that they only get a hit on a roll of 6. A submerged model meanwhile can still fire at surface models and other diving models (but not flying models).

- When you activate a diving model, decide whether it will make a surface move **OR** a submerged move **BEFORE** you activate it
- If it performs a submerged move you *replace* the model with a Submerged token to show that it has submerged into the murky depths
- A submerged token can move through another submerged or surface model/token, so long as it does not end its activation occupying the same space as another model/token
- The model **MUST** remain on the surface **OR** submerged for the **ENTIRE** activation
- You **CAN** deploy a diving model with a Submerged token at the start of a game
- A Submerged token **CAN** move under other models and or tokens
- The Submerged token is still subject to the minimum move and turn limit of the diving model
- If you deploy any Submerged tokens at the start of the game you can mark the underside to show which diving model it is that they represent
- While a model is submerged it **CAN** be fired at (with a modifier) and suffers damage normally, except that it ignores certain damage effects

NOTE: Bear in mind that diving models (naval) **CANNOT** move into the land while they are submerged, and diving models (land) cannot move into the sea while they are submerged (unless the FIG states otherwise). Therefore the Energy Vortex in the Optional Rules **CANNOT** drag a diving model (naval) into the land or drag a diving model (land) into the sea.

OBSCURED MOVEMENT (Aerial)

Flying models/tokens have the ability to ascend into the clouds, making it more difficult for other models to target them. It is also more difficult for an obscured model/token to target any other model; in both instances a model/token only gets a hit on a roll of 6 when the target or firing model is obscured.

- When you activate a flying model/tokens you decide whether it will make a flying move **OR** an obscured move **BEFORE** you activate it
- If it performs an obscured move you place an Obscured token on the flight stand/token to show that it has ascended into the clouds
- The model/token **MUST** remain flying **OR** obscured for the **ENTIRE** activation
- You **CAN** deploy a flying model/token with an Obscured token at the start of a game

RAMS & COLLISIONS

Most terrain is a hazard to naval and/or land models. An aerial model is assumed to fly over terrain and therefore ignores it (except where a rule, such as one defined in a scenario, states otherwise). When a naval or land model moves into terrain that is impassable to it, it halts and resolves a collision. If a naval or land model moves into, through or out of Treacherous Terrain, there is a chance it will halt and suffer a collision (explained in the **Movement** chapter).

It is worth repeating some rules that have already been stated:

- If a flying (aerial) or diving model (land/naval) rams another model it resolves the ram (when it's Squadron has completed its movement) and continues moving in a subsequent activation (it moves over/under it)

LAND MODELS

- The sea is impassable to land models, which resolve a collision if they move into contact with the sea (or similar terrain) and halt. This reflects bogging damage rather than an actual collision

LAND/NAVAL MODELS

If a model on the surface rams or collides with another model or terrain its move stops, it ignores its minimum move, and resolves a ram or collision when it's Squadron has completed its movement.

- If a surface model starts an activation with its prow in contact with another model it **CANNOT** move forward and does not resolve a ram/collision
- If a model moves backwards into the prow of another model both models resolve a collision (even if the other model has an **RR** of 1 or more)

IMPORTANT NOTE: The rules regarding rams **ONLY** apply to models that have a Ram Rating (**RR**) of 1 or more. If a model with an **RR** of 0 moves into base contact with another model (at the same height level) it is always counted as a collision.

THE BASICS

The Ram Rating (**RR**) of a model determines the number of **D6** that you roll in order to resolve a ram, so you would roll **6D6** for a model with **RR** 6. The starting Hull Points (**HP**) of a model determines the number of **D6** that you roll in order to resolve a collision, so a Battleship with **8D6** would roll **8D6** in a collision and would still roll **8D6** if its remaining **HP** had been reduced to 2 for example.

There are some additional rules to take into account:

- A model can only ram or collide with another model if it is at the same height level, therefore they **MUST** both be submerged, on the surface, flying, or obscured

- Unless the front of a model or base (generally called the prow), makes the initial point of contact it is **NOT** a ram and is instead counted as a collision

LAND/NAVAL MODELS

- A submerged model **CAN** move through other submerged models that are at the same height level without resolving a ram (because the space is much larger)

AERIAL MODELS

- A flying model **CAN** move through other flying models that are at the same height level without resolving a ram (because the space is much larger)
- A flying model **CANNOT** ram/collide with a surface or submerged model (and a surface model **CANNOT** ram/collide with a flying model)
- A flying model **CAN** move into base contact with a surface model and resolve a Boarding Assault, without resolving a ram or collision

NOTE: Creatures and Robots can move into contact with another model without performing a ram or collision. If you move a Creature or Robot into contact with another model, declare whether you are going to resolve a ram/collision (if applicable) or just move into contact (to resolve a Boarding Assault).

FIRING AND BOARDING

There are some limitations on what a model can do when it rams or collides with terrain or another model. If a model rams or collides with terrain it **CANNOT** make a Gunnery Attack, use **Ack Ack** or **Concussion Charges**, fire Rockets or Torpedoes, drop Bombs or Mines, perform a Boarding Assault or use a Generator (although Shields and Fields still work if it has any).

If a model rams or collides with a model of a larger size class it **CANNOT** make a Gunnery Attack, use **Ack Ack** or **Concussion Charges**, fire Rockets or Torpedoes, drop Bombs or Mines or use a Generator (Shields and Fields still work). For the purpose of the bullet points below, the weapons listed above are included in the firing options given below:

- A Massive model that rams or collides with a Massive or Large model **CAN** fire with **HALF** dice, while a Massive model that rams or collides with a Medium or Small model **CAN** fire with **FULL** dice
- A Large model that rams or collides with a Large or Medium model **CAN** fire with **HALF** dice, while a Large model that rams or collides with a Small model **CAN** fire with **FULL** dice
- A Medium model that rams or collides with a Medium or Small model **CAN** fire with **HALF** dice
- A model **CAN** perform a Boarding Assault after a ram or collision with another model (of any size class), but its **Melee Dice** are reduced by **HALF** during that activation

Example 1: A Battleship collides with a Cruiser; one of its weapons has **12 AD**, so it is reduced by **HALF** to **6 AD**. This applies to all of its weapons, so batteries of **7 AD** would be reduced to **3 AD** and so on. If the Battleship had collided with terrain it could not fire, while if it collided with a Frigate it would have **FULL** dice of **12 AD** and **7 AD**.

SEQUENCE OF EVENTS

How you perform rams and collisions is important and you resolve rams and collisions as follows:

1. Move models from an activated Squadron – any that contact terrain or another model (including their own) immediately stop moving. Finish any movement from other models in the activated Squadron.
2. Resolve ramming and collision damage – remove any models that take enough damage.
3. Fire with any models in the activated Squadron.
4. Choose whether to perform a Boarding Assault with a model that performed a ram or collision.
5. Resolve Break Tests for destroyed/captured models and Bravery Tests for the activated Squadron.

WHAT COUNTS AS A RAM?

To count as ramming a model **MUST** have an **RR** rating of **1** or more and **MUST** hit a target model with the prow (or one or more front corners in the case of some models like Tanks and multi-legged based models), as only this part of the model counts for ramming. At this time you resolve any damage that it causes using the **RR**.

The prow/front corner (of the model or base) **MUST** hit the target model within a **45** degree arc from the target model; if it is not within this area it counts as a collision.

If a model hits the target model with any other part of its hull then the model has not rammed and has instead collided with the other model. This means that you now calculate any damage using the model's starting **HP** instead of its **RR**.

NOTE: Where terrain includes a dock or oil rig for example, a model can move into base contact with it without causing a collision, except that if it did so with its prow it would still count as a ram.

HOW DO I CALCULATE DAMAGE FROM A RAM?

Here comes the crunch: you resolve an attack on **ALL** of the models involved in a ram or collision. The **RR** of a model (which is **NOT** reduced by damage) relates to the number of **D6** that you roll in order to breach the defences of the target model. Consult the following table:

DICE ROLL	RESULT
1-3	Miss
4-5	1 Hit
6	2 Hits and Roll Again!

NOTE: The rule for **Capital Class** models firing at Small models only applies to firing, it does not affect the ability of a Battleship to ram or collide with a Frigate for example, nor does it affect the ability of models to ram or collide with models that have the *Fast Target* or *Elusive Target* abilities.

You roll an extra **1D6** for each **6** and keep going until you stop rolling **6**'s. Count up the number of hits and compare them to the Damage Rating (**DR**) and Critical Rating (**CR**) of the target model. If the **DR** of the target model is equalled or exceeded it results in a roll on the **Critical Hit Table** (as if the roll had equalled or exceeded the **CR** of the model). If the **DR** is doubled then you roll twice on the **Critical Hit Table**, if it is tripled you roll three times and so on.

Example 2: A Dreadnought with an **RR** of 7 rams a Cruiser, and rolls 1, 2, 2, 4, 4 and 6 (with an extra roll of 4). This adds up to 5 hits, which exceeds the Cruiser's **DR** of 4, causing a Critical Hit (because it is a ram and not a collision). If there had been 8 hits it would have doubled the **DR** of the Cruiser and caused two Critical Hits.

At the same time as the model that performed the ram rolls the dice, the target model rolls a number of **D6** equal to its *starting HP* to resolve an attack against the ramming model. If the number of hits is equal to or more than the **DR** of the ramming model it loses **1 HP**, if they are equal to or more than the **CR** roll on the **Critical Hit Table** in the Combat chapter to see what happens to the ramming model.

Example 3: The Cruiser that was rammed in the previous example rolls **4D6** against the Dreadnought and rolls 2, 6, 6, 6 (with an extra roll of 2, 3, and 5). This adds up to 7 hits, which equals the Dreadnought's **DR** of 7, causing it to lose **1 HP**. There is no Critical Hit in this instance, because the Cruiser is resolving a collision and not a ram.

NOTE: The rule about causing a Critical Hit by equalling or exceeding the **DR** of a model only applies when it is rammed, calculating collision damage is explained later. A ram is also more likely to cause multiple Critical Hits (by doubling the **DR**) than most other attacks (which cause multiple Critical Hits by doubling the **CR**).

MULTIPLE MODELS INVOLVED IN A RAM

If more than one model is involved in a ram just work them out one at a time. A Squadron cannot perform a combined ram (or combined collision). All models cause and take damage from a ram.

NOTE: A model that suffers a multiple ram resolves an attack using its **HP** against each attacking model as they roll for their ram. The rammed model is not removed until all of the rams have been resolved.

COLLISIONS

If two models collide then both will take damage from the impact. The models will take damage at the same time and they can theoretically sink each other. You calculate collision damage based on the *starting HP* the model making the attack. This is the number of **D6** that the model will roll against the other model involved in the collision.

It isn't always enemy models that are accidentally collided with. It is common for friendly models to collide with each other. If this occurs note that no matter which part of the model hits, it is always counted as a collision and **NOT** a ram.

Example 4: A Cruiser has nowhere to move to and collides with another Cruiser in its own Squadron. It only has **2 HP** remaining, but still rolls **4D6** (equal to its starting **HP**). The other Cruiser also rolls **4D6**, the collision damage is resolved at the same time, but before any firing is resolved (if applicable).

COLLIDING WITH TERRAIN

There will be times when models will ram or collide with terrain, whether it is man-made or natural. It does not matter whether a model rams or collides with terrain, it rolls a number of **D6** against itself determined by the type of terrain that is rammed or collided with.

Terrain is divided up into one of these three categories:

Soft (River, Swamp, Sand Bar)	4D6
Crunchy (Woods, Reef)	8D6
Hard (Mountain)	12D6

You can easily modify these numbers to match your own games either by increasing or decreasing the damage that is dished out. Different scenarios may bring with them their own special rules.

DISENGAGING AFTER A RAM/COLLISION

There will be situations where a surface model starts its activation in contact with another model or terrain in a subsequent Turn after it was involved in a ram or collision. Its options for disengaging are explained below:

- If a model starts an activation with its prow (or front corner for some models) in contact with another model it can turn by the very minimum so that it can move away from the model/terrain in the next Turn
- If a model starts an activation with any other part of its hull in contact with another model it can move normally without incurring another collision with that model
- A model/token with **360** degree movement that has been involved in a ram or collision can rotate up to **360** degrees instead of moving
- If a model somehow manages to turn round so that it performs a new ram/collision with the same model, you resolve the new ram/collision normally
- In all of the cases above, the model can use the rules for moving backwards instead
- In all of the cases above, the model can fire and/or board normally subject to the rules for any subsequent ram or collision

LAND/NAVAL MODELS

- Similarly a submerged token that is activated after a ram can move through (over/under) the other token involved in the ram
- A submerged model can choose to move through another model in an activation following a ram
- A model in the Large or Massive class size can rotate up to **180** degree instead of using the disengaging rules

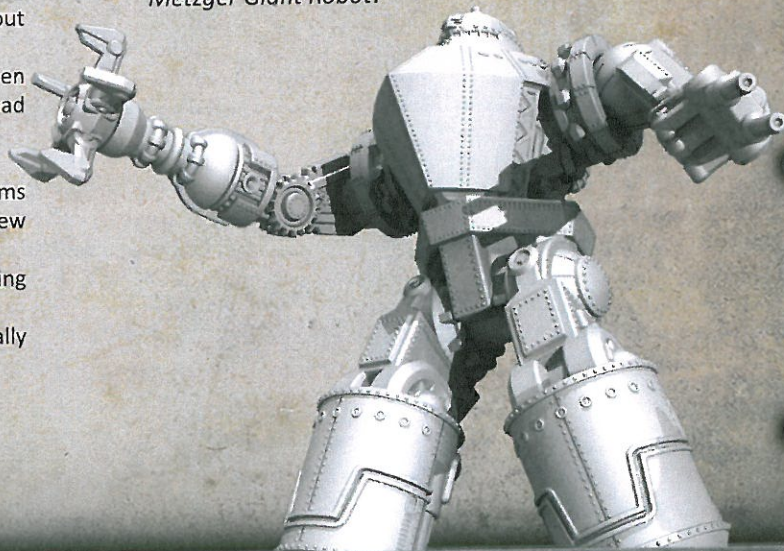
AERIAL MODELS

- If a flying model is involved in a ram it can move through (over/under) the model it was involved in the ram with, in its following activation
- A flying model can choose to move through another model in an activation following a ram
- You **CANNOT** place a flying model (including the flight stand) on top of another model (and vice versa) at the end of its move
- If it is impossible to avoid this situation, the model that is moving **MUST** move clear of the other model(s) and gains the minimum additional movement necessary
- This movement ignores the turn limit of the model, so that it can effectively 'shimmy' into a gap

Example 5: An Airship has a Squadron of Cruisers in front of it, and its maximum movement will not get it clear of those Cruisers to where it wants to move to. The Airship has **MV 8**, and after moving **8"** the flight stand would still sit on a Cruiser, so the Airship gets **2"** of extra movement to move off the Cruiser.

IMPORTANT NOTE: These rules apply equally to surface models that end their movement under a flying model. More importantly, if a model can make a legal move without ending its move on top of another model it should do so. Remember that tokens are treated differently in this instance, and are simply moved aside.

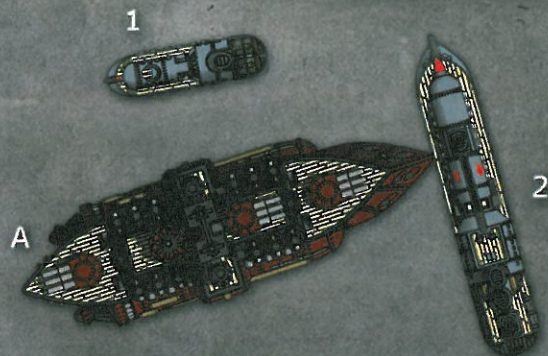
Prussian Empire
Metzger Giant Robot!



COLLISIONS



Cruiser A has collided with terrain and its movement ends, it cannot make a Gunnery Attack, use AA or CC, drop Mines or Bombs, fire Torpedoes or Rockets, and cannot initiate a Boarding Assault (against Frigate 1 for example).



Battleship A has collided with Cruiser 2 and its movement ends. It can fire normally with HALF dice at Cruiser 2 and/or Frigate 1, because it is one size class larger than the Cruiser. Battleship A can also initiate a Boarding Assault if it chooses to, and can board either Cruiser 2 or Frigate 1, but with only HALF dice because of the collision.

RAMMING

This diagram only applies to models with a Ram Rating. If a model does not have a Ram rating, all base contact counts as a collision.

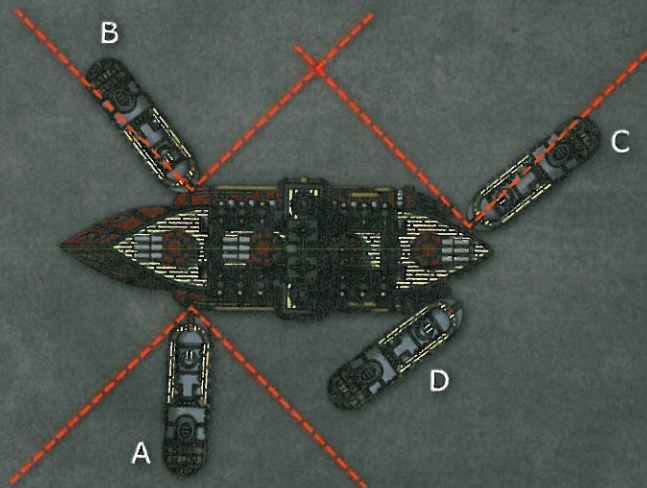
In this example 4 Frigates (that are treated as having a Ram Rating) have attempted to ram a Battleship.

Frigate A is clearly within a 90 degree arc with its prow in contact with the Battleship, therefore it is a valid ram.

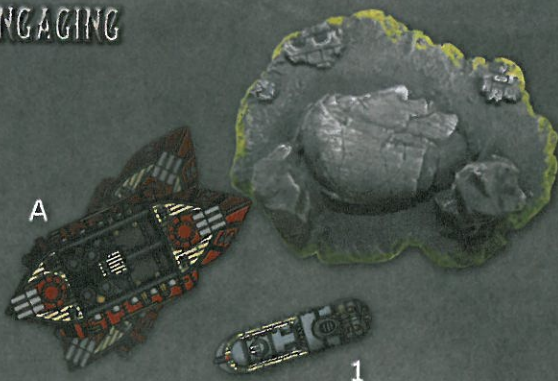
Frigate B has more than half of its hull (measured from the centre line) within the 90 degree arc, therefore it is also a valid ram.

Frigate C does not have more than half of its hull within the 90 degree arc, therefore it counts as a collision.

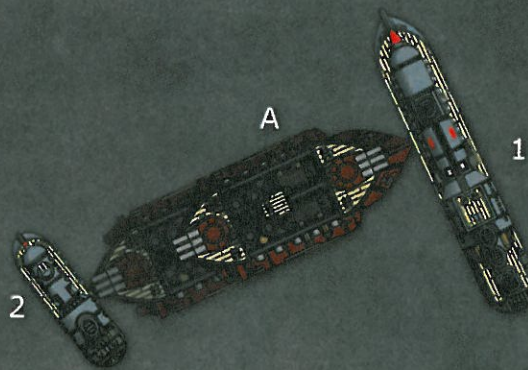
Frigate D does not have its prow in base contact with the Battleship, therefore it also counts as a collision.



DISENGAGING



Cruiser A activates in a turn after colliding with terrain. It can turn by the very minimum so that it can move away in the next turn. Cruiser A can fire and/or board normally against Frigate 1.



Cruiser A activates in a turn after colliding with Cruiser 1. It chooses to move backwards and collides with Frigate 2. It resolves a collision and can fire with HALF dice because it is one size class larger than the Frigate.

TERRAIN

TERRAIN

The effects of terrain vary depending on whether a model is naval, aerial or land based. If a naval model moves into terrain it usually resolves a collision. The exception is where terrain includes (or comprises) a dock or oil rig for example. In this instance a model can move into base contact with such a terrain piece without causing a collision, except that if its movement qualified for a ram it would still be a ram.

Flying models meanwhile can pass over other models and terrain, regardless of how high the terrain is. If the movement of a flying model ends with the model on top of terrain do your best to place it safely there. Otherwise put the model to the side and place a token to identify its position.

There are 3 categories of terrain that determine how dangerous it is, which include Soft, Crunchy and Hard terrain. These categories determine the strength of an attack against any model that rams or collides with terrain, which is listed as **4D6** for Soft, **8D6** for Crunchy, and **12D6** for Hard terrain.

Mountains and Cliffs for example are Hard, and have an attack of **12D6** against a naval or land model that rams or collides with them. Mountains and Cliffs are impassable and block line of sight for all naval and land models.

Rivers, Lakes and the Sea meanwhile are impassable to most land models. They are Soft, and have an attack of **4D6** against any land model that rams or collides with them, which reflects bogging damage rather than an actual collision.

- All terrain and buildings **MUST** be at least **1"** square or be mounted on a **1"** square base
- An island or hill can be **4** to **8"** in length and/or width
- A landmass is any area of land that exceeds **8"** in size and borders one or more table edges
- An island, hill or landmass should ideally have an even surface (to allow for easy movement)

Some buildings and terrain should be allocated a size class relative to models of equivalent size – scenarios are a great way to define these sizes. There are some exceptions where a model might be in the Large size class, but have a low profile (like a bunker). The **FIG** of official models will state how the model blocks line of sight in these instances.

Most buildings and terrain however should be allocated a Height Level from **1** to **3**. You can use the contours of your terrain to define this, or define the Height Levels in **1"** range bands or similar. A model can fire over any other model that is lower by one Height Level, and can fire over any terrain that is lower by two Height Levels.

NOTE: The dimensions that are given within this chapter allow you to place several pieces of terrain quickly and easily, to create a table with a mixed layout, whether at home or at a club. There is no reason why you cannot build any kind of terrain that you want however, although the minimum dimensions are still **1"** square.

TREACHEROUS TERRAIN

Woods, Swamps and Reefs are considered to be treacherous terrain. You can classify other types of terrain as treacherous if you wish, like the clashing rocks off shore from a cliff, a stretch of shallow water along a river bank, broken ground or the ruins of a town.

A model can move safely in treacherous terrain at between its minimum move and **HALF** of its modified **MV**. If a model moves more than **HALF** of its modified **MV** in treacherous terrain there is a chance of a collision with the treacherous terrain. A submerged naval model automatically suffers a collision if it moves into treacherous terrain, this only applies to a submerged land model if it moves into a mountain.

Roll **1D6** when you have declared that a model is going to perform more than a **HALF** move, into, through or out of treacherous terrain, **BEFORE** you actually move it and refer to the bullet points below:

- If you intend to move a model that is in the Small size class (or is Tiny) and you get a **1** it suffers a collision and stops moving (**2** to **6** has no effect)
- If you intend to move a model that is in the Medium size class and you get a **1** or **2** it suffers a collision and stops moving (**3** to **6** has no effect)
- If you intend to move a model that is in the Large size class (or is Massive) and you get a **1**, **2** or **3** it suffers a collision and stops moving (**4** to **6** has no effect)

NOTE: The rules for Woods, Swamps and so on list how many **AD** you roll to resolve a collision, you will need to determine the potential damage that Treacherous Terrain and other terrain types causes at the start of a game.

BUILDINGS

Buildings block line of sight in the same way as a land model of equivalent height, or use the rules for Height Levels they are particularly tall. A building is impassable terrain for naval and land models (bear in mind that an oil rig or harbour wall would count as a building/structure).

A building varies in construction, wooden or metal panelled structures would be Soft, stone structures would be Crunchy, and reinforced structures would be Hard. A civilian or industrial structure would be Soft or Crunchy, while a military structure would be Soft (**4D6**), Crunchy (**8D6**) or Hard (**12D6**).

TOP IMAGE: *Sovereign* Land Ship's modular tops

MIDDLE IMAGE: Giovanni - Steampunk Artist!

BOTTOM IMAGE: Prussian A9-V *Sturmpanzer* Land Ship

Therefore you need to define the equivalent size of your buildings and their type of construction before you start a game.

REEFS

A Reef is a hidden danger, and can be ten yards or merely a few feet below the surface. It is a threat to Battleships more than Frigates because Battleships are more likely to collide with a Reef when they pass over it, but no matter what size the model, if it collides with part of the Reef it can often lead to disaster.

- A Reef is Crunchy and has an attack of **8D6**
- A Reef can be **4 to 12"** in length and width
- A Reef blocks line of sight for submerged models
- An area of Reef is considered to be treacherous terrain

SAND BARS

You can represent a Sand Bar with a pile of sand or gravel, or texture some hardboard with clay or plaster. The rules for a Sand Bar are simple, don't ram it or collide with it.

- A Sand Bar is Soft and has an attack of **4** Collision Dice
- A Sand Bar can be **4 to 12"** in length and width
- A Sand Bar blocks line of sight for submerged models

SWAMPS

It is assumed that a Swamp is a largely featureless expanse of waterlogged ground, like wetlands or a bog, therefore it does not block line of sight. If you have terrain that resembles more of a jungle then it would effectively be Woods terrain, and therefore does block line of sight.

- A Swamp is Soft and has an attack of **4D6**
- A Swamp can be **4 to 12"** in length and width
- A Swamp does not block line of sight
- An area of Swamps is considered to be treacherous terrain

WOODS

You need to define the equivalent size class or Height Level of your Woods before you start a game, which determines whether intervening Woods block line of sight. If a model is inside Woods and within **2"** of its perimeter it can fire out normally, but any model that fires at it only gets a hit on a roll of **5 or 6**. If a model is more than **2"** within the perimeter of Woods, it can only be fired at by another model that is also in the Woods and within **2"** of it.

- A Wood is Crunchy and has an attack of **8D6**
- A Wood can be **4 to 12"** in length and width
- A Wood is considered to be treacherous terrain



LINE OF SIGHT

What a model can see and attack is an important component of any combat game. The following rules for arcs of fire and the effects of intervening obstacles that block line of sight will explain how to establish if a target can legitimately be fired upon. It will also determine how 'what you can see' affects the number of Attack Dice (AD) that you get to roll when a model fires.

LINE OF SIGHT

There are several size classes of model in the game, and the difference in size class between one surface model (land or naval) and another generally determines whether they block line of sight or not. A surface model **CANNOT** generally fire through another surface model; the exceptions are listed below.

- A Medium model **CAN** fire over Tiny models
- A Large or Massive model **CAN** fire over Tiny and Small models
- A Massive model **CAN** fire over Tiny, Small and Medium models
- A surface model can **ONLY** fire over terrain or intervening models that would normally block line of sight by using indirect fire

A model can fire over another model or terrain (that would normally block line of sight) with Indirect Fire so long as there is at least one Flying model (or token representing a Flying model) from the player's same fleet still on the table that has line of sight to the target (or any model with the **Spotter** ability). It can **ONLY** do so with its Primary guns at **Range Band 3** or **4**, and **ONLY** against **Capital Class** models, **Fortifications** and **Buildings**. In addition it only gets a hit on a roll of **6**.

Some buildings and terrain should be allocated a size class relative to models of equivalent size – scenarios are a great way to define these sizes. There are some exceptions where a model might be in the Large size class for example, but have a low profile (like a bunker or airfield). The **FIG** of official models will state how the model blocks line of sight in these instances.

Most buildings and terrain however should be allocated a Height Level from **1** to **3**. You can use the contours of your terrain to define this, or define the Height Levels in **1"** range bands or similar. A model can fire over any other model that is lower by one Height Level, and can fire over any terrain that is lower by two Height Levels.

LAND MODELS

- The Bombard class model can use indirect fire with its Primary guns at the **Range Bands** specified on its Attack Table, and gets a hit on a **5** or **6** (and **ONLY** against **Capital Class** models, **Fortifications** and **Buildings**) while using indirect fire
- Some models will have the same ability as the Bombard with a particular weapon, which will be noted on their **FIG** as a Model Assigned Rule
- Some models (like Small Tanks) are mounted with two or more

on a base, and are treated as one model, therefore you measure line of sight from the base of the model, not each individual tank

LAND/NAVAL MODELS

- A diving model is either on the surface or submerged, which is reflected by the use of submerged tokens
- A submerged model uses the same rules as surface models for firing arcs, therefore its submerged token defines its firing arcs
- Only Torpedoes (and weapons listed on the **FIG** as firing while submerged) can be fired by a submerged token
- A Large or Massive diving model counts as being one size class smaller for the purpose of blocking **LoS**
- A Medium or smaller diving model **ONLY** blocks **LoS** for other diving models
- Submerged models/tokens **NEVER** block **LoS**

AERIAL MODELS

- The measurement of **LoS** (and arcs of fire) for flying models is from the flight stand to a target model, or from a firing model to any part of the flight stand of the flying model
- Flying models are deemed to be at various heights, therefore they **NEVER** block **LoS**
- Within the scope of these rules most flying models remain airborne for the duration of a game (except sometimes Tiny flyers)
- Intervening terrain **DOES** block **LoS** for surface models to flying models or vice versa
- Terrain **DOES NOT** block **LoS** for flying models to flying models
- Surface models can fire at flying models that are on terrain normally

VALID FIRING ARCS

A model can fire from all of its firing arcs during its activation so long as it has valid targets. If a model has **AD** ratings for Fore, Aft, Port, Starboard and Turrets for example, it gets to fire from **ALL** of them during its activation.

There are several different types of arcs including **Broadsides**, **Fixed Channel**, **90 Degree Arc**, **180 Degree Arc**, **270 Degree Arc** and **360 Degree Arcs for Turrets**. These apply equally to **Gunnery Attacks**, **Ack Ack**, **Concussion Charges**, **Bombs** and **Mines** and will be listed on their Fleet Information Guide (**FIG**).

In general you measure the firing arc of a Turret and the range to its target from the centre of the Turret. Where the position of the Turret is not self evident it will be specified on the **FIG** of the model.

The movement template provided at the back of the book has a **90 Degree Arc** of fire within it, which is used to determine some of the different firing arcs. The limitations of the different arcs of fire and their effects on line of sight (**LoS**) are explained in further detail below.

LAND/NAVAL MODELS

- A surface model **CANNOT** fire at a diving (or submerged) model that is within **Range Band 1** (even if it is in arc), because it is below the minimum elevation of the surface model's batteries
- It can however use **Concussion Charges** against a diving (or submerged) model within 4"
- A submerged model can **ONLY** make Torpedo attacks against surface and submerged models (it **CANNOT** make Gunnery Attacks while submerged), and an obscured model **CANNOT** fire at a submerged model

AERIAL MODELS

- A surface model **CANNOT** fire at a flying model that is within **Range Band 1** (even if it is in arc), because it is above the maximum elevation of the surface model's batteries
- It can however use **Ack Ack** against a flying model within 8"

BROADSIDE ARCS

With a **Broadside Arc** (Port or Starboard) you line up the **90 Degree Arc** of the movement template at both the prow and stern of a model to determine the extent of its firing arc (or its front and rear corners whether it is a model or the base of a model). The model can fire at any model that falls between one outer arc and the other outer arc.

In the case of a flying model, you line up the **90 Degree Arc** of the movement template at the centre of the flight stand or base to determine the extent of its **Broadside Arc** (if it has one).

- If a target is completely inside a **Broadside Arc** the firing model uses **ALL** of its **AD**
- In most cases, if any part of the target extends beyond the Broadside arc the firing model uses **HALF** of its **AD**
- However if the target extends right across the **Broadside Arc**, with one or both ends extending beyond the **Broadside Arc**, the firing model still uses **ALL** of its **AD**

NOTE: All distances to determine the **Range Band** for Broadside weapons and their line of sight are measured from the centre of the Broadside base line (or flight stand) that is firing to the closest point of the model that is fired at.

FIXED CHANNELS

A **Fixed Channel** (Fore or Aft) weapon can only fire forward or backwards in a channel equal to the **WIDTH** of the firing model. A **Fixed Channel** (Port or Starboard) weapon can only fire to the Port or Starboard in a channel equal to the **LENGTH** of the firing model.

In the case of a Creature or Robot (and multi-legged models) a **Fixed Channel** weapon (Fore/Aft/Port/Starboard) can only fire in a channel equal to the **WIDTH/LENGTH** of the flight stand or base. You **CANNOT** 'aim' the channel of a Fixed weapon; it does not deviate from the lines in the diagram.

If the Fore or Aft firing channel of the firing model crosses any point of the target then it can be fired at normally. The limitations of Fixed weapons are explained below:

- If the target is inside the channel use the firing model's **FULL AD**
- If the target crosses **ONE** edge of the firing channel use **HALF** of the firing model's **AD**
- If the target crosses both edges of the firing channel use the firing model's **FULL AD**
- If another model or terrain is intervening and crosses **ONE** edge of the firing channel use **HALF** of the firing model's **AD**

NOTE: All distances to determine the **Range Band** for **Fixed Channel** weapons are measured from the closest point of the model (or flight stand) that is firing to the closest point of the model that is fired at.

90 DEGREE ARCS

With a **90 Degree Arc** the **FIG** of the model will specify whether it is a Fore, Aft, Port or Starboard **90 Degree Arc** weapon. You line up the **90 Degree Arc** of the movement template at the point defined by the **FIG** to determine the extent of its firing arc. The model can fire at any model that falls within that area.

In the case of a flying model, you usually line up the **90 Degree Arc** of the movement template at the centre of the flight stand or base to determine the extent of its **90 Degree Arc** (if it has one).

NOTE: All distances to determine the **Range Band** for **90 Degree Arc** weapons are measured from the closest point of the model (or flight stand) that is firing to the closest point of the model that is fired at (or from the centre of the Turret that is firing). Use the same bullet points that are given for the Broadside arc to determine whether a model gets **HALF** or **FULL** dice when firing.

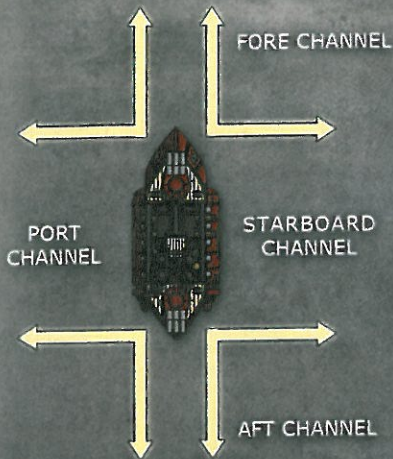
180 DEGREE ARCS

With a **180 Degree Arc** the **FIG** of the model will specify whether it is a Fore or Aft **180 Degree Arc** weapon. You split the model at right angles at the point defined by the **FIG** to determine the extent of its firing arc. The model can fire at any model that falls within that area.

In some cases a model will have what is called an **Off Set 180 Degree Arc**. Most **180 Degree Arcs** are oriented in the Fore arc, Port or Starboard, but the Off Set Arc is skewed at **45 degrees** in relation to the model.

NOTE: All distances to determine the **Range Band** for **180 Degree Arc** weapons are measured from the closest point of the model (or flight stand) that is firing to the closest point of the model that is fired at (or from the centre of the Turret that is firing). Use the same bullet points that are given for the Broadside arc to determine whether a model gets **HALF** or **FULL** dice when firing.

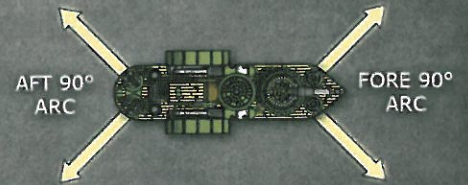
FIRING ARCS



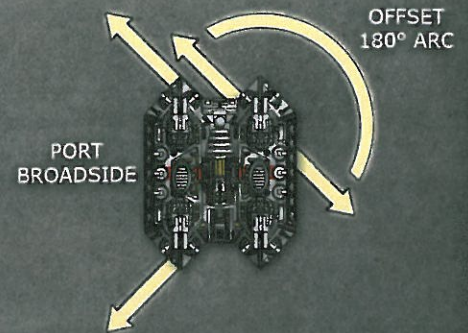
PORT
BROADSIDE

STARBOARD
BROADSIDE

Note that some 90 Degree arcs will be measured from different points on the model, which will be specified on the FIG



This Landship has one of the more complex sets of turret arcs, where each has an Offset 180 Degree arc of fire. Meanwhile its Broadside arc is measured from the prow and stern.



Battleship A

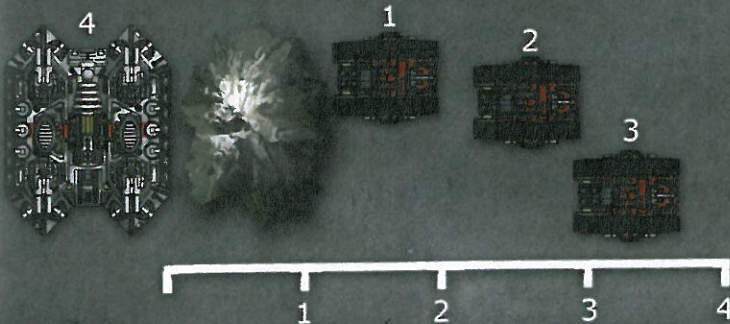


Battleship 1



LINE OF SIGHT AND SIZE CLASSES

Battleship A wants to fire at Battleship 1. Its line of sight is blocked by Cruiser 2, but it can fire over Frigate 3 because the Battleship is a Large model that can fire over Small models like the Frigate (and its hit numbers are unaffected by the intervening Frigate).



LINE OF SIGHT AND INDIRECT FIRE

Land Ship A wants to fire at Tanks 1, 2 and 3 using indirect fire over the hill (because it blocks line of sight). It can only do so with its Primary Weapons. It cannot fire at Tank 1 because it is within Range Band 2, but it can fire at Tanks 2 and 3. The Land Ship only scores hits on a roll of 6 with indirect fire, if it has been a Bombard (or had the Bombard ability) it would have scored a hit on a roll of 5 or 6.

270 DEGREE ARCS

With a **270 Degree Arc** the **FIG** of the model will specify whether it is a Fore or Aft **270 Degree Arc** weapon. You measure the **270 Degree Arc** from the point defined by the **FIG** to determine the extent of its firing arc. The model can fire at any model that falls within that area.

NOTE: All distances to determine the **Range Band** for **270 Degree Arc** weapons are measured from the closest point of the model (or flight stand) that is firing to the closest point of the model that is fired at (or from the centre of the Turret that is firing). Use the same bullet points that are given for the Broadside arc to determine whether a model gets **HALF** or **FULL** dice when firing.

360 DEGREE ARCS

A **360 Degree Arc** is usually a turret and can fire at most targets that are not blocked by terrain or other models. The line of sight from a **360 Degree Arc** is determined by drawing a line from the centre of the arc (or turret) to any point on the target.

NOTE: All distances to determine the **Range Band** for **360 Degree Arc** weapons are measured from the closest point of the model (or flight stand) that is firing to the closest point of the model that is fired at (or from the centre of the Turret that is firing). Use the same bullet points that are given for the Broadside arc to determine whether a model gets **HALF** or **FULL** dice when firing.

PARTIALLY BLOCKED TARGETS

An area of potential confusion involves calculating the **AD** when a model or terrain gets in the way of an attack. The rules for **Fixed Channel** weapons and partially blocked targets are explained earlier.

Working out if a model or terrain is impacting your firing depends on the firing arc and its line of sight. So to reiterate, the Broadside line of sight is measured from the centre of the firing model, the Fixed channel line of sight is measured from the closest point of the firing model and most other line of sight is measured from a point specified by the **FIG** (usually a turret mount).

- If the line can cross the centre of the target **WITHOUT** crossing another model or terrain **AND** the line can cross either the prow or stern of the target, the model can fire with its **FULL AD** and gets hits on a **4, 5 or 6**
- If the line can cross the centre of the target **WITHOUT** crossing another model or terrain, **BUT** the line cannot cross the prow and the stern of the target, the model can still fire with its **FULL AD** but only gets hits on a **5 or 6**
- However, if the line **CANNOT** cross the centre, but can be drawn to any other part of the target model **WITHOUT** crossing any other model or terrain, the model can fire with **HALF** of its **AD**, regardless of whether the line crosses the prow or stern

You **DO NOT** reduce the **AD** by half in the event of a target being partially blocked by an intervening model or terrain **AND** half again if it is also partially outside of the arc of fire. Any other modifiers to the **AD** would apply normally, including Linked Fire (explained in the Combat chapter) and Game Card effects.

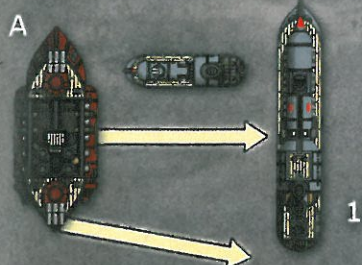
FLIGHT STANDS

The flight stands for Dystopian Wars will have the arcs of fire etched on the flight stand, so that you can measure a Broadside Arc or Fixed Channel clearly. In most cases the flight stand will simply be etched with a cross over the center spot, but larger flight stands will have more detailed information on them. Turret arcs of course are still measured from the centre of the turret in most cases.

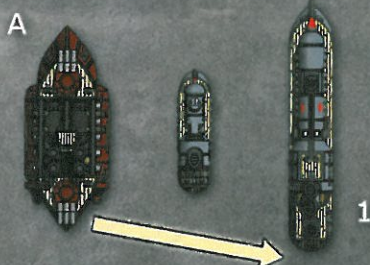


The Shinobi!!!

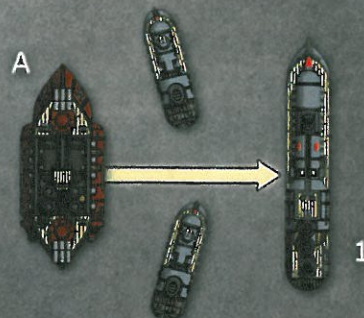
BLOCKED BROADSIDE ARCS



Cruiser A gets FULL dice as the Broadside has line of sight to the centre of Cruiser 1 and also its stern.

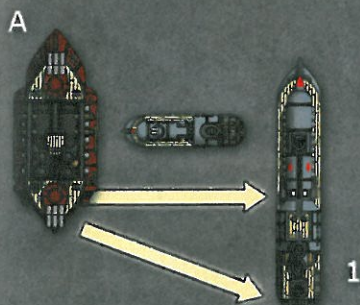


Cruiser A gets HALF dice, as although the Broadside can see the back half of Cruiser 1, it does not have line of sight to the centre of Cruiser 1.

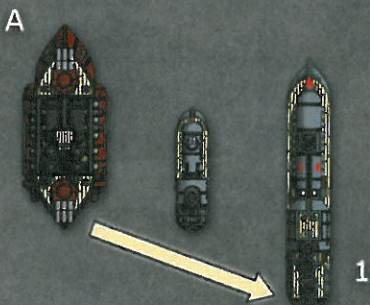


Cruiser A gets FULL dice as the Broadside has line of sight to the centre of Cruiser 1, but only gets hits on a 5 or 6 because it does not have line of sight to either the prow or stern of Cruiser 1.

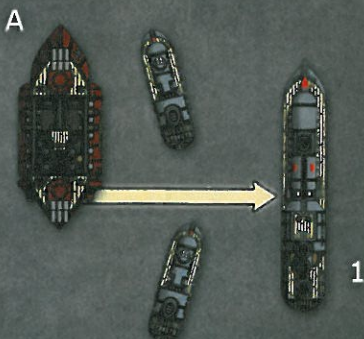
BLOCKED TURRET ARCS



Cruiser A gets FULL dice as the turret has line of sight to the centre of Cruiser 1 and also its stern.

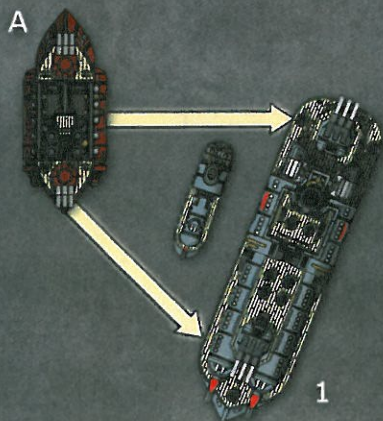


Cruiser A gets HALF dice, as although the turret can see the back half of Cruiser 1, it does not have line of sight to the centre of Cruiser 1.

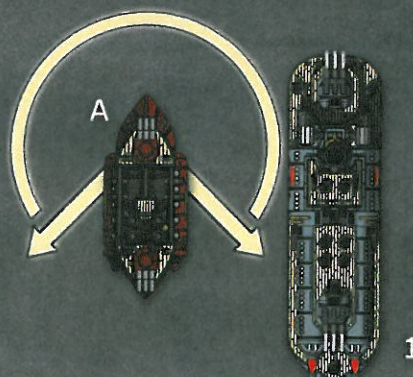


Cruiser A gets FULL dice as the turret has line of sight to the centre of Cruiser 1, but only gets hits on a 5 or 6 because it does not have line of sight to either the prow or stern of Cruiser 1.

YOU ONLY HALF ONCE



Cruiser A is firing at Battleship 1 and its Broadside has line of sight to the back of Battleship 1 but not the centre, so it only gets HALF dice. Battleship 1 is also partly outside of the Broadside arc, which would normally be HALF dice. In this case you only HALF the dice once (not twice).



Cruiser A is firing at Battleship 1 and its Fore turret has line of sight to the centre of Battleship 1 so it gets FULL dice. Unfortunately Battleship 1 is also partly out of arc, so Cruiser A only gets HALF dice.

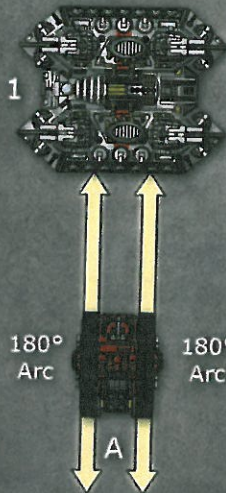
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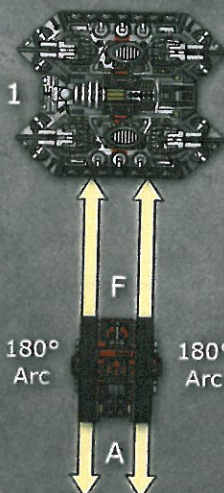
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180 Degree Linked Targeting



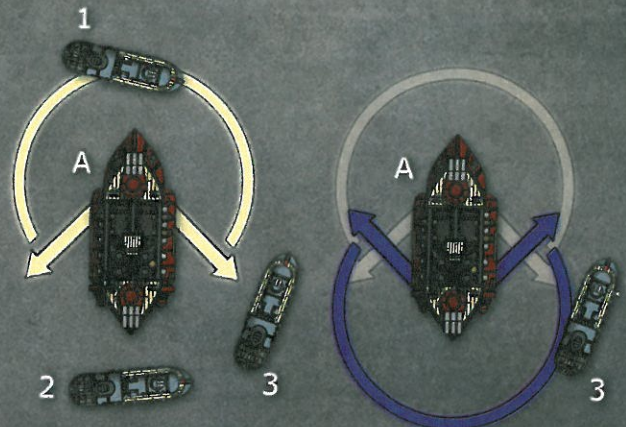
Tank A fires at Landship 1 with Port and Starboard guns that have a 180 arc with 6 AD.

Landship 1 is only partly in arc of each 180 degree arc, so it can fire twice with 3 AD or use Linked Fire with 4 AD (3+1).



In this example, Tank A also has a Fixed Fore (F) attack with 6 AD, which can link with Port and Starboard. The Tank can Link Fire with the Fixed Fore for 6 AD, plus 1 AD each for Port and Starboard (half of their reduced AD given on the left for being partly in arc).

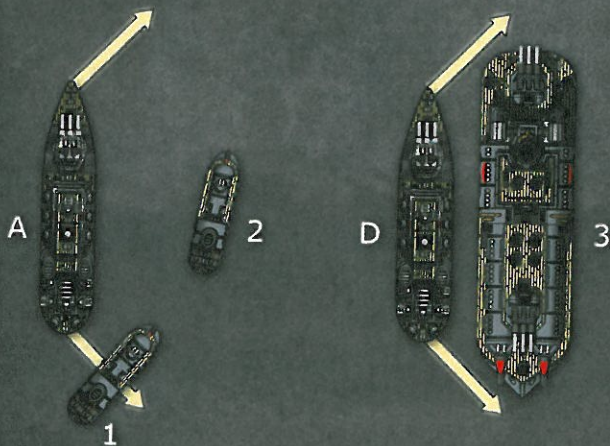
Arc Targeting



The Fore turret on Cruiser A has a 270 arc, it can fire at Frigate 1 (with FULL dice), but cannot fire at Frigate 2. If it fired at Frigate 3 it would do so with HALF dice because part of it extends beyond the arc.

Cruiser A also has an Aft turret (in blue) with a 270 arc, that can fire at Frigate 3 with FULL dice (as it is in arc). Cruiser A can therefore fire one turret with FULL dice and other turret with HALF dice at Frigate 3.

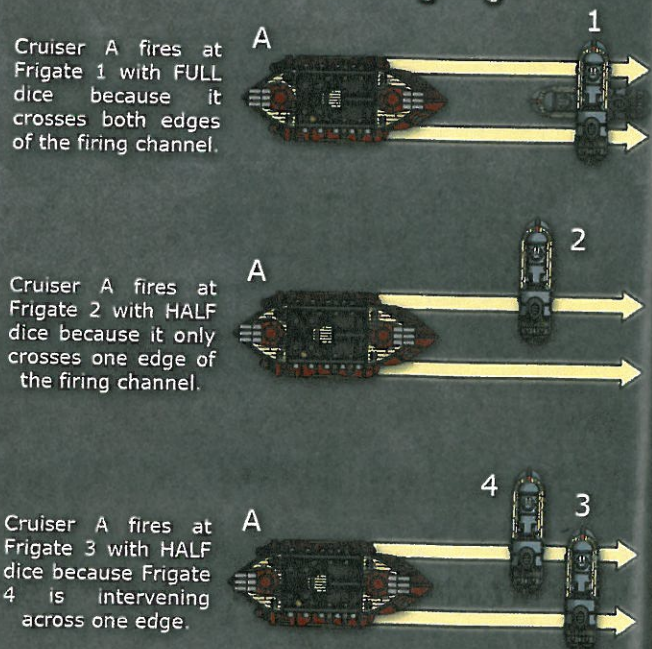
Broadside Targeting



Cruiser A fires at Frigate 1 with HALF dice because it extends beyond the arc. It fires at Frigate 2 with FULL dice because it is completely inside the arc.

Cruiser D fires at Battleship 3 with FULL dice because it extends right across the arc, and would still fire FULL dice even if battleship 3 extended beyond both arcs.

Fixed Channel Targeting



Cruiser A fires at Frigate 1 with FULL dice because it crosses both edges of the firing channel.

Cruiser A fires at Frigate 2 with HALF dice because it only crosses one edge of the firing channel.

Cruiser A fires at Frigate 3 with HALF dice because Frigate 4 is intervening across one edge.

If Frigate 1 (faded) had been fully within the firing channel and not touching either edge, Cruiser A would still fire at it with FULL dice.

COMBAT

There are several ways that a model can engage another model in combat, including **Broadside**s (Port and Starboard), **Fixed Weapons** (Fore and Aft), **90, 180, 270 and 360 degree Arc Weapons**, which are collectively called **Gunnery Attacks**. There are also **Rockets**, **Torpedoes**, **Ack Ack** (anti-flying/observed model), **Concussion Charges** (anti-diving/submerged model), **Bombs** and **Mines**.


Gunnery Attacks, Rockets, Torpedoes, Mines and Bombs **CANNOT** be used against Tiny tokens (such as Aeroplanes) or Boarding Assaults. None of these weapons are effective against these targets - they could technically be used to make some kind of attack, but it is assumed that doctrine and training avoids it. The same applies to Generators, which are fully explained in the **Generators Chapter**. More importantly, you **CANNOT** make a firing attack of any kind against a model or token in your own fleet (even if it has been captured or made derelict).

Gunnery Attacks are further split into **Primaries** and **Secondaries**, which determines the power and range of the guns. It also affects rules like Indirect fire and Linked Fire (explained later). The **FIG** of a model will list whether a weapon is a Primary or Secondary and will have a bracketed (P) or (S) after it on the **FIG**.

The **FIG** of a model will sometimes specify whether the **AD** ratings for the weapon apply to both the Port and Starboard arc/channels. The weapon type will specify **P/S Broadside** for example, in which case the **AD** ratings that are given apply to both the Port *and* the Starboard Broadside arc. Therefore the model can fire out of **BOTH** the Port and Starboard Broadside arc with the **FULL** rating given on the weapon.

You resolve attacks made by an activated model **AFTER** it has moved. When you resolve its attacks you **MUST** declare what targets the model is firing at, and declare what weapon systems it is firing with, **BEFORE** you roll the dice. Similarly when a Squadron of models/tokens fires you **MUST** declare what targets the Squadron is firing at, and declare what weapon systems it is firing with, **BEFORE** you roll the dice.

Once you have declared your attack(s) you can resolve them in any order that you want, therefore you can take advantage of any damage that is caused by each individual attack. When it comes to attacks that are subject to Ack Ack (**AA**) and Concussion Charge (**CC**) fire, you declare your attack(s) and your opponent allocates **AA** and/or **CC** against your attack(s) **BEFORE** you roll dice for your attack.



FSA Armoured ground units supported by two Lee Class Medium Flyers and a Savannah Class Large Flyer

NOTE: A model **CAN** fire from all of its weapon arcs and with all of its additional weapon systems during its activation as long as it has valid targets. In both cases you **CAN** pre-measure the range and choose a target that is at a more favourable **Range Band**. The exception to this is models like Small Tanks that are mounted with two or more on a base, and are treated as one model. Therefore the **AD** ratings on the **FIG** apply to the collective fire of the tanks, not the individual models on the base.

WORKING OUT YOUR ATTACK DICE

Gunnery Attacks are the most common ranged weapons available to the commander of a model. All models have an Attack Dice (**AD**) rating for their Primaries and Secondaries and this is the number of six sided dice (**D6**) that are rolled when resolving an attack.

The **Range Bands** used in this game are **8 inches** each, therefore **Range Band 1** is **0-8"**, **Range Band 2** is **8-16"**, **Range Band 3** is **16-24"** and **Range Band 4** is **24-32"**. The maximum a model can fire is **32"** – it is assumed that targeting systems are unreliable beyond **Range Band 4**, and that the distances are too great for accurate firing.

MODIFIERS TO YOUR ATTACK DICE

The number of Hull damage tokens a model is carrying will impact the effectiveness of its firing. This simulates crew being killed, wreckage on the decks and damage to weaponry.

So for every **1** damage token that a model has, its **AD** is reduced by **1**. This modifier reduces the **AD** ratings of any **Broadside**, **Fixed Channel**, **90**, **180**, **270**, or **360 Degree Arc** **AND** its **Ack Ack** and **Concussion Charge** ratings. So if a model has **3** Hull damage tokens it would lose **3 AD** on all of the weapons from the list above (if it has them).

- Hull damage tokens **DO NOT** affect the **AD** of Rockets, Torpedoes, Bombs or Mines
- The **AP** rating **DOES NOT** affect the **AD** dice - this is because the marines that represent the **AP** rating take no part in the firing of the model's guns
- Primaries are at a **-1** to hit (on **ALL** die rolls) against **ALL** targets at **Range Band 1**, so a die roll of **4** becomes a **3** and so on

IMPORTANT NOTE: Modifiers can **NEVER** take the **AD** rating below **1**.

Example 1: A Battleship is firing at a Cruiser at **Range Band 3**, which would give it **8 AD** to roll. But the model is carrying **3** Hull Damage tokens. The **8 AD** are modified down to **5 AD**, but its Torpedo attacks are **NOT** reduced.

HITTING AND DAMAGING A TARGET

Once you have measured the distance to an enemy model and worked out how many **AD** you have to play with, it is time to roll them and resolve your attacks. Your chance of scoring a hit with a Gunnery Attack

is determined by the type of firing model (flying/surface/diving) cross referenced with the type of target model and whether it is obscured or submerged.

The most common match ups for most models involve surface models using Gunnery Attacks, so when they fire at each other consult the **To Hit** table below:

DICE ROLL	RESULT
1-3	Miss
4-5	1 Hit
6	2 Hits and Roll Again!

NOTE: A roll of a **6** is **ALWAYS** a hit and a roll of **1** is **ALWAYS** a miss.

When you Roll Again, make sure you roll an extra **1D6**, not one that counts as a hit. You keep going until you stop rolling any **6**'s. Once you have finished rolling dice you add up the number of hits, the more hits you get, the more successful you are.

There are some differences to the chances of scoring a hit, usually depending on whether a model is obscured or submerged. The full list of to hit factors are given below (remember that surface model is a category that includes naval and land models):

- A flying model firing at a flying model or surface model hits on a **4, 5 or 6**
- A surface model firing at a flying model or surface model hits on a **4, 5 or 6**
- A diving model firing at a flying model or surface model hits on a **4, 5 or 6**
- A model that fires at an obscured model only hits on a **6**
- A model that fires at a diving model only hits on a **5 or 6**
- A model that fires at a submerged model only hits on a **6**
- An obscured model that fires at any other model only hits on a **6**
- A submerged model that fires at any other model only hits on a **6**

Example 2: A Battleship ends its movement within **8"** of an Airship. It has **1** Hull Damage token, so its **Ack Ack** rating of **7** is reduced to **6**, therefore it rolls **6D6**. It gets **2, 3, 4, 4, 5** and **6** (and an extra roll of **5**) and gets **6** hits, which is enough to cause a Critical Hit on the Airship (which has a **CR** of **6**).

LAND/NAVAL MODELS

- A surface model **CANNOT** fire at a diving (or submerged) model that is within **Range Band 1** (even if it is in arc), because it is below the minimum elevation of the surface model's batteries
- It can however use **Concussion Charges** against a diving model within **4"**
- A submerged model can **ONLY** make Torpedo attacks against

surface and submerged models (it **CANNOT** make Gunnery Attacks while submerged), and an obscured model **CANNOT** fire at a submerged model.

AERIAL MODELS

- A surface model **CANNOT** fire at a flying model that is within **Range Band 1** (even if it is in arc), because it is above the maximum elevation of the surface model's batteries
- It can however use **Ack Ack** against a flying model within **8"**

Example 3: A Battleship is within **Range Band 3** of a Dreadnought. At this range it has **8 AD** with one turret, getting 1, 3, 3, **4**, **5**, **5** and a **6**. This is 6 hits (1 each for the **4**'s and **5**'s and 2 for the **6**) but the 6 gives an extra roll to see if it does more damage. An additional roll of **5** adds 1 more hit and the dice rolling ends. The total is therefore 7 hits. Had the second roll been a **6** instead of a 5, it would have added 2 more hits and given another extra roll.

HOW DO I DAMAGE MODELS?

Add up the number of hits after any reduction by Shields, Ack Ack or Concussion Charges (if relevant) and compare the total to the Damage Rating (**DR**) and Critical Rating (**CR**) of the target.

- If you cause enough hits to equal or exceed the **DR** of a model you have damaged it and it loses **1 Hull Point (HP)**
- If you cause enough hits to equal or exceed the **CR** of a model you get to roll on the **Critical Hit Table** to see what happens to the model (instead of the above) If you reduce the **HP** of a model to **0** or less, it is destroyed and removed from the game

NOTE: Any model with a starting **HP** of **2** or less is not affected by Critical Hits. If the **CR** of such a model is equalled or exceeded the model is destroyed immediately with no roll on the **Critical Hit Table**.

Example 4: A Cruiser is caught between two Frigates, which are both at **Range Band 2**. The Cruiser rolls **4 AD** against each Frigate, getting 2, 3, 5 and **6** (with an extra roll of 2) against one Frigate for a total of 3 hits, which equals its **DR** and causes it to lose **1 HP**.

It then rolls **4 AD** against the other Frigate getting 5, 5, 5 and 6 (with an extra roll of 5) for a total of 6 hits. This equals the **CR** of the Frigate causing it to lose **2 HP**, destroying it. The Cruiser then fires with **4 AD** from its Torpedoes at the first Frigate, getting a 1, **4**, **4**, and **4**, but the **4**'s do not count against a Small Target - so nothing this time.

SPECIAL RULE – LINKED FIRE

It is possible for the commanders of models to work together in order to destroy an enemy vessel. This is known as Linked Fire and allows **ONLY** models from the same Squadron to pool their **AD** from Gunnery Attacks (and other attacks listed below) into a single attack. The situations where Linked Fire is allowed are given below:

- A model can **ONLY** Link Fire weapons of the same type (**Primaries** with **Primaries**, **Secondaries** with **Secondaries**, Rockets with Rockets, Torpedoes with Torpedoes, Bombs with Bombs)
- The exception to this is that Tesla weapons, although counting as **Secondaries**, can **ONLY** be Linked with other Tesla weapons
- A single model **CAN** Link Fire a weapon with one or more of its other weapons (of the same type) and then Link Fire with other models in the same Squadron (doing the same)
- If a Squadron uses Linked Fire, the models within it **CANNOT** link the **AD** of different types of weapons together (bullets 1 and 2)
- A single model or Squadron **CANNOT** Link Fire and split fire with its linked **AD**
- Tiny flying tokens (for example Aeroplanes) can Link Fire with **FULL** dice on their **AD** and **Ack Ack**

NOTE: Individual models in a Squadron can Link Fire and/or use Split Fire separately, but a single model or Squadron can **NEVER** combine Linked Fire with Split Fire in the same single attack.

The way that Linked Fire works is that one model (usually your most effective model) acts as the focus for the firing. This model receives its full number of **AD** from a single weapon, having been calculated as normal from range to the target, as well as any effects of damage it may be carrying or cards that are played. Separate cards will tell you which may be used with Linked Fire and which may not.

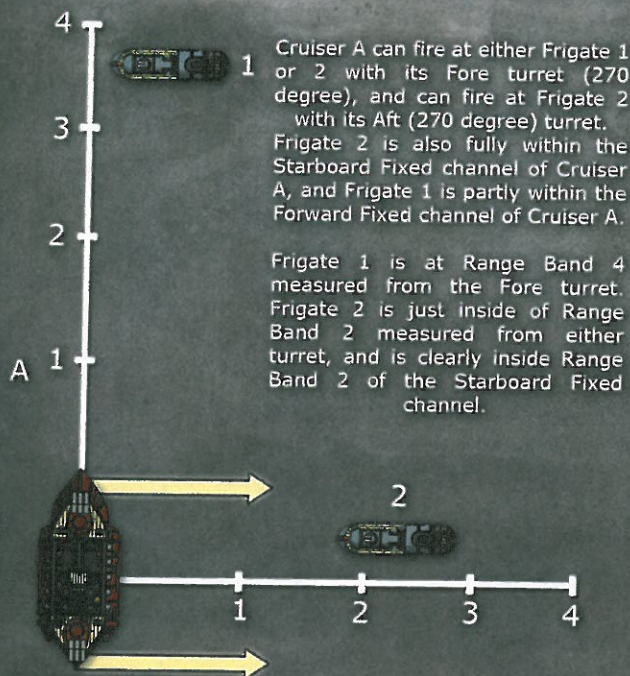
For each additional model (from the same Squadron) that is included in the Linked Fire attack with the focus model, calculate its **AD** as normal, but then only add **HALF** of its **AD** to the focus model's fire – round any numbers down. This will give you one amount of **AD** that are rolled, which counts as a single linked attack against the Damage Rating (**DR**) and Critical Rating (**CR**) of the target.

- The linking models **DO NOT** get to use the remaining 'lost' **AD** on other targets, though they would get to make other attacks from other firing arcs as usual
- A model rounds its **AD** down when it adds them to a Linked Fire attack, but if it rounds any odd numbers down to less than **1 AD** it will always add a minimum of **1 AD**

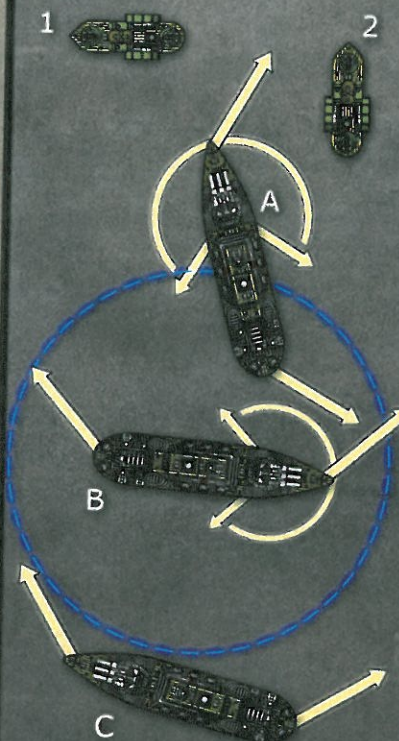
Example 5: A Squadron of Cruisers ends its movement with each model within **8"** of an Airship. The first Cruiser has **4 Ack Ack**, with two additional Cruisers adding **2 Ack Ack** of Linked Fire, for a total of **8 AA**. The same rules would apply to using **Concussion Charges**, except that it only has a range of **4"**.

Example 6: Two Cruisers have moved to within **Range Band 3** of an enemy Fleet Carrier. At this range each of the undamaged models would receive **3 AD**. But the odds of penetrating the Carrier's **DR** at this range when rolling only **3D6** are low. So the player elects to Link Fire and roll **4D6 (3+1)** to improve the odds. If they had been at **Range Band 2** one model would have **5D6** and the second would have **2D6** for a total of Linked Fire of **7 AD**.

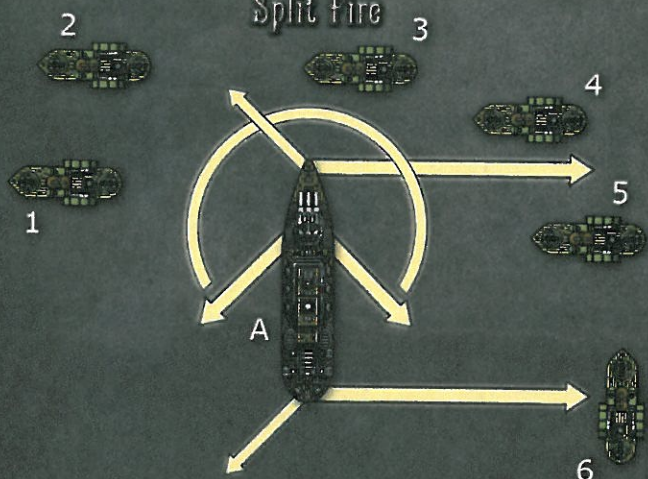
Range Bands



Linked Fire



Split Fire



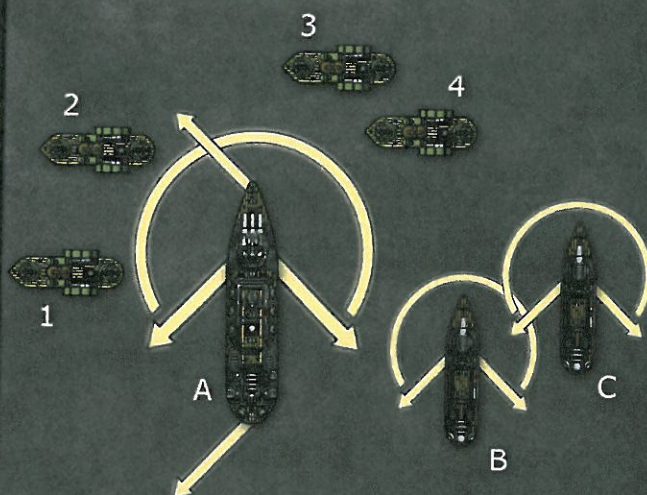
Cruiser A can fire its Port Broadside weapons at Frigates 1 and 2, if it had 6 AD it could split 4 AD against Frigate 1 and 2 AD against Frigate 2, or 3 AD against each Frigate and so on.

Cruiser A can split its Fore turret (270) against any of the Frigates, if it had 9 AD it could split 3 AD each against Frigates 1, 3 and 5.

Cruiser A can fire its Starboard Fixed weapons at Frigates 5 and 6. If it had 4 AD, it could split 2 AD against Frigate 5 and 2 AD against Frigate 6, but Frigate 6 is only partly in arc, reducing it to 1 AD.

Cruisers A cannot link fire its Fore turrets (primaries) together with its Broadside (secondaries) and/or Fixed guns, because they are different types of weapons.

Small Targets



Cruiser A fires at Frigates 1, 2, 3 and 4. Cruiser A is a Capital model and the Frigates are Small Targets, therefore Cruiser A only scores hits on a roll of 5 or 6.

If Frigates 3 and 4 have the Fast Target ability, Cruiser A would only be able to score hits on a 6.

If Frigates B and C fire at Frigates 3 or 4 they still score hits on a 4, 5 or 6 because they are all Small Targets and the Fast Target ability does not affect models that are not Capital class.

If Frigates 3 and 4 had the Elusive Target ability, Frigates B and C would only be able to score hits on a 5 or 6.

Example 7: Two Cruisers with a Fore and Aft Turret use Linked Fire. A single Cruiser with **7 AD** on each turret can Link Fire with itself for **10 AD (7+3)**. If the other Cruiser adds one turret to the Linked Fire it adds **+3 AD** (for a total of **13 AD**), or it could Link Fire with itself for **10 AD** then Link Fire half of that with the first Cruiser (for a total of **15 AD**).

NOTE: Models **CAN** Link Fire from different ranges. Also, you **DO NOT** have to Link Fire with all of the models in a Squadron. With a four model Squadron for example, you could Link Fire with two of the models and then the remaining two could Link Fire at a different target or each fire at an individual target.

SPECIAL RULE - SPLIT FIRE

You don't have to fire at just one target. As long as your model can see the targets you want to fire at you **CAN** allocate your **AD** from **Primaries** and **Secondaries** against any number of them. You choose how to allocate your **AD** between those targets when you use split fire.

- A model **CAN** also split its fire from Rockets or Torpedoes
- A model **CAN** also split its fire from **Ack Ack**, **Concussion Charges** or Bombs
- A model **CANNOT** split its fire at different Range Bands
- A model **CANNOT** split its fire with a Mine attack
- A model **CANNOT** split its fire with an attack against the same model or token

Example 8: A Battleship is attacked by four Frigates at **Range Band 2**, which has two turrets with **13 AD**. It could Split Fire with each turret at two Frigates (with **6 AD** and **7 AD**), or even Split Fire one turret at three Frigates (with **4 AD**, **4 AD** and **5 AD**) and fire the second turret with **13 AD** against the fourth Frigate. The Battleship would only score hits on a **5** or **6** against the Frigates, because they are all Small Targets.

Example 9: The same Battleship has a Broadside attack as well, but the Broadside is a Secondary and the turrets are Primaries. Therefore the Battleship could Link Fire its turrets (but **CANNOT** then use Split Fire with the linked dice pool), but **CANNOT** Link Fire the turrets (**P**) with the Broadside (**S**). It could however use Split Fire with the Broadside (**S**) at the same Frigates, allowing the turrets (**P**) to fire at other targets.

NOTE: You **CANNOT** Split Fire against the same model.

ROCKETS AND TORPEDOES

The firing arc of Rockets and Torpedoes is listed on the **FIG** of each model. They use the same to hit numbers as Gunnery Attacks, except that the **AD** of a Rocket or Torpedo attack is **NOT** reduced by damage.

- Torpedoes that are fired by a naval model **CANNOT** fire through other naval models or terrain (and have no effect on flying, obscured or land models)

- Torpedoes that are fired by a land model **CAN** fire through other land models and terrain (they have no effect on flying or obscured models, but they do affect land models)
- Torpedoes that are fired by naval models and flying models have no effect on land models and Torpedoes fired by land models have no effect on naval or flying models

Models are assumed to have an indefinite supply of Rockets and Torpedoes, in the same way that Gunnery Attacks have an indefinite supply of ammunition.

Rocket attacks can be negated by **Ack Ack**, and Torpedo attacks can be negated by **Concussion Charges**, both of which are explained next.

ACK ACK & CONCUSSION CHARGES

The firing arc of **Ack Ack** and **Concussion Charges** is **360** within **8"** for **Ack Ack** and within **4"** for **Concussion Charges** and has no effect beyond that range. It is measured from the closest point of the model that is firing to the closest point of the model that is fired at, or vice versa.

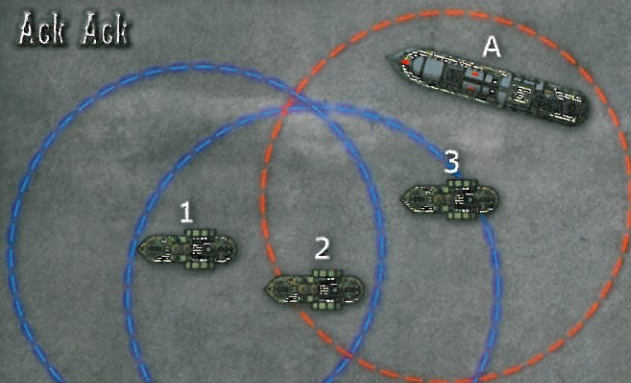
The **Ack Ack** and **Concussion Charge** ratings of a model **ARE** reduced by damage, but a model has a minimum of **1 Ack Ack** and **1 Concussion Charge** after damage reduction. If a model had **0 Ack Ack** or **Concussion Charge** to begin with, it still has **0 Ack Ack/Concussion Charge** after damage reduction. A model **CANNOT** use **Ack Ack** or **Concussion Charges** while it is submerged.

Ack Ack protects a model against Rockets and flying models, while **Concussion Charges** protect a model against Torpedoes and diving models (whether on the surface or submerged). **Ack Ack** and **Concussion Charge** attacks are superior to Gunnery Attacks (against their specific targets), and one or the other can also fire at Tiny flyers and Mines, and is used against boarders on the first turn of a Boarding Assault (which Gunnery Attacks **CANNOT** fire at).

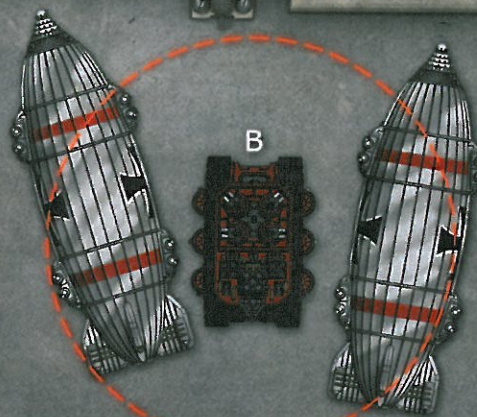
Ack Ack/Concussion Charge is an active weapon used at the same time as other weapons when it is within range of flying or diving models and Mines. You resolve your Gunnery Attacks and **Ack Ack/Concussion Charge** attacks in any order.

- If a model uses **Ack Ack** fire against a flying or obscured model it gets hits on a **4, 5** or **6**
- If a model uses **Ack Ack** fire against a Small flying model or Tiny flying token it gets hits on a **5** or **6**
- If a model uses **Concussion Charge** fire against a diving or submerged model it gets hits on a **4, 5** or **6**
- If a model uses **Concussion Charge** fire against a Small diving model or Tiny diving token it gets hits on a **5** or **6**

Ack Ack

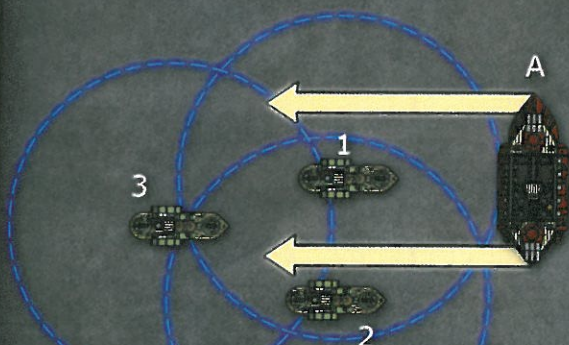


Cruiser A fires Rockets at Frigate 1. Frigate 1 can use AA. Frigate 2 can use AA to protect Frigate 1 because it is within 8" of Frigate 1. Frigate 3 is not within 8" of Frigate 1, but it is within 8" of Cruiser A, so it can use AA to protect Frigate 1. The Frigates therefore use linked fire against the attack.

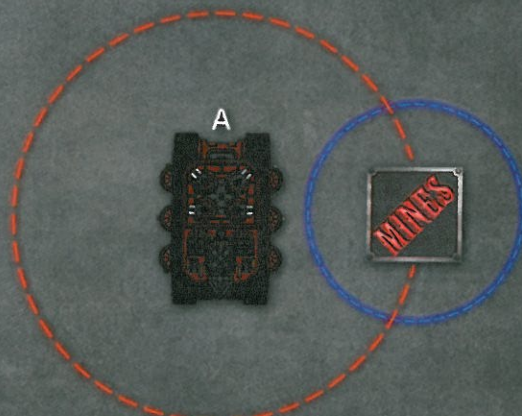


Land Ship B moves to within 8" of two Airships, and can use AA after it has moved. It can either use its full AA against one Airship or use split fire against both Airships. It cannot however use any other weapon systems at a flying model within Range Band 1.

Concussion Charges

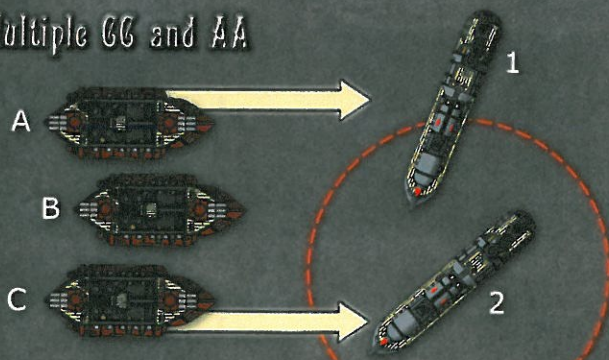


Cruiser A fires Torpedoes at Frigate 1. Frigate 1 can use CC. Frigate 2 can use CC to protect Frigate 1 because it is within 4" of Frigate 1. Frigate 3 is also within 4" of Frigate 1, but only just and can use CC to protect it. The Frigates therefore use linked fire against the attack.

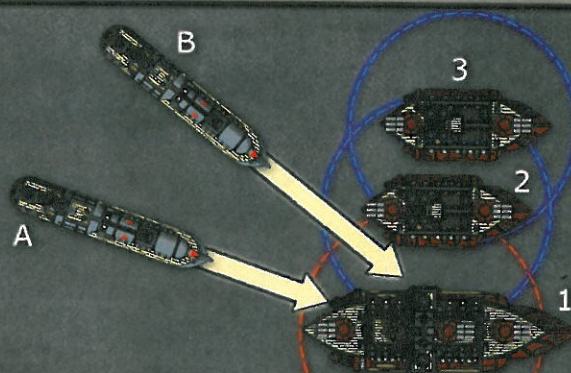


Landship A moves to within 4" of a Mine and uses CC against it. The Landship is outside of the activation range of the Mine, so the Mine cannot respond. If the Mine has 5 AD, Landship A has to roll 5 or more hits to destroy it (but only scores hits on a 5 or 6).

Multiple CC and AA



Cruiser A fires Torpedoes at Cruiser 1 while Cruiser B and C link fire their Torpedoes at Cruiser 2. Cruisers 1 and 2 can choose where to allocate their CC. They can either use their CC separately against the individual attack that targets them, or link fire their CC against one attack.



Cruisers A and B link fire Rockets at Battleship 1. It can use AA to protect itself, but Cruisers 2 and 3 cannot help because they are from a different Squadron. If 2 and 3 had been Escorts attached to the Battleship, 2 could link fire AA with the Battleship (or fire separately), but 3 could not.

NOTE: The to hit numbers given here for **Ack Ack** or **Concussion Charge** fire against Small or Tiny models applies to any model that fires at a Small or Tiny model (and not just Capital class models).

Ack Ack or **Concussion Charges** is also used against Boarding Assaults and Mines, but only gets a hit on a roll of 5 or 6. The rules for these attacks are explained fully under the sections detailing the use of Mines and within the Boarding Assault chapter.

- A model can split its **Ack Ack** or **Concussion Charge** fire at different targets **OR** Link Fire its **Ack Ack** or **Concussion Charge** fire with other models in the same Squadron against one of those targets
- A model **CANNOT** Link Fire its **Ack Ack** or **Concussion Charge** fire with another model(s) **AND** then split fire with its combined **Ack Ack** or **Concussion Charges**
- A model that uses Linked Fire with **Ack Ack** or **Concussion Charges** does so with **HALF** of the **Ack Ack/Concussion Charge** of each additional model that adds its **Ack Ack/Concussion Charge** to the pool of dice

NOTE: **Ack Ack** and **Concussion Charges** are used against **ALL** applicable attacks that are made in a turn. Therefore if a model is fired at with Rockets by one Squadron, then fired at with Rockets by another Squadron, then attacked by Tiny flyers and is then the target of a Boarding Assault, it could use its **FULL Ack Ack** rating (reduced by damage) against each separate attack.

Similarly if a model is fired at by a flying model, the target can use **Ack Ack** against the flying model, and then use **Ack Ack** again if that flying model fires Rockets at the target. These rules apply equally to the use of **Concussion Charges** and Torpedoes.

NOTE: Because firing attacks are declared at the same time, multiple **AD** attacks **DO NOT** trigger multiple uses of **Ack Ack** and **Concussion Charges**. Therefore, a model can only use **Ack Ack** once against multiple attacks by models in the same Squadron.

TINY TOKENS

When a model or Squadron uses **Ack Ack** fire against a Squadron of Tiny tokens, a **NATURAL** roll of 6 results in an extra die roll against any other Tiny tokens in the same Squadron that are in range.

- A Tiny token is destroyed on a roll of 6; therefore you ignore the 2 hits result
- A Tiny token only has a range of 4" if it has **Ack Ack**
- A Tiny token only has a range of 2" if it has **Concussion Charges**

NOTE: A model or token **CAN** use **Ack Ack** fire against Tiny tokens that are on a model that can carry such tokens, like the deck of a Fleet Carrier or the landing strip of an Airfield (but only if it is of an equal size class or greater, or at a greater Height Level). The exception is if the model that the Tiny tokens are on has the Covered Decks ability.

Example 10: A Battleship with 8 **Ack Ack** gets 1, 2, 3, 3, 3, 4, 6 and 6 (and two extra rolls of 1 and 6) against 5 Tiny flyers. The first two 6's each destroy one Tiny flyer, and the extra roll of 6 also destroys one more Tiny flyer from the same Squadron. If any 5's had been rolled it would cause an *Abort* result, which is explained fully in the Aeroplanes chapter.

ACK ACK

Ack Ack is used when a flying model or token uses an **AD** attack (Gunnery, Rockets, Torpedoes, Bombs and Mines) against a model or Squadron that is within 8" of the models performing the attack.

- If a model is attacked by a flying model/s you resolve its **Ack Ack** fire **FIRST**, as it interrupts the attack
- Any models from the same Squadron that are within range can use **Ack Ack** against the firing models using the rules explained earlier under **Ack Ack** and **Concussion Charges**
- Therefore models from the same Squadron **CAN** use Linked Fire with **Ack Ack** (or fire separately) but models from other Squadrons **CANNOT** use **Ack Ack** when another model is attacked

Ack Ack is also used when a model suffers a Rocket attack (from any kind of model). The attacking player declares any split and/or linked Rocket attacks; the defending player then allocates any split and/or linked **Ack Ack** against those Rocket attacks. You then resolve the Rocket attacks to determine how many hits are caused, and resolve the **Ack Ack** to determine how many of those hits are cancelled.

- If a model uses **Ack Ack** fire against a Rocket attack it cancels 1 hit on a roll of 5 and 2 hits on a roll of 6 (and rolls an extra 1D6 for each 6 that is rolled)
- Any models from the same Squadron that are within range of the target of the attack and/or the firing models can link their **AA** fire against the Rockets (or fire separately)

Example 11: A Dreadnought makes a Rocket attack of 8 **AD** against a Cruiser and gets 7 hits, enough to get a Critical Hit against the Cruiser's **CR** of 6. The Cruiser has 3 **Ack Ack**, and another Cruiser in its Squadron is within 8", so if it adds its **Ack Ack** against the Rockets it becomes Linked Fire for 4 **Ack Ack** (3+1). The two Cruisers roll 2, 4, 5 and 6 (and an extra roll of 1) and cancel 3 hits, reducing the 7 hits to 4, which still causes 1 damage to the Cruiser.

NOTE: A model **CANNOT** use **Ack Ack** against a model that is just moving within 8" of it, it only uses **Ack Ack** against a direct threat. For example, if a model makes a Gunnery Attack or fires Rockets at a model, it is considered a direct threat against that particular model (and its Squadron).

CONCUSSION CHARGES

Concussion Charges are used when a diving model(s) uses an **AD** attack (Gunnery, Rockets, Torpedoes, Bombs and Mines) against a model or Squadron that is within **4"** of the models performing the attack. If all of the diving (or submerged) model(s) are outside of **4"** when they make one of these attacks the **Concussion Charge** has no effect.

- If a model is attacked by a diving (or submerged) model(s) you resolve its **Concussion Charge** fire **FIRST**, as it interrupts the attack
- Any models from the same Squadron that are within range can use **Concussion Charge** against the firing models using the rules explained earlier under **Ack Ack** and **Concussion Charges**
- Therefore models from the same Squadron **CAN** use Linked Fire with **Concussion Charges**, but models from other Squadrons **CANNOT** use **Concussion Charges** when another model is attacked

Concussion Charges are also used when a model suffers a Torpedo attack (from any kind of model). The attacking player declares any split and/or linked Torpedo attacks; the defending player then allocates any split and/or linked **Concussion Charge** fire against those Torpedo attacks. You then resolve the Torpedo attacks to determine how many hits are caused, and resolve the **Concussion Charge** fire to determine how many of those hits are cancelled.

- If a model uses **Concussion Charge** fire against a Torpedo attack it cancels **1** hit on a roll of **5** and **2** hits on a roll of **6** (and rolls an extra **1D6** for each **6** that is rolled)
- Any models from the same Squadron that are within range of the target of the attack and/or the firing models can link their **Concussion Charge** fire (even over other models and/or terrain) against the Torpedoes (or fire separately)
- Land models **CANNOT** use **Concussion Charges** against naval models, and vice versa

Example 12: A Dreadnought makes a Torpedo attack of **8 AD** against a Cruiser and gets 7 hits, enough to get a Critical Hit against the Cruiser's **CR** of 6. The Cruiser has 2 **Concussion Charge**, and another Cruiser in its Squadron is within **4"**, so if it adds its **Concussion Charge** against the Torpedoes it becomes Linked Fire for 3 **Concussion Charges** (2+1). The two Cruisers roll 2, 4 and 5, and cancel 1 hit, reducing the 7 hits to 6, which is still enough to get a Critical Hit on the Cruiser.

NOTE: A model **CANNOT** use **Concussion Charges** against a model that is just moving within **4"** of it, it **ONLY** uses **Concussion Charges** against a direct threat. For example, if a model makes a Gunnery Attack or fires Torpedoes at a model, it is considered a direct threat against that particular model (and its Squadron).

BOMBS (Aerial)

The firing arc of a Bomb is a Fixed Channel (Aft) within **4"**; Bombs are only used by flying models and have an **AD** rating. They use the same to hit numbers as Gunnery Attacks, except that the **AD** of a Bomb attack **IS NOT** reduced by damage.

- Models are assumed to have an infinite supply of Bombs
- A flying model **CAN** use Bombs on flying models, but **ONLY** models of the Large or Massive size class (by flying over them), but only gets a hit on a roll of **5** or **6**

Bombs ignore the line of sight rules about intervening models and terrain. They still count **HALF** dice for models that are only partly in arc, but they ignore any intervening models and/or terrain between the Aft of the model and its target(s).

Example 13: An Airship makes a Bomb attack against a Battleship, and has **10 AD**. It rolls 1, 1, 3, 3, 4, 4, 4, 5, 6 and 6 (with an extra 2 and another 6 - giving an additional 4) for a total of 11 hits.

MINES

A model that is equipped with Mines can drop **1** Mine token each time that it is activated, and places the token next to the stern of the model during any part of its movement (Mines are assumed to be at surface level regardless of what model drops them). They use the same to hit numbers as Gunnery Attacks, except that the **AD** of a Mine attack is **NOT** reduced by damage. The **AD** of a Mine is given in brackets in the **Range Band 1** column to denote its reduced activation range.

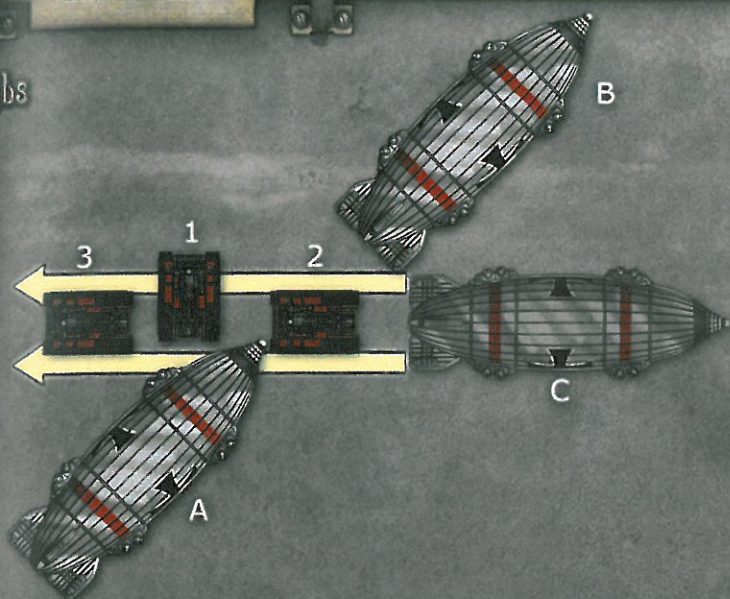
- If **ANY** model moves within **1"** of the centre of a Mine on a subsequent activation (at any point of its move) the Mine explodes - place a **4"** diameter template centred over the middle of the Mine token, a Mine that is dropped on a surface model (or a flying/obscured model) explodes immediately
- A flying model **CAN** use Mines on flying models, but **ONLY** models of the Large or Massive size class (by flying over them), but only gets a hit on a roll of **5** or **6** (and **DOES NOT** use the template)
- Resolve the attack using the **AD** rating of the Mine and apply the total number of hits to every model that is partially or fully within the template (and either on the surface or submerged) excluding models that are completely blocked on the other side of terrain and/or a model(s)

Example 14: A Mine with a rating of 5 has been laid within **1"** of two Cruisers. When one of the Cruisers is next moved, the Mine activates and rolls **5D6**, getting 4 hits. Both of the Cruisers therefore suffer 4 hits, as the damage is not split, causing 1 Hull damage to each Cruiser.

If a Mine is activated, roll **1D6** for each other Mine that is within the template, **INSTEAD** of rolling for damage against it. On a roll of **5** or **6** the Mine is also activated regardless of which fleet dropped it, potentially causing a cascade of activation. They are activated separately, therefore they **CANNOT** Link Fire.

- Remove a Mine token **after** its attack has been resolved
- A model that is attacked with a Mine can complete its move afterwards
- When Mines are activated they ignore the Small/Fast/Evasive rules
- Models are assumed to have an indefinite supply of Mines

Bombs



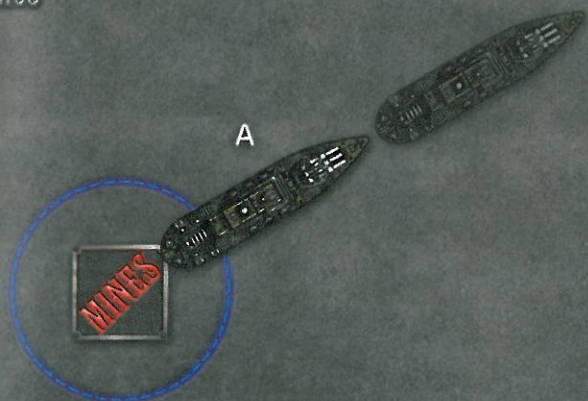
Airship A aims to drop Bombs on some Bombards. It has 12 AD in the Aft arc within 4". If it moved to position B it would only have Bombard 2 in arc.

Airship A has moved to position C however and has all three Bombs in its Fixed Aft arc.

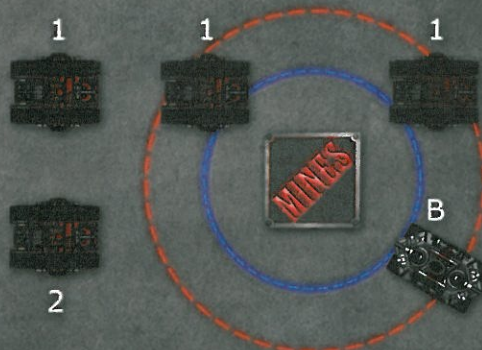
Airship A could make an attack with 12 AD against Bombard 2, or 6 AD against Bombard 1 (reduced by HALF as it is only partly in arc).

The Bomb attack ignores the rule about intervening models, so Airship A could attack Bombard 3 with 12 AD even though the other two Bombs are intervening.

Mines



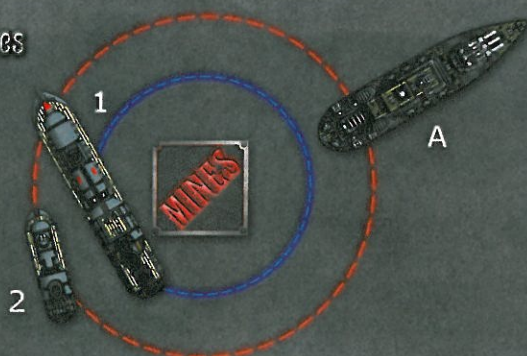
Cruiser A drops a Mine in base contact with its Aft and completes its move. The Mine is not activated until a subsequent activation, but it is still in the interests of Cruiser A to move clear of the Mine.



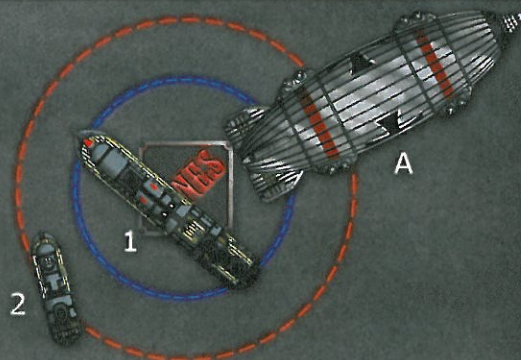
Tanks 1 and 2 are activated, Tank 1 is moved first and moves into the activation range of the Mine (blue circle). The Mine has 5 AD affecting any model within its template (red circle), so 5 dice are rolled scoring 4 hits, which results in 1 Hull damage to Tank 1 and Tank B.

When the attack of the Mine is resolved the token is removed. Tank 1 completes its move and Tank 2, which is from the same Squadron is then activated.

More Mines



Cruiser A has dropped a Mine and moved away. Then Cruiser 1 ends its move close enough to activate the Mine. Cruiser A, Cruiser 1 and Frigate 2 are all within the 4" diameter template of the Mine. Frigate 1 is unaffected by the Mine however because Cruiser 1 is intervening and blocks line of sight from the Mine to the Frigate.



Airship A drops a Mine during its move, and it lands on Cruiser 1, so it explodes immediately. The explosion affects Frigate 2 which is within the template. The Airship is also within the template, but it is unaffected because the Mine only affects models at surface level (naval or land).

Concussion Charges are also used when any model ends its move within **4"** of the centre of a Mine, but not within **1"** of the centre of the Mine. This is because the Mine would activate (at **1"**) **BEFORE** the **Concussion Charges** can be used (assuming that it is a surface model).

- If a model uses **Concussion Charges** against a Mine you only get a hit on a roll of **5** or **6**; if the number of hits equals or exceeds the **AD** of the Mine it is destroyed
- Any models from the same Squadron that are within range of the Mine can link their **Concussion Charge** fire against it (or fire separately)
- If the Mine is not destroyed by **Concussion Charges** fire you do not mark any damage on it.

Example 15: A Land Ship ends its movement within **3"** of a Mine with a rating of 5, not close enough to activate it, but the commander elects to try and destroy it. It has a **Concussion Charges** rating of 6 and rolls 3, 4, 4, 5, 5 and 6, which is 4 hits and one extra roll. It needs 5 or more hits to destroy the Mine, but only gets a 4 on the extra roll, fails to destroy the Mine and the 4 hits that it rolled are wasted.

THE CRITICAL HIT TABLE

If the **CR** of a model is equalled or exceeded by the number of hits inflicted from a single attack then something dramatic has happened. It could be that the bridge was destroyed or the engine room was wrecked. You **DO NOT** roll for Critical Hits against models with a starting **HP** of 2 or less, they just suffer 2 Hull damage.

Certain critical hits will require some record keeping, but this is minimal. There are several tokens that will aid you in this. Some damage from a Critical Hit can be repaired or removed. Some of the Game Cards are useful for dealing with Critical Hits.

It may be that when calculating the hits against a model its **CR** is not only equalled or exceeded, but it is doubled or trebled. For each multiple above the model's **CR** you roll on the **Critical Hit Table** again.

Example 16: A Cruiser with a **CR** of 6 suffers 12 hits, which is double its **CR**, so it suffers **TWO** Critical Hit rolls. If it had taken 18 hits it would suffer **THREE** rolls on the Critical Hit Table.

If a game is over do not make any more repair rolls for Critical Hits, therefore you can ignore damage like a Raging Fire.

If the **AP** of a model is reduced to **0** as a result of a Critical Hit it continues to operate normally, as it is the marines that have been killed and not the crew (or a Creature/Robot will have had its close combat capability eliminated, but not its overall offensive options).

NOTE: Because players may affect your damage and critical rolls by using Game Cards it is important to calculate your total hits and damage even if you think you have done enough to destroy a model.

CRITICAL HITS

The effects of a **Critical Hit** are the same whether the model is a naval, land or aerial model, Creature or Robot. The **Critical Hits** are therefore generic and apply equally to any type of model, though some models will have a specific **Critical Hit Table** included on their **FIG**.

IMPORTANT NOTE: If a model (excluding models with starting **HP** of 2 or less) has 2 or less **HP** left and suffers a Critical Hit (which would probably destroy it), you still roll on the Critical Hit Table, just in case you get a Magazine Explosion that has additional effects (Break Tests) on other models.

Example 17: A Sky Fortress has been reduced to **2 HP**, and suffers a Critical Hit, which would usually reduce it to **0 HP** destroying it. The player that caused the Critical Hit still rolls on the Critical Hit Table though and gets a 12, resulting in a Sturinium Flare, and the model is removed.

RAGING FIRE TOKENS

If a Creature or Robot that has a Raging Fire Token(s) on it submerges, the token(s) are automatically removed. If a Submarine or Burrower submerges, the tokens are **ONLY** removed with a successful Repair Roll (the fire is assumed to be inside the model).

If a submerged Creature or Robot (land or naval) suffers a Raging Fire due to a **Critical Hit** roll, ignore it and roll again until you get a result that is not Raging Fire.

FIXING CRITICAL HITS

Some of the **Critical Hits** can be repaired. This is resolved the next time that a damaged model is activated, but **AFTER** the model has performed any actions, such as moving, firing or boarding. If you forget to make a dice roll to repair a **Critical Hit** when you activate a model and your opponent has finished activating his next Squadron, you **CANNOT** reverse the sequence to make the die roll.

The action of repairing damage is resolved by rolling **1D6** when the model is activated and referring to the **Critical Hit Table**, which explains the various options for repairing a **Critical Hit**. Some Game Cards allow you to repair critical damage automatically, or with an additional die roll. Creatures and Robots **CANNOT** repair a **Critical Hit** (though they can remove Raging Fire Tokens as above).

With a **Critical Hit** effect marked with a (*) roll **1D6** when the model is next activated, **AFTER** it has been activated. On a 1, 2 or 3 the damage



Although designed for the fields of Europe, the armoured ground units of the **Prussian Empire** fight in all war zones, no matter how hostile. Here an Armoured Battle Group prepares itself for combat against **Covenant of Antarctica** forces.



This is a very tricky situation for the heavily damaged FSA Battleship. It has 6 Hull Points of damage and the Shredded Defences token means it has no **Ack Ack** fire available to fire with.

With 5 Fighter Bomber tokens about to drop their bombs it is unlikely that this ship will survive the encounter with the **Empire of the Blazing Sun** aircraft.



is repaired and the token is removed, on a **4**, **5** or **6** it is not repaired. With a Raging Fire, the model also loses **1 AP** on a **4**, **5** or **6** (and also gains another Raging Fire token on a **6**), and rolls **1D6** for each Raging Fire token that it has. You **DO NOT** get an extra roll on a **6** in this case.

Example 18: A Mobile Airfield has two Raging Fire tokens as a result of Critical Hits, it is activated later in the turn and rolls **1D6** to repair each Raging Fire. It gets a **2** on the first token and repairs/removes the token, but gets a **6** on the second token and loses **1 AP**. Another Raging Fire token is also placed on the Mobile Airfield, but it does not roll to repair that token until the end of its next activation.

NOTE: Creatures and Robots can make a Repair Roll to remove a Raging Fire token, but they **CANNOT** otherwise make a Repair Roll against other Critical Hit effects, unless their **FIG** states otherwise. They still suffer the ongoing effect of Corrosive damage, but **CANNOT** repair it.

CAPITAL MODELS

Throughout the rules and on some of the Game Cards you will find references to **Capital Class** models. These are the main fighting force of your Battle Groups.

If a model is classed as a **Capital Class** model it will say so on its **FIG**. There are some specific rules that apply only to **Capital Class** models and some that apply to all other types. Most models that are Medium, Large or Massive are also counted as being a **Capital Class** model.

Some of the Game Cards can only be used by **Capital Class** models or will have different effects for different types of model. As the miniatures range expands so will the variety of models available and each one will have full details on its **FIG**.

SMALL TARGETS

If a **Capital Class** model uses a Gunnery Attack (including Tesla Coils), Rockets, Torpedoes and Bombs to target a Small model it is more difficult to hit. This represents the smaller model zipping around and being tricky for gunners to target effectively.

- If a **Capital Class** model fires at a Small target like a Frigate, Escort, Destroyer, Corvette, Tank (Small) or Walker (Small) then it can only hit it on a **5** or **6**
- A **NATURAL** roll of **6** still counts as **2** hits however and still gives an extra dice roll
- Some models have the Fast Target ability, which means that they are only hit on a roll of **6**, and/or the Elusive Target ability, which means that all models can only hit them on a **5** or **6**

You will find that Small models are brittle on the gaming table unless they hunt in packs. This rule ensures that Small models have some defence against **Capital Class** models. They are often more effective when kept as a reserve, operating behind the **Capital Class** models and moving in once some of the enemy models have been damaged.

NOTE: **Ack Ack** and **Concussion Charges** attacks are resolved slightly differently, as you use the same to hit numbers for **Ack Ack** and **Concussion Charges** regardless of whether the firing model is Capital class or not. Therefore they ignore the Small Target, Fast Target and Elusive Target rules in the Abilities chapter.

CONFLICTING TO HIT ROLLS

Some of the rules will give different sets of 'to hit' numbers for firing and boarding. Where the 'to hit' numbers conflict with each other, use the set that makes it more difficult to hit a model. In other words use the worse set of numbers.

Example 19: A Battleship (Capital class) is firing at a Corvette, which is a Small model, therefore it hits on a **5** and **6**, but the Corvette has the Fast ability, where it is only hit on a **6** by Capital class models. The 'to hit' roll of **6** (for Fast) is worse than a **5** or **6** (for Small Target), so the Battleship only scores hits on a **6**.

Example 20: A Land Ship is firing at a Medium Tank that is in some Woods, it would normally hit on a **4**, **5** or **6**, but a target in Woods is only hit on a **5** or **6**. The 'to hit' roll of **5** or **6** (Woods) is worse than a **4**, **5** or **6** (standard), so the Land Ship only scores hits on a **5** or **6**.

NOTE: Bear in mind that the **Ack Ack** and **Concussion Charges** 'to hit' values supercede other weapon options when used against flying models or diving models. This means the 'to hit' numbers in the **Ack Ack** and **Concussion Charges** rows on the Fast Play Sheet **DO NOT** conflict with the other rows when, for example, the model might use **Ack Ack** against an obscured model or **Concussion Charges** against a diving model.

CARD MODIFIERS

Some Game Cards, special rules and particular classes of model will modify the attack rolls. If this is the case, a **NATURAL** roll of **6** always counts as **2** hits with an extra dice roll.

Therefore, if **AD** rolls are modified by **+1**, a roll of **5** would become a **6**, in this case you would only score **1** hit, but you **DO NOT** get an extra dice roll. Alternatively, if **AD** rolls are modified by **-1**, a roll of **6** would become a **5**, but it still counts as **2** hits with an extra dice roll.

RE-ROLLS

You make any re-rolls caused by game effects after resolving any extra rolls for **6**'s, because you re-roll all hits instead of the original roll. The re-roll still has the possibility of exploding with extra **6**'s.

CONCLUSION

The combat and movement sections cover most situations that will occur during a game, but there will no doubt be some things that require players to use their own judgement. If players disagree on any interpretation of the rules simply roll **1D6** to see which interpretation to use and sort it out later.

DIE ROLL	RESULT	CRITICAL HIT EFFECT
2	Magazine Explosion	The model is destroyed in an inferno of fire and shrapnel. Break Tests caused by the loss of this model ONLY get hits on a 6
3	Shredded Defences *	The model loses 2 HP and CANNOT use its Ack Ack or Concussion Charges
4	Raging Fire *	The model loses 1 AP and 2 HP ; put a Raging Fire token on the model
5	Generator Offline *	The model loses 2 HP and CANNOT use a Generator chosen by the player (when the Critical Hit occurs) whose model suffers the Critical Hit
6	Weapons *	The model reduces the AD of its Gunnery Attacks by HALF and loses 2 HP
7	Hard Pounding	The model loses 2 HP and 2 AP
8	Engines *	The model reduces its Movement rating by HALF and loses 2 HP
9	Rudder *	The model loses 2 HP and can ONLY move in a straight line, it CANNOT turn
10	Fusion Leak	The model loses 2 HP and 1D6 AP
11	Chaos and Disarray *	The model loses 2 HP and CANNOT use its Rockets, Torpedoes, Bombs and/or Mines.
12	Sturginium Flare	The model teleports into the ether; remove the model, it CANNOT return
* = Indicates that a Repair option is available for this Critical Hit effect		Roll 1D6 when the model is next activated, but AFTER it has moved. On a 1-3 the damage is repaired and the token is removed. With a Raging Fire, the model also loses 1 AP on a roll of 4-6. Creatures and Robots can ONLY make Repair Rolls in order to remove a Raging Fire token - unless their FIG states otherwise.

WEAPON AD REDUCED BY HULL DAMAGE?								
RAMS	COLLIDES	ACK ACK	CC	GUNNERY	ROCKETS	TORPS	BOMBS	MINES
N	N	Y	Y	Y	N	N	N	N

WEAPONS MATRIX (DEFENDING MODEL)											
	OBSCURED	FLYER	SURFACE	DIVER	SUBMERGED	ROCKETS	TORPEDOES	SMALL	TINY	ASSAULT POINTS	MINES
OBSCURED	6	6	6	6	-	-	-	-	-	-	-
FLYER	6	4, 5, 6	4, 5, 6	5, 6	6	-	-	-	-	-	-
SURFACE	6	4, 5, 6	4, 5, 6	5, 6	6	-	-	-	-	-	-
DIVER	6	4, 5, 6	4, 5, 6	5, 6	6	-	-	-	-	-	-
SUBMERGED	-	-	6	6	6	-	-	-	-	-	-
ACK ACK	4, 5, 6	4, 5, 6	-	-	-	5, 6	-	5, 6	5, 6	5, 6	-
CONCUSSION	-	-	-	4, 5, 6	4, 5, 6	-	5, 6	5, 6	5, 6	-	5, 6
INDIRECT FIRE: 1. TO USE INDIRECT FIRE, YOU MUST HAVE AT LEAST ONE FLYING MODEL IN YOUR FLEET WITH LINE OF SIGHT TO THE TARGET 2. INDIRECT FIRE IS ONLY AVAILABLE IN RANGE BAND 3 OR 4 AND AGAINST CAPITAL MODELS AND ONLY HITS ON A 6 3. BOMBARD MODELS HIT NORMALLY ON A 5+ AND MAY BE ABLE TO FIRE AT DIFFERENT RANGES, CHECK THEIR FIG CARD 4. GAIN A +1 TO HIT IF YOU HAVE AN ATTACHED RECON PLANE (<i>THAT IS NOT CURRENTLY ABORTED</i>) WITH LINE OF SIGHT TO THE TARGET IMPORTANT NOTE: PRIMARIES ARE AT -1 TO HIT (ON EACH DIE ROLL) AGAINST ALL TARGETS IN RANGE BAND 1 . A ROLL OF 4 BECOMES A 3 AND SO ON											

(ATTACKING MODEL)

BOARDING

A Boarding Assault is carried out by marines equipped with combined rocket/diving packs, crowbars and blow torches. Most models have a complement of marines and the larger the model is, the more marines it has on board. Creatures and Robots however do not have marines, but all models have an Assault Point (AP) rating to reflect their combat effectiveness, whether they have marines or not.

It is assumed that the crew of a model is unwilling to fight, therefore there is no rating for the crew, and a model that has no AP is therefore very vulnerable to a Boarding Assault. When a model performs a Boarding Assault you choose how many AP to commit to the assault, therefore the model could be in a position of weakness if the assault is not resolved quickly. **NOTE:** Boarding **DOES NOT** require Line of Sight.

Some of these rules refer to using a Boarding Assault to recapture or rescue models in your own fleet from the enemy. It is important to point out that a model **CANNOT** initiate a Boarding Assault against other models in its own fleet (or an allied fleet) just to reorganise the proportion of AP between different models.

BOARDING ASSAULTS

The Assault Point (AP) rating represents a model's marines/fighting crew; the crew itself has very little fighting capability and is easily defeated. The marines are able to use their rocket/diving packs to perform a Boarding Assault against **ONE** model within 4" (at most height levels), measured from any point of the model to any point of the target model (and **DOES NOT** require Line of Sight).

- A model **CANNOT** perform a Boarding Assault after a ram or collision with terrain
- A model can **ONLY** initiate a Boarding Assault against a friendly model if it is the scene of an ongoing Boarding Assault
- A submerged model **CANNOT** perform a Boarding Assault against an obscured model
- A model **CAN** perform a Boarding Assault after a ram or collision with another model, but its **Melee Dice (MD)** are reduced by **HALF** during that activation
- A model **CANNOT** fire at the model that it is boarding (its rocket marines are in the way), and its firing options are limited during that activation (explained in the *Rams & Collisions* chapter)
- Other models in the same Squadron as the boarding model **CAN** fire at the target of the Boarding Assault, but they are the only models that can do so (and only on the first turn of the assault)
- In subsequent activations models **CANNOT** fire at a model that is the scene of an ongoing Boarding Assault involving friendly troops; when the ongoing assault is resolved the model can be fired at normally
- If a Creature or Robot initiates a Boarding Assault, other models **CAN** fire at it during a subsequent ongoing assault
- A model that performs a Boarding Assault **CAN** move away from the boarded model, but if it is further than 4" from the boarded model when the assault is over it **CANNOT** recover its AP

Creatures and Robots **CANNOT** perform a 4" Boarding Assault. Instead, they can move into base contact with another model without causing a ram or collision and then perform a Boarding Assault. They can also ram a model and board it (but **ONLY** if they have an RR of 1 or more).

AERIAL MODELS

- A model or token (of any type) **CANNOT** perform a Boarding Assault against a Tiny flyer (Aeroplane)
- An obscured model **CANNOT** perform a Boarding Assault against a submerged model
- A flying Creature or Robot that initiated a Boarding Assault with a surface model can be fired at with Gunnery Attacks within **Range Band 1** until the end of the turn in which the assault is completed

Example 1: A flying Creature has initiated a Boarding Assault against a Landship. The Creature is assumed to still be flying; therefore surface models **CANNOT** ram or collide with it, but it is low enough that Gunnery Attacks can affect it at **Range Band 1**.

Example 2: A Battleship has initiated a Boarding Assault against a flying Creature. Its rocket marines have swarmed around it in order to shoot and stab at it. The Creature is the target of a Boarding Assault, therefore only models or tokens that are enemies of both the Creature and the Battleship can fire at the Creature.

Example 3: A Squadron of Gyros have initiated a Boarding Assault against an Airship. Their marines are breaking into the confines of the Airship, therefore models in the same fleet as the Gyros or the Airship **CANNOT** fire at the Airship because it is the scene of an ongoing Boarding Assault.

SEQUENCE OF EVENTS

The order in which you resolve a Boarding Assault is important; it follows this sequence of events:

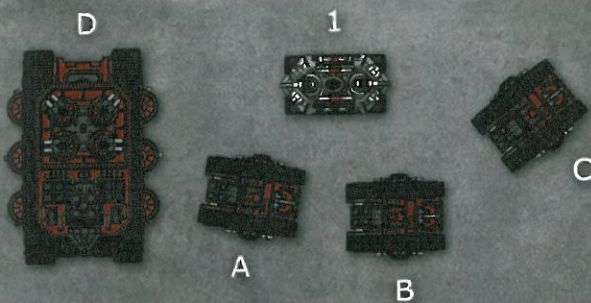
1. Move models from an activated Squadron.
2. Resolve any rams or collisions as necessary.
3. Fire with any models in the activated Squadron.
4. Choose whether to perform a Boarding Assault.
5. Resolve **Ack Ack** fire against the boarders.
6. Resolve one round of the Boarding Assault.

RESOLVING ASSAULTS

Choose how many AP to use in the Boarding Assault. This allows you to maintain some defence on a model if you are not likely to recover your boarders. Place an AP token(s) on the boarded model, showing how many boarders are on it (place a *Boarders Gone* token on the boarding model if it uses all of its AP). **NOTE:** Creatures/Robots **MUST** use **ALL** of their AP, but **DO NOT** place AP tokens on the boarded model.

- If the boarded model has an **Ack Ack** rating it rolls a number of dice equal to its **Ack Ack** against boarders from surface and flying

Firing Options During Boarding

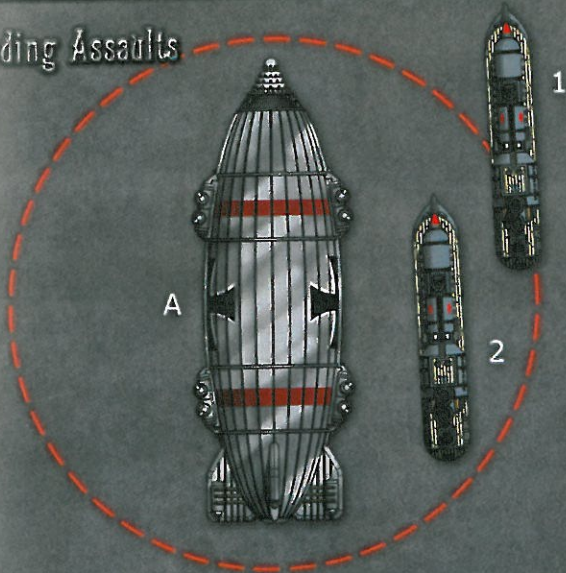


Tank A declares a Boarding Assault against Tank 1, therefore it CANNOT fire at Tank 1, though it could fire at a different target.

Tanks B and C are in the same Squadron as Tank A, they can fire at Tank 1 to soften it up before the Boarding Assault of Tank A.

Land Ship D is activated later in the turn, if the Boarding Action on Tank 1 has not been resolved, Land Ship D CANNOT fire at it. It could declare a Boarding Assault against Tank 1 instead.

Boarding Assaults



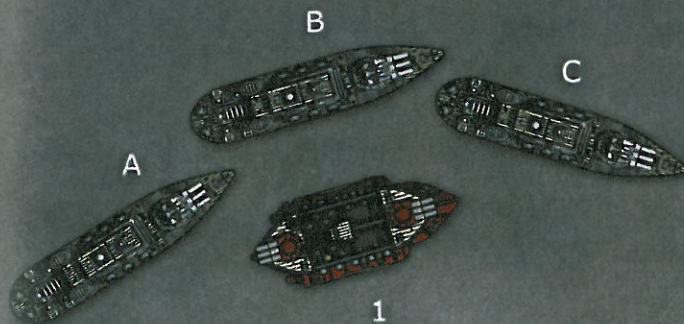
Airship A is within 4" of Cruisers 1 and 2, and can initiate a Boarding Assault against ONE of them. The Airship has 7 AP and can allocate 1 to 7 AP to attack Cruiser 2. It allocates 6 AP leaving 1 AP to defend the Airship.

Cruisers 1 and 2 are in the same Squadron and can Link Fire against the boarders with 3 AA, causing 2 hits reducing the AP to 4.

The Boarding Assault is then resolved, with the Airship causing 4 hits (reducing the Cruiser to 0 AP) and the Cruiser causing 2 hits (reducing the Airship to 2 AP).

The Airship wins the combat and captures the Cruiser, but chooses to recover the remaining 2 AP to help defend the Airship (raising the AP on the Airship to 3 AP). The Cruiser is now a derelict and can be captured or recaptured automatically by a Boarding Assault.

Models on 0 AP



Cruiser 1 has been reduced to 0 AP (due to a Critical Hit), after being shot at by Cruisers A, B and C in a previous turn.

Cruiser 1 can continue to move and fire with 0 AP (with no reduction in firepower), as it is only the rocket marines that have been killed.

During this turn Cruisers A, B and C declare a Boarding Assault and each allocate 4 AP to the attack.

Cruiser 1 has 3 Hull damage, so its AA is reduced to 1, it fails to score a hit. The boarders automatically capture Cruiser 1 because it has 0 AP.

Having resolved the Boarding Assault, each Cruiser recovers 3 AP, leaving a total of 3 AP to guard their Prize.

models (a model **CANNOT** use **Ack Ack** fire against boarders that have come from a diving/submerged model)

- **Ack Ack** fire only gets a hit on a roll of **5** or **6** against boarders
- A Creature that is performing a Boarding Assault is hit on a **4**, **5** or **6** (by **Ack Ack** fire) and the total number of hits is compared to its **DR** and **CR** as normal
- Any models from the same Squadron that are within range of the target of the attack and/or the firing models can use **Ack Ack** fire against the boarders (or fire separately)

Example 4: A Dreadnought initiates a Boarding Assault with **8 AP** against a Cruiser. The Cruiser has **3 Ack Ack**, it gets a 3, 4 and **6** (with an extra **5** from its additional roll). In this instance the roll of 4 has **NO** effect because it is **Ack Ack** fire against boarders, so the Cruiser causes 3 hits. This reduces the **8 AP** of the boarders by 3 to **5 AP**.

Example 5: A flying Robot initiates a Boarding Assault with **6 AP** against a Cruiser. The Cruiser has **3 Ack Ack**, it gets a 3, 4 and **6** (with an extra roll of 5). **BUT** in this instance the **4 DOES** count as a hit against the Robot because it is **Ack Ack** against a flying model, so the Cruiser causes 4 hits. This is equal to the **DR** of the Robot, so it loses **1 HP**.

Once the **Ack Ack** fire is resolved, the remaining **AP** of each model determines how many Melee Dice (**MD**) they roll to resolve the Boarding Assault. They work in the same way that you would calculate damage from a Gunnery Attack using the **To Hit** table below:

DICE ROLL	RESULT
1-3	Miss
4-5	1 Hit
6	2 Hits and Roll Again!

When you Roll Again make sure to roll an extra **1D6**, not one that counts as a hit. Keep going until you stop rolling any **6s**. Once you have finished rolling the dice you add up the number of hits, and reduce the enemy **AP (MD)** involved in the Boarding Assault by the number of hits.

- Surface, flying and submerged models **CANNOT** normally initiate a Boarding Assault against a submerged model (naval)
- A submerged Creature or submerged Robot (naval) **CAN** initiate a Boarding Assault against a submerged model (naval) normally
- A submerged model (naval) **CANNOT** normally initiate a Boarding Assault against a surface or flying model
- Surface, flying and submerged models of any type can **NEVER** initiate a Boarding Assault against a submerged model (land)

CONTINUED ASSAULTS

Once a boarding party has landed on another model, it is activated at the same time as the model from which the boarding party originated. Sometimes a Boarding Assault is not immediately resolved, in this instance you continue to roll **MD** for the boarders and boarded model every time either the boarding party or the boarded model is activated.

- If a model has been boarded it **CAN** still move on its next activation, unless it has an All Stop Token next to it, and it **CAN** activate a Generator

- If a model has been boarded it **CANNOT** perform a Gunnery Attack, fire Rockets or Torpedoes, use **Ack Ack**, **Concussion Charges**, Bombs or Mines

If the Boarding Assault is ongoing and the boarders score more hits than the target model, the boarders are able to *sabotage* the target model. They can also do this during the first turn of a Boarding Assault if they score more hits.

- If this occurs the boarders can roll **2D6** on the **Critical Hit Table**
- This rule **ONLY** applies to boarders that are on **Capital Class** models

Example 6: The Dreadnought from Example 4 now has **5 AP** remaining, and therefore has **5 MD** to be used against the Cruiser's **4 MD**. The Dreadnought's boarders get 2, 3, 4, 5 and 5, causing 3 hits reducing the **MD** of the Cruiser to **1 MD**. The Cruiser's marines get 1, 1, 3 and 4, causing 1 hit reducing the **MD** of the Dreadnought to **4 MD**. The boarders scored more hits (3 versus 1) and can use the sabotage rule to roll on the **Critical Hit Table**.

Example 7: The Dreadnought from the earlier example is activated again, before the Cruiser. The Dreadnought can move and/or fire normally, and continues to resolve the Boarding Assault that it's marines are involved in. It has **4 MD** of boarders remaining on the Cruiser, and gets 3 hits, killing the remaining **1 MD** of defenders on the Cruiser (which gets no hits).

WHO WINS THE ASSAULT?

If the **AP** of the boarding party is reduced to **0** they are killed, in which case the target model wins the assault, if both are reduced to **0 AP** the same applies, as the model can still move and fire normally with **0 AP**. If the **AP** of the boarded model is reduced to **0** during the Boarding Assault it is defeated, in which case the boarding party wins the assault and captures the model (leave the model on the table).

When the **AP** of a boarded model is reduced to **0** and the boarding party still has **1** or more **AP** the boarded model is captured. If a Creature or Robot is reduced to **0 AP** and the boarding party still has **1** or more **AP** the Creature/Robot is destroyed (it cannot be captured). These results only apply during a Boarding Assault; if the **AP** of a model is reduced to **0** as a result of a Gunnery Attack, Rockets, Torpedoes, Bombs, Mines, ram, collision, Generator effect or **Critical Hit** effect it continues to move and fire normally.

- When a boarded model is captured (or recaptured/rescued) the boarders can return to the model that they came from if it is within **4"** of the boarded model, otherwise they **MUST** remain on the boarded model
- You can decide to return none, some or all of the boarders, but you only get one chance to recover them - after that they remain on the boarded model until the end of the game (and **CANNOT** later transfer to another model)
- If a model performs a Boarding Assault against a friendly model that is the scene of an ongoing assault, and that Boarding Assault is resolved, the same rules from the previous two bullets still apply

- When a model is destroyed all of the boarding parties that are on the model are killed
- If you capture a model it becomes a derelict
- A Creature or Robot **CANNOT** be captured
- A Creature or Robot **CANNOT** capture another model
- A model with **0 AP BEFORE** it is successfully boarded is automatically captured

IMPORTANT NOTE: When a Boarding Assault has been resolved, the maximum **AP** that a model can have on board is equal to its starting **AP** rating. If a model has **AP** in excess of its starting **AP** rating, the excess **AP** **MUST** return to the model that they came from (if within 4"), if they are not within 4" of the model that they came from, the excess **AP** is removed from the game.

MULTIPLE ASSAULTS

If several models from the same Squadron perform a Boarding Assault they can combine their attack against it. The boarded model **CAN** allocate its **Ack Ack** against one or more of the attacking boarding parties before a Boarding Assault is resolved in any way.

Once this has been resolved add up the current **AP** of each attacker (it is not halved as with Linked Fire). The boarded model uses its current **AP** against the boarders and **CAN** allocate its **AP** against one or more of the attacking boarding parties in any way.

If there are multiple boarding parties from different Squadrons on a model you roll **MD** for all of them every time one of them is activated. A boarding party can choose to attack one set of boarders and not attack others (assuming that some are allies). If a model initiates a Boarding Assault against a model that is the scene of an ongoing assault involving several enemy boarding parties, it can allocate its **MD** in any way against those boarding parties.

Given that a Boarding Assault can continue over several activations, there will be occasions when a model performs a Boarding Assault against one of its own models in order to recapture/rescue it. The boarders skip the **Ack Ack** phase of the Boarding Assault because it **CANNOT** use **Ack Ack** while it is boarded or derelict.

Example 8: Three Tanks board a Land Ship with **3 MD** each, the Land Ship can allocate its **7 Ack Ack** in any way. Once the **Ack Ack** is resolved (which in this case reduces the boarders to **2 MD** each), the Land Ship can allocate its **6 MD** against one or more of the boarding parties. It could allocate **2 MD** against each boarding party, or **3 MD** each against two of the boarding parties and so on.

DERELICT MODELS

When a model is captured or recaptured it becomes a derelict. A derelict drifts (excluding Fortifications), moving forward **2"** (or its minimum move if that is lesser/greater than **2"**) in a straight line each turn when the boarding party that controls it is activated. If there is no boarding party on board it is activated during the End Phase.

The only option available to a boarding party is to halt the model when they are activated (at the same time as the model they originated from) and place an All Stop token next to it.

A derelict **CANNOT** perform Gunnery Attacks, use Rockets, Torpedoes, **Ack Ack/Concussion Charges**, Bombs or Mines, and **CANNOT** use a Generator or perform a Boarding Assault, regardless of who captures/recaptures it. If a derelict has no boarding parties on it, the first model to board it captures it, skipping the resolution of **MD** attacks.

A derelict remains a derelict until the end of the game, even if it is recaptured it **DOES NOT** return to 'normal', as the crew have lost their nerve. If enemy boarders remain onboard it is a captured derelict, if friendly boarders remain on board it is a recaptured derelict, and if there are no boarders on it, the model is just a derelict.

NOTE: If a model has no **AP** because it has committed all of its troops to a Boarding Assault against another model, or its **AP** has been reduced to **0** because of a Gunnery Attack, Rockets, Torpedoes, Bombs, Mines, Ram, Collision, Generator Effect, or Critical Hit effect the model continues to move and fire normally. This is not the same as being reduced to **0 AP** as a result of being boarded, which generally results in a capture.

CAPTURING PRIZES

When the **AP** of a boarded model is reduced to **0** and the boarding party still has **1** or more **AP** the model is captured. The model will still have non-combat crew that survived the Boarding Assault, but they surrender to the boarding party.

- When a boarding party captures a model they claim it as a Prize and a Prize token is placed on the captured model to show that it has surrendered. If all of the boarding party returns to the model that they originated from the Prize token is lost
- A captured model is left on the table, leaving you with a choice of whether to defend it (and the Prize token) or recover your boarding party
- If that model is subsequently destroyed, or is recaptured by its original owners the Prize token is lost
- If boarders from a different fleet capture that model they keep the Prize token, so long as their boarding party remains on the model
- You score double Victory Points for any captured models that you still control at the end of the game; if you have **AP** on the model (and nobody else does) you control it

Note: By capturing a model and then evacuating it, a player effectively takes it out of the game. If that player leaves **AP** on the model, or moves **AP** onto the model later in the game he would score double the value of the model for Victory Points.

AEROPLANES

Air Warfare is a new, exciting and lethal addition to the military arsenals of the **Dystopian Wars** nations. Since the invention of the aeroplane, scientists and engineers have been refining this new method of destruction. The rules in this section apply to Tiny flyers and the tokens that represent them, which at this point encompasses **Fighter Planes, Dive Bombers, Torpedo Bombers and Reconnaissance Planes**.

Unless a scenario or game situation tells you that you cannot, you can also field **10** Tiny flyers for *free* in addition to your fleet, which are assumed to fly in from an off-table airfield in support of your main military force. Not only do these Tiny flyers cost **0** points, you do not need to field a carrier in order to deploy them.

You deploy these Tiny flyers at the same time as the rest of your fleet. These are your options to determine the composition of these **10** Tiny flyers:

Composition 1

- 2 Squadrons of **4** Tiny flyers (either Fighter Planes, Dive Bombers and/or Torpedo Bombers)
- 2 Squadrons of **1** Recon Plane

Composition 2

- 1 Squadron of **4** Tiny flyers (either Fighter Planes, Dive Bombers and/or Torpedo Bombers)
- 2 Squadrons of **3** Tiny flyers (either Fighter Planes, Dive Bombers and/or Torpedo Bombers)

Composition 3

- 2 Squadrons of **5** Tiny flyers (either Fighter Planes, Dive Bombers and/or Torpedo Bombers)

Composition 4

- 3 Squadrons of **3** Tiny flyers (either Fighter Planes, Dive Bombers and/or Torpedo Bombers)
- 1 Squadron of **1** Recon Plane

ADDING MORE FLYERS

If you field a Fleet Carrier (naval), Sky Fortress (aerial) or Mobile Airfield (land) you will also get to field a number of Tiny flyers that arrive as part of the model's composition. These three models are all 'carriers', a

category that includes any model that is capable of carrying Tiny flyers. This can also include some Large and Massive models of other classes, and actual static airfields.

The **FIG** of a model will specify how many Tiny flyers it carries; these tokens are included within the **FIG** cost of the model and are essentially *free*. Most carrier models can carry **6** Tiny flyers and adhere to the limits given below.

- A carrier can only carry **1** Recon Plane
- The Squadron size of Recon Planes is **1**
- The maximum number of Tiny flyers in a Squadron is **5**
- The Tiny flyers in a Squadron **MUST** all be of the same type
- You **CANNOT** change the composition of a Squadron during the game
- The Squadron size of Fighter Planes, Dive Bombers and/or Torpedo Bombers is **3 to 5**

NOTE: You **CAN** also deploy the Tiny flyers that come with your carriers separately from your carriers (at the start of the game) if you want to.

ACTIVATION AND MOVEMENT

Squadrons of Tiny flyers are activated during the turn in the same way as Squadrons of other models, with each player activating one Squadron of Tiny flyers **OR** one Squadron of models alternately.

Tiny flyers in the same Squadron ignore the rules for Command Distance and do not have to stay within range of either their carrier or other Tiny flyers in the same Squadron. They count as being **commanded elements**, so although they are activated as a Squadron at the same time, it does not matter where they are on the table. When you activate Tiny flyers, you can move them around the table independently of each other, resolving different tasks.

There is no minimum movement for Tiny flyers, they have **360 Degree** movement. They **CANNOT** halt or use the All Stop Token (they **CANNOT** hover), but they **CAN** land on any carrier or airfield in their fleet. They can move in any direction and make as many turns as they want during a move, which reflects their greater speed and agility rather than an ability to move sideways. Tiny flyers also have a **360 Degree** arc of fire, so it does not matter what direction they point in.

TINY FLYERS			
	Move	AD	Ack Ack
FIGHTER PLANE	16"	0	2
RECON PLANE	16"	0	1
DIVE BOMBER	12"	3	1
TORPEDO BOMBER	12"	3	1

TINY FLYER RULES AT A GLANCE

- IGNORE COMMAND DISTANCE RULES
- CANNOT HALT (UNLESS THEY LAND)
- HAVE 360 DEGREE MOVEMENT
- HAVE 360 DEGREE ARC OF FIRE
- DESTROYED ON A **6**
- SUFFER AN ABORT ON ANY OTHER HIT
- IGNORE BRAVERY RULES

IN SUMMARY

1a	Choose a Squadron to activate.
1b	Resolve any Command Tests for models that are outside of Command Distance.
2a	Move a model within a Squadron, resolving all of the movement for that model. Then pick another model in the Squadron and follow the same process until ALL of the models in the Squadron have moved. This includes any attached models, such as Escorts, and Tiny Flyers.
2b	Resolve any Rams/Collisions resulting from movement.
3	Declare all attacks from the activating Squadron, then declare enemy counterattacks from Ack Ack , Concussion Charges , and Combat Air Patrol .
4a	Resolve the use of Ack Ack (by models) against flying model/token(s) that have declared an attack, and Concussion Charges (by models) against diving models that have declared an attack.
4b	Resolve the Ack Ack attacks of all Tiny Flyers on both sides against other Tiny Flyers simultaneously.
4c	Resolve the Ack Ack attacks of all Tiny Flyers on both sides against other Flying models simultaneously.
4d	Resolve the AD attacks of all Tiny Flyers on both sides against surface models simultaneously.
5	Resolve the attacks of any remaining models in the activating Squadron.
6	Resolve any Boarding Assaults for models that are within 4" of any other models.
7a	Resolve Break Tests for Squadrons that have had one or more models destroyed or captured.
7b	Resolve Bravery Tests for any models or Squadrons with a Break token from a prior activation.
8	Resolve any Repair Rolls. This marks the end of your Turn.

LAUNCH AND LAND

When you activate a carrier you can **EITHER** launch **ONE** Squadron **OR** land **ONE** Squadron of Tiny flyers. When you launch a Squadron of Tiny flyers you deploy them within 4" of the carrier, and they **CANNOT** move again during the same turn. A carrier can launch Tiny flyers at **ANY** point of its movement or activation, but a carrier **CANNOT** launch Tiny flyers in the same turn as it makes a Gunnery Attack, fires Rockets, uses **Ack Ack** or a Generator.

Once a Squadron of Tiny flyers has launched it **EITHER** becomes a separate entity from the carrier (and activated independently), or it can *attach* to the carrier as Combat Air Patrol (**CAP**). The **CAP** rules are explained in the next section.

A carrier can **EITHER** launch one Squadron **OR** land one Squadron, it **CANNOT** do both. The exception is a carrier with the Double Decker

ability, which can **EITHER** launch two Squadrons, or land two Squadrons, or launch one Squadron **AND** land one Squadron. A Squadron can land on a carrier so long as it starts its activation within 4" of the carrier.

A Squadron can do this on any carrier or airfield from the same fleet, but the carrier/airfield **MUST** have the capacity to accommodate the Tiny flyers. A Tiny flyer that has landed on a carrier **CAN** be targeted with **Ack Ack** fire (but only the firing model is of an equal size class or larger, or at a greater Height Level) the exception being a Tiny flyer that has landed on a carrier with the Covered Decks ability.

When you activate a Squadron of Tiny flyers you activate and move them in the same way as any other Squadron.

NOTE: You need to think ahead in regards to launching and landing Tiny flyers. In particular when landing, you need to position a Squadron so that it can land on the following turn, and often you will need to activate the Squadron before the carrier in case it moves out of range.

BINGO FUEL/AMMO

Tiny flyers have a fuel limitation, which you mark with a numbered token. When you deploy or launch Tiny flyers place a micro-dice/token next to each Tiny flyer with the 6 face up. A Tiny flyer can happily move around the table making **HALF** moves or less, and **DOES NOT** lose any fuel. However, you reduce the fuel dice by 1 point in each of the situations listed below:

- If a Tiny flyer makes more than a **HALF** move
- If a Tiny flyer makes an **Ack Ack**, **Concussion Charge** or **AD** attack
- If a Tiny flyer suffers an *Abort* result (-1 fuel per hit)

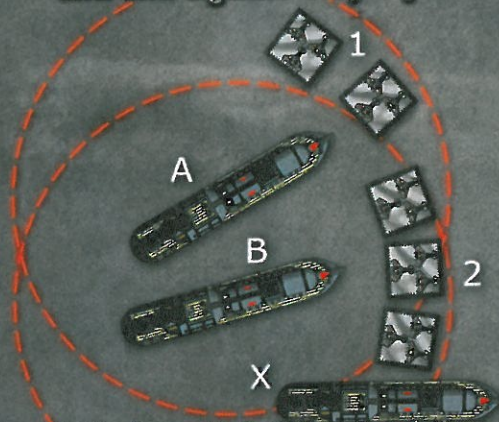
IMPORTANT NOTE: You reduce the fuel of each Tiny flyer on an individual basis, therefore there might be situations when each Tiny flyer in a Squadron has a different amount of fuel left.

Example 1: Three Tiny flyers make a full move (-1 fuel) and attack a Land Ship, which uses **Ack Ack** against them causing 1 **Abort** result, after which they resolve their attack (-1 fuel). Therefore two of the Tiny flyers are reduced from 6 to 4 fuel, and the Aborted Tiny flyer is reduced to 3 fuel.

If a Tiny flyer is reduced to 1 fuel all it can do is move **HALF** or less, it **CANNOT** deliberately use up its last point of fuel (by firing for example). If a Tiny flyer is reduced to 0 fuel (by combat) it ditches and is destroyed. If a Tiny flyer lands on a carrier or airfield its fuel is returned to 6 and it can launch in a subsequent activation.

If a Tiny flyer moves off table (**NOTE:** this **MUST** be the same table edge as your deployment area), it lands on its next activation and its fuel is returned to 6. It can then launch on a subsequent activation, and can move into your deployment area from the same point of the table edge (as your deployment area) during the same turn. Any Tiny flyer can refuel using this method.

Ack Ack Against Tiny Flyers

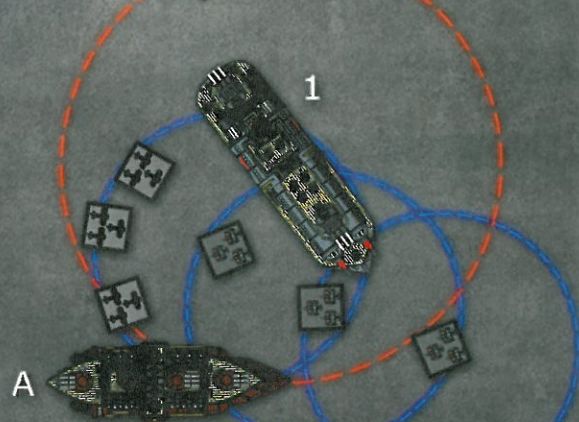


Two Torpedo Bombers attack Cruiser A and three Torpedo Bombers attack Cruiser B (the Tiny flyers are all in the same Squadron).

Cruiser A must fire its AA at Torpedo Bomber group 1, and Cruiser B must fire its AA at Torpedo Bomber group 2. If all of the Torpedo Bombers had declared an attack on Cruiser A, it could split its AA at any targets of its choice. Cruiser B is in the same Squadron as Cruiser A, so it could also fire its AA (but only Torpedo Bomber group 2 is in range).

Cruiser X is in a different Squadron to Cruisers A and B, and cannot add its AA fire to the combat. The Torpedo Bombers only count as a direct threat to Cruisers A and B, because they declared attacks against them.

Combat Air Patrol

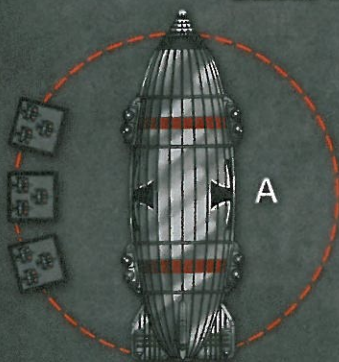


Battleship A (with 3 attached Torpedo Bombers) attacks Battleship 1 (with 3 attached Torpedo Bombers). First the two Battleships resolve Ack Ack against enemy Torpedo Bombers. Then the Torpedo Bombers resolve their AA against each other. In this case only one of the defending tokens is close enough, but it is within 4" of all the attacking tokens.

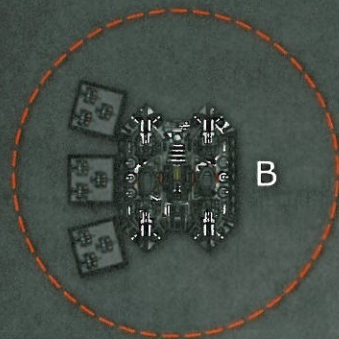
Then any Torpedo Bombers on both sides that were not Aborted or destroyed resolve their AD attacks against their enemy Battleship.

Finally Battleship A resolves its AD attacks against Battleship 1 (and any Boarding Assault), but remember that Battleship 1 does not get to fire back at Battleship A.

Versus Flyers

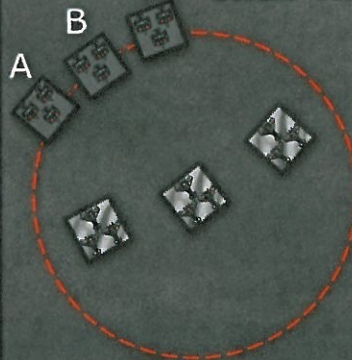


Airship A is attacked by three Fighters (which can attack within 4"), it resolves its AA against them before any Fighters that are not aborted or destroyed can resolve their attack. The Fighters use their AA value against the Airship, and cause damage if they equal or exceed the DR or CR.

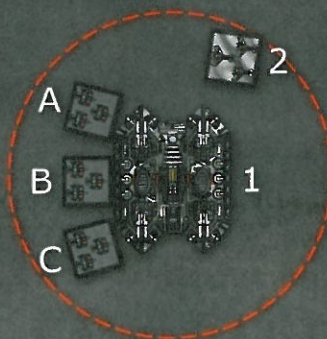


Land Ship B is attacked by three Dive Bombers (which must be in base contact), it resolves its AA against them before any Dive Bombers that are not aborted or destroyed can resolve their attack. The Fighters use their AD value against the Land Ship, and cause damage if they equal or exceed the DR or CR.

Versus Tiny Flyers



Dive Bombers A, B and C are attacked by three Fighters, the movement of the Fighters ends and a dogfight ensues. The combat is resolved simultaneously. In this case the Fighters are just inside 4", but they can declare their attack at any distance within 4" (and can position themselves for the best advantage).



Land Ship 1 is attacked by Dive Bombers A, B and C. Land Ship 1 resolves its AA fire first, then the attached Fighter (2) engages the Dive Bombers in a dogfight (resolving combat simultaneously). Any remaining Dive Bombers then resolve their attack on Land Ship 1.

COMBAT AIR PATROL

When a Squadron of Tiny flyers is launched it has the option of *attaching* to its carrier, on subsequent activations the Squadron can be *attached* to other models subject to restrictions. You can *attach* a Squadron of Tiny flyers to a Large or Massive model (or a Squadron of Large models). This **ONLY** applies to surface and flying models, you **CANNOT** *attach* Tiny flyers to a diving model.

The Tiny flyers **MUST** be within **4"** of the model or Squadron to be *attached*, and are subsequently activated at the same time as that model/Squadron. The Tiny flyers **MUST** remain within **4"** of the model/Squadron when they are activated, unless you choose to *detach* them. They still ignore the rules for Command/Break/Bravery Tests however.

When a model in a Squadron is activated you can move a Squadron of Tiny flyers that is *attached* to it (or its Squadron) at the same time, but if you do so you **CANNOT** exceed the maximum movement of the *attached* Tiny flyers during the same Turn.

If Tiny flyers start their activation *attached* to a model or Squadron you can *detach* them and move normally, but you **CANNOT** exceed the maximum movement of the *detached* Tiny flyers in the same Turn. You **CANNOT** *attach* and *detach* Tiny flyers during the same Turn.

- You can only ever attach **ONE** Squadron of Tiny flyers to a Large or Massive model, or a Squadron of Large models
- You **CAN** *attach* a Squadron of Tiny flyers to a Large or Massive model that also has *attached* Escorts

Example 2: A Squadron of Tiny flyers is *attached* to a Sky Fortress. Over the course of two turns four of them are destroyed. While

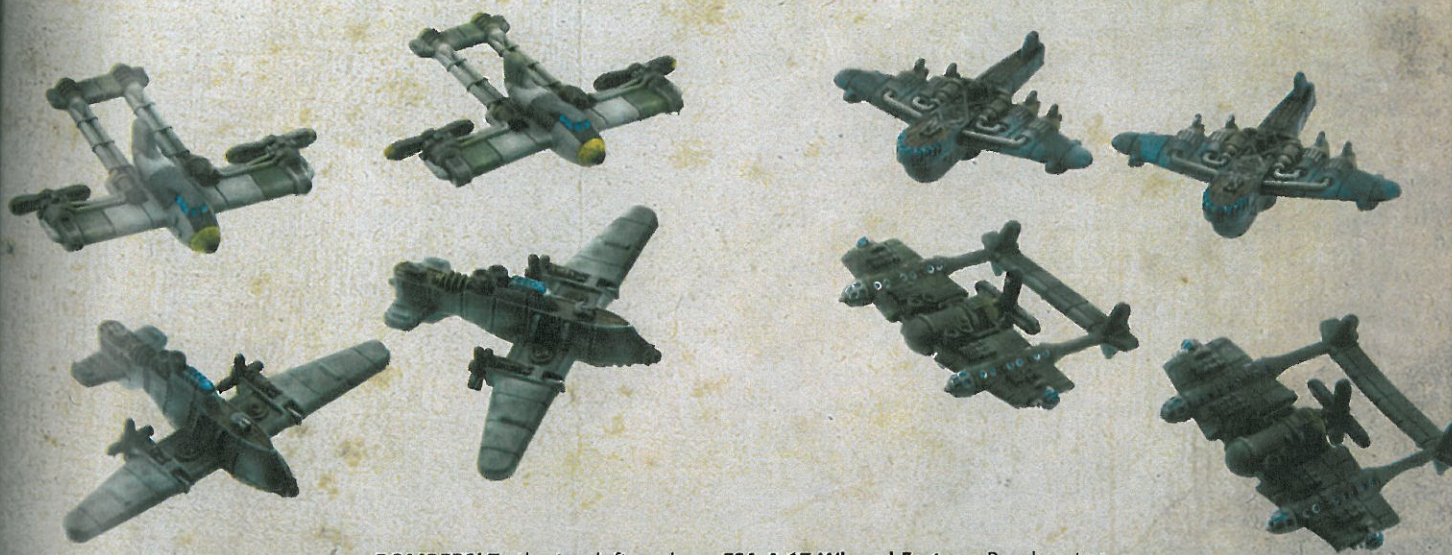
the remaining Tiny flyer is still *attached*, no other Tiny flyers can be *attached* to the Sky Fortress, because that single Tiny flyer counts as the 1 Squadron limit.

Apart from the advantage of activating at the same time as their *attached* model or Squadron, if the Tiny flyers remain within **4"** of that model/Squadron, they can provide a Combat Air Patrol (**CAP**).

- If the combined Squadron is attacked, all of them can attack back if they have applicable weaponry
- If the combined Squadron makes an attack, all of them can resolve an attack (and use responsive **Ack Ack**)
- You **CANNOT** use Linked Fire between the model/Squadron and the *attached* Tiny flyers
- Tiny flyers that are providing Combat Air Patrol **CAN** use weapons with an **AD** rating against the activating Squadron (this is an exception to the normal rules)

Example 3: A Squadron of 5 Torpedo Bombers is flying **CAP** for a Dreadnought. The Dreadnought is attacked by a Battleship at **Range Band 1**, allowing any of those Torpedo Bombers within **Range Band 1** of the Battleship to use their **AD** against it. They resolve their attacks at the same time as the Battleship.

NOTE: When Tiny flyers are attacked, or they are *attached* to a model or Squadron that is attacked, they can use weapons with an **AD** rating against the activating Squadron (so long as they are in range). They make these attacks simultaneously with the **AD** attacks of any Tiny flyers attached to the activating Squadron. This is an exception to the normal rules.



BOMBERS! To the top left we have FSA A-17 Winged Fortress Bomber, top right we have Britannia Doncaster Bomber, bottom left Prussian GS-7 Geiar Bomber and bottom right Empire of the Blazing Sun DFA-170 Bomber.

Example 4: A Squadron of Fighter Planes is flying **CAP** for a Dreadnought, which is attacked by a Gyro, with a Squadron of Dive Bombers flying **CAP**. The Dreadnought allocates its **Ack Ack** in any way between the Gyro and the Tiny flyers. Then the Fighter Planes and Dive Bombers resolve their **Ack Ack** against each other. The Fighter Planes resolve their **Ack Ack** attack against the Gyro, and the Dive Bombers resolve their **AD** attack against the Dreadnought. Lastly, the Gyro resolves its **AD** attacks.

The rules for attached Recon Planes are slightly different. A Recon Plane ignores the requirement to stay within **4"** of the model/Squadron that it is *attached* to. If a Recon Plane is *attached* to a model or Squadron, it confers a **+1** to hit modifier for that model or Squadron if it uses indirect fire with a Primary weapon(s). Check below:

- The **+1** to hit modifier **ONLY** applies if the Recon Plane has line of sight to the target
- A model/Squadron **CANNOT** have more than one Recon Plane *attached* to it

NOTE: Be careful of where you place your Tiny flyers in relation to the model they are *attached* to, because your opponent could take advantage of their position. It is possible to make an attack without triggering a response by a Combat Air Patrol.

TINY FLYER COMBAT

The most **important** rule about Tiny flyers is that they Link Fire with **FULL** dice, otherwise they declare their attacks normally (after completing their movement) and enemy models can choose how to allocate their **Ack Ack**. Resolving a combat that involves Tiny flyers and a model or Squadron that they have been *attached* to appears confusing, therefore use the sequence below to resolve such combats.

Tiny flyers have a **360** degree arc firing, but they only have a range of **4"** with **Ack Ack**, therefore in most cases if they attack enemy Tiny flyers that are providing **CAP** support they will be within the **8" Ack Ack** range of one or more models that are in the *attached* Squadron.

- Fighter Planes get a hit with **Ack Ack** against other Tiny flyers on a **3, 4, 5** or **6** (and therefore cause an *Abort* result on a **3, 4** or **5**)
- Recon Planes get a hit with **Ack Ack** against other Tiny flyers on a **5** or **6**
- Dive Bombers and Torpedo Bombers get a hit with **Ack Ack** against other Tiny flyers on a **6**
- Tiny flyers can Link Fire normally, which is more effective against models (or fire separately at tokens)

When a Tiny flyer has completed its movement and declared its attack against a model or token, it is considered to be a direct threat. It is at this point that the model that it has attacked can use **Ack Ack** to defend itself. You resolve **Ack Ack** between Tiny flyers simultaneously.

If a model is attacked by a Tiny flyer, it **MUST** use its **Ack Ack** against one or more of the Tiny flyers that are attacking it. Given that models in

the same Squadron can also use **Ack Ack** against attacking Tiny flyers, if they are not being attacked themselves they can choose which Tiny flyer(s) to fire at.

When a model, token or Squadron uses **Ack Ack** fire against Tiny flyers, a **NATURAL** roll of **6** results in an extra dice roll against any other Tiny flyer in the same Squadron that are in range. This is an exception to the previous rule.

Example 5: A Squadron of Cruisers each with **3 Ack Ack** fire at 3 Tiny flyers in a Squadron of 5. They get **1, 2,** and **5** against the first Tiny flyer, **3, 4** and **6** (with an extra roll of **1**) against the second Tiny flyer, **3, 3** and **6** (with an extra roll of **6**) the third Tiny flyer. The first Tiny flyer suffers an *Abort* result and the second Tiny flyer is destroyed. The third Tiny flyer is also destroyed, and the extra **6** destroys another Tiny flyer in the same Squadron of 5 Tiny flyers.

- A Tiny flyer/token is destroyed on a roll of **6**; therefore you ignore the **2** hits result
- Any other type of hit causes an *Abort* (Fighter Planes hit on a **3+**) and stops the Tiny flyer from completing its attack
- If a Tiny flyer is *Aborted* this prevents it from attacking another model or token with **Ack Ack**, **Concussion Charges** or **AD**
- A Tiny flyer **CAN** suffer more than *Abort* result
- If a Recon Plane is *Aborted* this also prevents it from conferring its **+1** to hit modifier
- A Tiny flyer is only *Aborted* for the duration of the activation (not the turn)

Example 6: A Fighter Plane with **2 Ack Ack** attacks a Dive Bomber and gets **3** and **5**, which causes **2** hits. The Dive Bomber loses **3** fuel, one for each hit (which all count as an *Abort* result) and **1** for using **Ack Ack** attack against the Fighter Plane.

Example 7: Three Fighter Planes each with **2 Ack Ack** attack three Dive Bombers. The first Fighter gets **1** and **5** causing **1** *Abort* result on the first Bomber. The second Fighter gets **3** and **3** causing **2** *Abort* results on the second Bomber. The third Fighter gets **4** and **6** destroying the third Bomber (so the *Abort* is wasted), but the **6** gives an extra roll of **4**, that causes another *Abort* result on one of the first two Bombers (which are in the same Squadron).

Most Tiny flyers (particularly Fighter Planes) have an **Ack Ack** rating that they use against other Tiny flyers and flying models within **4"**. When Tiny flyers have completed their movement and declared their attack, they become a direct threat.

Dive Bombers have an **AD** rating in brackets at **Range Band 1**, but they **MUST** be in base contact with a model to attack it. When the Dive Bombers are moved into base contact they become a direct threat, so the target (and its Squadron) can fire **Ack Ack** against the Dive Bombers **BEFORE** they make their attack at that point.

- Dive Bombers register a hit with **AD** against surface models (naval and land) on a **3, 4, 5** or **6**

- Dive Bombers can attack flying models, but **ONLY** models in the Large or Massive size, and only get a hit on a roll of **5** or **6**

Torpedo Bombers fire Torpedoes within **Range Band 1**, when they have completed their movement and declare their attack they become a direct threat. They use the same rules as for Torpedoes, except that the target (and its Squadron) can fire **Ack Ack** against the Torpedo Bombers **BEFORE** they make their attack, and can then use **Concussion Charges** to cancel out the hits that the Torpedo Bombers cause.

- Torpedo Bombers register a hit with **AD** against surface models (naval only) on a **3, 4, 5** or **6**

After making an **AD** attack (not an **Ack Ack** or **Concussion Charge** attack), a Dive Bomber or Torpedo Bomber **MUST** return to its carrier or move off table via your deployment area in order to rearm, using the same rules as refuelling. A Recon Plane can often confer its **+1** to hit modifier throughout the game, as it is unlikely to need to refuel unless it is attacked.

Example 8: A Squadron of **5** Torpedo Bombers is attacked by a Battleship at **Range Band 1**, allowing any of those Torpedo Bombers within **Range Band 1** of the Battleship to use their **AD** against it. They resolve their attacks at the same time as the Battleship.

AEROPLANE MODEL ASSIGNED RULES

Some Tiny Flyers will have their own Model Assigned Rules, which are specific to individual Tiny Flyers in individual fleets. These are listed here, with the Tiny Flyers (of particular factions) that they apply to given in brackets. Some Tiny Flyers will even have abilities taken from the **MARs Chapter**.

ACROBATIC PILOTS

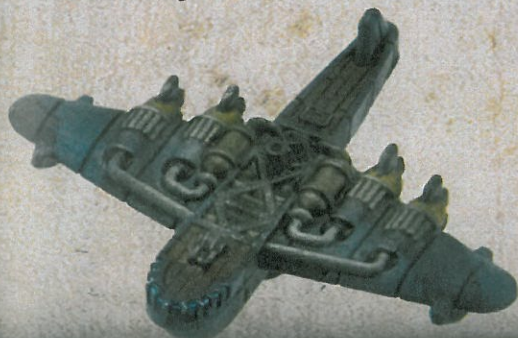
If this token suffers one or more destroyed results, it can roll 1D6 per destroyed result to cancel each of them. The hit is cancelled (ignored) on a roll of **5** or **6** (without an extra roll for the **6**). A roll of **1, 2, 3** or **4** has no effect.

NATION: FSA Fighter Planes and Prussian Empire Fighter Planes

BIG FUEL TANKS

If this token suffers one or more **Abort** results, it can roll 1D6 per **Abort** result to cancel each of them. The hit is cancelled (ignored) on a roll of **5** or **6** (without an extra roll for the **6**). A roll of **1, 2, 3** or **4** has no effect.

NATIONS: Britannia Fighter Planes and Blazing Sun Fighter Planes



FASTER TORPEDOES

If this token makes an **AD** attack against a model, and that model uses **Concussion Charge** fire against its Torpedo attack, the model **MUST** re-roll all of its hits (and take the second result) against the Torpedoes.

NATION: Blazing Sun Torpedo Bombers

MORE MACHINE GUNS

This token increases its **Ack Ack** rating by **+1**.

NATION: FSA Torpedo Bombers and Britannia Dive Bombers

SUPERIOR ENGINE

This token increases its Movement rating by **+2**.

NATION: Britannia Dive Bombers and FSA Torpedo Bombers

SWARM TACTICS

When a Squadron that has Swarm Tactics uses **Linked Fire**, the **COMBINED** attack receives (a maximum) of **+2** dice to the **Linked Fire** total, whether it is an **AD** attack, **Ack Ack** fire or **Concussion Charge** fire.

NATION: Blazing Sun Fighter Planes

VERTICAL DIVE

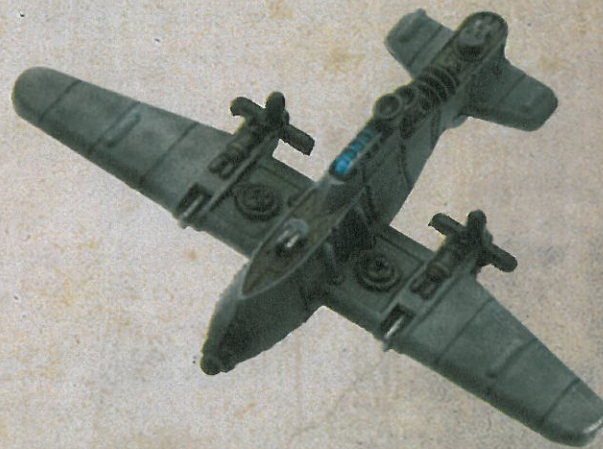
If this token makes an **AD** attack against a model, and that model uses **Ack Ack** fire against this token, the model **MUST** re-roll all of its **Abort** and destroyed results (and take the second result) against the token.

NATION: Prussian Empire Dive Bombers

WELL TRAINED

This token can be deployed within **6"** of a carrier when it is launched, and can land on a carrier so long as it starts its activation within **6"** of the carrier.

NATION: Prussian Empire Fighter Planes



ESCORTS

You can **attach 1 to 3** Escorts to each Large or Massive model **BEFORE** you start a game. The Escorts are part of that parent model's Squadron until the model is removed from the table. They are activated at the same time and **MUST** stay within Command Distance (**CD**) where possible. If the limitations of movement result in an Escort being out of **CD**, it **MUST** move back toward **CD** using its **FULL** Movement rating on the subsequent Turns.

- Escorts **DO NOT** count as a Squadron for the purpose of minimum fleet composition
- Escorts **DO** count toward the maximum number of Small models in a fleet
- You **DO NOT** get a Game Card for the *attached* Escorts
- You **CANNOT** field a Squadron that is just Escorts
- An Escort **CANNOT** Link Fire with its parent model
- An Escort **CAN** combine with its parent model for **Ack Ack** against Rockets, flying models and Boarding Assaults, or **Concussion Charge** fire against Torpedoes, diving models and Mines

If the parent model is removed from the table the Escorts have limited options. They **CANNOT** operate on their own, therefore they **MUST** move toward the nearest friendly Large or Massive model (by the shortest route where possible) from your fleet whenever they are activated using their **FULL** Movement rating until they are within **CD** of that model (and are then *attached* to it).

- When the parent model is removed you lose your Game Card for that Squadron as normal, even though you might have remaining Escorts
- If there are no more eligible models from your fleet left on the table, the Escorts **MUST** move off the nearest table edge using their **FULL** Movement rating
- When they move toward another parent model (in order to get within its Command Distance) the Escorts **CANNOT** make a ranged attack (except to use **Ack Ack** or **Concussion Charges**)
- They **CANNOT** initiate a Boarding Assault, but they get their remaining **AP** if they are boarded
- When the Escorts are *attached* to a new parent model they **CAN** perform the actions that were excluded since their previous parent model was destroyed
- More than 3 Escorts **CAN** be *attached* to the same parent model if their previous parent model/s have been destroyed

Your opponent **DOES NOT** get **Victory Points** for destroying (or capturing) your Escorts.

NOTE: Although these rules apply to specific Naval models, there will be Land models (and other Naval models) in the future which use the Escort rules. It will state on the **FIG** of such a model if this is the case.

Prussian Empire
B3-S Medium
Bombards.

Kingdom of Britannia
Cromwell Bombards.

Blazing Sun
ground units with
aerial support
provided by an
Inari Class Scout
Gyrd.

END PHASE

GAME CARDS

As described earlier, Game Cards are handed out **1** per Squadron (excluding Tiny tokens or Escorts) up to a maximum of **5** cards per Fleet at any given time. At the end of a Turn a player may draw a card or cards to replace the ones that have been used in that Turn. Sometimes a player will not have used any cards during the turn, in which case they will have none to replace.

- As you lose Squadrons you remove cards, at a rate of **1** card per Squadron lost, but only if you have less than **5** Squadrons left
- You **DO NOT** draw cards for any Tiny tokens (like Aeroplanes) or Escort models
- A player can discard cards during the End Phase and then draw new cards **AFTER** discarding
- A player can **ONLY** discard cards that they started the Turn with
- If you have more cards than your hand size allows (typically 5 cards) you **MUST** discard the excess cards, and can choose which cards to discard

When it comes to using your Game Cards players have the choice of using a deck of cards each **OR** sharing a deck. Either method works and there is no right or wrong way of doing this. If you share a deck you will work your way through the deck more rapidly because two players are using 52 cards. The inverse being true for a deck each.

In larger multiplayer games we recommend that you use more than one deck, perhaps one deck per side, otherwise the deck will be drained very quickly and with players holding 5 cards each for most of the game there will not be that many left to draw.

TEMPLATES AND TOKENS

Tokens are used to mark several factors during the game, whether they are temporary (Raging Fire) or permanent (Derelict). At this point ensure that every model has the tokens that apply to it, as sometimes they get left behind when a model is moved, and remove any that should no longer be in play.

It is worth adding up some of the **AP** and **HP** damage tokens and replacing them with a token that is equal to the total value. Also make sure that the right tokens are located next to the right models.

RIGHT: The **Kingdom of Britannia** MK II Medium Tank is the workhorse of this nation's mechanised land forces. Its universal chassis design has been used to create several versions of this tank, including Recovery Vehicle, Scout Tank, Bridgelayar and Flamethrower Tank. The chassis was also used as the basis for the Britannian Cromwell Bombard.

You could also create your own Battle Group Roster sheet, which you can write notes on for your models, as some players prefer to not have tokens on a gaming table. How you record the game is entirely up to you, but the **End Phase** is a good time to take a short break and take stock of the game.

VICTORY CONDITIONS

Some scenarios define victory conditions, such as you must destroy half of your opponent's fleet (in terms of points value) or you need to get half of your fleet off a particular table edge to secure a victory. The **End Phase** is a good time to total up your points so far to see how well you are doing and to mark down what Turn it is, which may have bearing on when the game ends.



VICTORY POINTS

HOW TO WIN GAMES

As with any rules there are several ways that you can win a game. They include achieving objectives defined by a scenario or by winning more Victory Points (VP) than your opponent(s). If there is a time limit or a turn limit on the game it will create some unpredictability as to who wins the most VP the quickest. In other words, whoever has the most points when a time limit (*such as 2 hours*) or a turn limit (*such as 10 turns*) expires, wins the game.

This section will define the way you win or lose a game determined by the VP you gain, usually for destroying and capturing enemy models. On each of the Fleet Information Guides (FIG), there is a point cost for each model which is used to determine the VP using the list below:

- You score the **FULL** point cost of enemy models that are destroyed during the game
- You score the **FULL** point cost of enemy models that move off of the table (as they do not return and are considered lost). This counts whether a model is moved off-table on purpose (excluding Tiny flyers that do so to refuel) **OR** accidentally due to bad seamanship or a Sturinium Flare
- You score **HALF** the point cost of enemy models that have been reduced to half or less of their starting Hull Points (if any such models are destroyed or captured you score the VP given for those results instead)
- You score **DOUBLE** the point cost of enemy models that you have Prized/Captured (and still control) that remain on the table at the end of the game
- If you finish a game and a model has a **Critical Hit** on it you **DO NOT** make Repair Rolls (this can be useful when playing Campaign Settings)
- You **DO NOT** get VP for destroying Tiny flyers or Escorts
- You **DO NOT** get VP for enemy models that are destroyed by terrain

Once you have calculated how many VPs each player has, you compare the totals to determine the degree of victory that one or more players have achieved over another.

- If you score **50%** more than your opponent's VPs you get a **Crushing Triumph**
- If you score **30%** more than your opponent's VPs you get a **Resounding Victory**
- If you score **10%** more than your opponent's VPs you get a **Marginal Success**
- If you score equal points or anything less than **10%** you get a **Draw**

For example, Evan and Alex are playing a 6 Turn game with the former choosing an **Empire of the Blazing Sun** Battle Group and the latter a **Kingdom of Britannia** force. Both fielded a standard boxed Naval Battle

Group which consists of 1 x Battleship, 3 x Cruisers, 9 x Frigates, 2 x Bombers and 10 x Tiny flyer tokens.

At the end of their game the following models have been lost/captured:

Evan - Empire of the Blazing Sun - Lost/Captured

Battleship Sunk	180
1 x Cruiser Sunk	60
5 x Frigates Sunk	125
1 x Cruiser at 1/2 HP	30

For a total loss of: **395 Points**

Alex - Kingdom of Britannia - Lost/Captured

Battleship at 1/2 HP	90
3 x Cruisers Sunk	180
7 x Frigates Sunk	175

For a total loss of: **445 Points**

Alex has a total score that exceeds Evan's score by more than **10%**, therefore Evan has gained a **Marginal Success**. If Evan had sunk around **540** points of Alex's Battle Group he would have gained a **Resounding Victory** and so on.

OUT OF THE BOX EXPERIENCE

The first boxed sets of models released for this game focus on Naval Battle Groups. Others, such as Ground Vehicles, will follow. Inside each box is the beginnings of a force, the building block that can grow to include more naval models, aerial models and also ground vehicles. All the models have a Points Value and it is this which is used by players to balance a force.

The Naval Battle Groups are valued as follows:

The total cost of a **Kingdom of Britannia Battle Group** is **705** points, including **180** points for the 1 Battleship, **180** points for the 3 Cruisers, **225** points for the 9 Frigates and **120** points for the 2 Bombers.

The total cost of a **Prussian Empire Battle Group** is **700** points, including **170** points for the 1 Battleship, **195** points for the 3 Cruisers, **225** points for the 9 Frigates and **110** points for the 2 Bombers.

The total cost of a **Federated States of America Battle Group** is **685** points, including **170** points for the 1 Battleship, **180** points for the 3 Cruisers, **225** points for the 9 Frigates and **110** points for the 2 Bombers.

The total cost of a **Empire of the Blazing Sun Battle Group** is **705** points, including **180** points for the Battleship, **180** points for the 3 Cruisers, **225** points for the 9 Frigates and **120** points for the 2 Bombers.

GENERATORS

One of the great advances in technology has been the discovery and utilisation of **Element 270** in the development of machinery, weaponry and energy manipulation. It has led to the creation of huge Generators that are fitted to Factories, Battleships and Land Ships and even some aerial models.

The Fleet Information Guide (**FIG**) of a model will specify whether a model has the option of fitting an Upgrade and/or replacing a turret with an Upgrade. This list covers the upgrades of models within the **FIGs** of each fleet presented in this book, and includes upgrades of models that will be released in the future. Please note the following:

- The effects of a Generator are **NOT** reduced by damage to the Hull Points of a model
- The activation of a Generator **DOES NOT** trigger **Ack Ack** or **Concussion Charge** fire (in the situation where a flying/diving model makes an attack with a Generator)
- The normal rules of firing always apply; therefore a model **CANNOT** fire a Generator against a model that it is about to board
- A Generator **CANNOT** use Linked Fire or Split Fire, although some of their abilities are resolved in a similar way

Ultrasonic Pulverising Generator (UPG)

The creation of Dr Otto Zelinsky, one of Markov's protégés, the UPG is a thing of sick and almost comedic ingenuity. It utilises Element 270 to propel a compound containing various chemicals at a target, which then proceeds to react vigorously with the surface, draining away certain substances. This leads to the target losing much of its rigidity, its surface becoming rubbery to the touch. If used on a human, the target vibrates violently inside its own skin, and the loss of structural support leads to the internal collapse of a body. The human target literally ends up looking like a joke rubber chicken.

Whilst the output of the generator is still erratic, the terror value of this weapon has proven invaluable in subjugating settlements with little military support. The generator is also highly complicated to build and maintain, requiring enormous levels of power.

The **UPG** (or **Calcification Generator** as it is also known as) has the ability to either cripple an enemy model or massacre its marines; it is activated **AFTER** moving and **BEFORE** performing a Boarding Assault. It has a **270 Degree Arc** measured from the centre of the model and can target **ONE** model within **8"** of the centre of the firing model. You now roll **1D6** against one model within **8"**

- A roll of **4** results in the Shredded Defences Critical Hit effect
- A roll of **5** results in the Chaos and Disarray Critical Hit effect
- A roll of **6** results in the loss of **1D6 AP**
- In all three aforementioned cases the attack **DOES NOT** cause Hull Point damage

- A model **CAN** fire a **UPG/Calcification** Generator **AND** make a Gunnery Attack in the same turn

A model recovers from the effects of a **UPG** Generator in the same way as removing any Critical Hit, by making a successful Repair Roll at the end of a subsequent activation. But **CANNOT** recover **AP**.

Camouflage Generator

Ships with this generator are commonly referred to as Chameleons, on account of their ability to blend into the landscape. Originating from Wells Chasm, the camouflage generator does not turn its target invisible like many people believe. Instead, it disrupts the outline of the vehicle and those around it, making them appear like ghosts to those some distance away. In the confusion of battle, these are often dismissed as stress-induced daydreams, allowing the vehicle with the generator and its escorts to close with the enemy.

*The first versions of the camouflage generator were deployed in Mexico by Covenant forces against the **Federated States of America**. Whilst the ship carrying the device was lost in a catastrophic malfunction after a prolonged bombardment, War Master Schneider deemed it an acceptable loss, the device having performed admirably.*

This Generator can create a distortion of light and perspective when it is activated. It allows you to place a **4"** diameter template so that its centre is within **8"** and line of sight of the model using this Generator, at the end of its movement.

- The model can do this **BEFORE** or **AFTER** firing
- You **CANNOT** place any part of the template on another model
- Models **CANNOT** fire into, through or out of this template
- The template is removed during the End Phase

Disruption Generator

Since the gifting of generators to all nations as part of Sturgeon's plan for humanity, the machine has risen to eminence as a tool of creation and destruction. With their increasing use on the battlefield, Sturgeon tasked Markov with creating a countermeasure. The disruption generators are the fruit of his labours, machines which emit electromagnetic signals which interfere with the reactions of the opposing generators, denying the enemy their use.

Since Markov's defection, he has developed even better generators capable of disrupting enemy activity, increasing not only their range, but also power output. The latest versions can not only disrupt enemy generators, but also disable them permanently.

This Generator has the power to shut down other Generators; it is activated **AFTER** moving and **BEFORE** performing a Boarding Assault. It can affect every model within **8"** of the centre of the firing model

(including your own models but excluding the model that activated the Generator).

- You roll **1D6** against every model within **8"**
- A roll of **4, 5** or **6** shuts down one Generator on a model; the player that controls the model can choose which Generator is offline (a roll of **6** also causes the loss of **1 AP** – without an extra dice roll)
- A model **CAN** fire a Disruption Generator **AND** make a Gunnery Attack in the same turn

A model recovers from the effects of a Disruption Generator in the same way as removing any Critical Hit, by making a successful Repair Roll at the end of a subsequent activation.

Field Generator

*There are many generators currently in use, each type with its own unique operating frequency. A field generator is capable of mimicking such frequencies, making it and all nearby generators appear either weaker or stronger than they actually are. This tool of deception was developed in Prussia, by an engineer named Schmidt, a member of Sturm's retinue. The prototype was used with a camouflage generator to allow a submersible to sneak into London via the Thames. After the success of the operation, the field generator was mass-produced by Prussian forces, and gifted to the **Empire of the Blazing Sun** as part of the alliance between the two nations.*

This Generator allows you to roll dice to cancel hits and ignore the effects caused by another Generator (but has no effect on Gunnery Attacks, Rockets, Torpedoes, **Ack Ack**, **Concussion Charges**, Bombs, Mines, Shields, Tiny flyers or Boarding Assaults).

- You roll **2D6** for each Field Generator
- A roll of **4, 5** or **6** cancels the attack or effect of a Generator against this model; it **DOES NOT** cancel any damage or effects caused by a Generator on other models
- It does not matter how many hits a Generator causes, the whole attack is cancelled

Fury Generator

*It is said that necessity is the mother of invention, and the Fury generator is a testament to the truth of the statement. Originally developed to aid in the rebuilding of Commonwealth industry by Dr. Lipski, the Fury generator is capable of producing spontaneous energy in the form of fire. Whilst capable of fuelling stoves and furnaces for extended periods of time, the Russians quickly adapted it into a shock weapon, spreading fire and fear before the White Army. By the time the **Russian Coalition** reached the Wolfgang fortresses, several fury generators had been captured and reverse-engineered by Prussian forces, who wasted no time in deploying their own versions against the waves of Russian infantry.*

When the model fitted with this Generator is activated it gains **2 Fury Dice (FD)**. It gains another **2 FD** each time it is activated, and can fire the Fury Generator with its accumulated **FD** (which reduces its **FD** to **0**) **AFTER** moving, **INSTEAD** of firing and **BEFORE** performing a Boarding

Assault. A Generator **CANNOT** accumulate more than **10 FD**, but it **CAN** hold **10 FD** until the point at which the model fires the Generator.

- When the Fury is fired you split the **FD** evenly to **ANY** models at the same height level within **8"**, including models in your own fleet (you choose where spare **FD** is allocated)
- You measure the **8"** from the centre of the firing model to any part of a target model
- Other models **DO NOT** block the effects of the Fury, but models on the other side of terrain that is **2"** high or more are unaffected
- The **FD** are not reduced by damage to the Hull Points of the model using the Fury Generator
- You put **1 Raging Fire** token on a model for each **4** or **5** that is rolled against it, or **2** tokens for each **6** that is rolled against it (and roll again)
- The Fury Generator does no damage and **DOES NOT** roll on the **Critical Hit Table**, it just starts fires

Kinetic Generator

*The kinetic generator is one of the few generators to have been modified to fit on all kinds of vehicles, from the largest land-ships to the smallest aircraft. Developed by an American racing team, the kinetic generator is capable of increasing the horse power of a vehicle to the extreme. It was swiftly seized by the **FSA** military, and converted to a militant use. The first engine of war to utilise a kinetic generator was the **FSA Robert Lee**, a third-generation naval battleship, deployed in the Gulf of Alaska to guard against possible **Russian Coalition** expansion.*

At first the device functioned erratically, not having been designed to operate in the frigid weather of Alaska. Russian spies managed to smuggle the original generator, designed for a race car, out of the country in the summer of 1865, and in an act of treachery, released the information to the world, rather than exclusively to the Tsar as originally ordered. Why they did this is still unknown.

This Generator gives the model a boost in movement. When the model is activated you can choose to roll for it to gain **+1D6"** of movement and **MUST** make at least a **HALF** move in any activation that you use the Generator. Roll **BEFORE** moving the model. A model **CANNOT** use more than one Kinetic Generator during the same activation.

Pulse Generator

*Part of the reason why Britannia aided the American Federation during the Civil War was due to the promise of access to uranium deposits. A Britannian scientist by the name of Harry Evans had been experimenting with the use of uranium to generate energy at the time, and his research was beginning to show promise. With the creation of the **FSA** and the large-scale trading of uranium with Britannia, his research has finally borne fruit. The pulse generator is a machine capable of using cold fusion to generate massive explosions, although it requires time to build up enough energy to be truly effective. In case of emergencies however the device can be activated before fully charging to provide a much smaller explosion.*

When you activate this model it gains **2 Pulse Dice (PD)**. It gains

another **2 PD** each time that it is activated, and can fire the Pulse Generator with its accumulated **PD** (which reduces its **PD** to **0**) **AFTER** moving, **INSTEAD** of firing and **BEFORE** performing a Boarding Assault. A Generator **CANNOT** accumulate more than **10 PD**, but it **CAN** hold **10 PD** until the point at which the model fires the Generator.

- When the Pulse is fired the accumulated **PD** are rolled in a single attack that affects **EVERY** model within **8"** (including models at different height levels)
- You measure the **8"** from the centre of the firing model to any part of a target model
- Other models **DO NOT** block the effects of the Pulse, but models on the other side of terrain that is **2"** high or more are unaffected
- The **PD** are not reduced by damage to the Hull Points of the model using the Pulse Generator
- The Pulse gets hits on a **4, 5 (1 hit) or 6 (2 hits)**, with an extra roll for each **6** rolled

Shield Generator

Probably the most widely used generator in the world, the shield generator is responsible for saving more lives on the battlefield than the latest developments in medicine. Affectionately referred to as the "bubble dome" by land-ship crews, the shield created by the generator is an unstable and amorphous dome that surrounds the vehicle that houses the generator. It functions by slowing down all incoming projectiles, as robbing them of their velocity also robs them of much of their penetrative power, meaning that the vessel's armour deflects the slowed shell without any lasting damage. The first shield generators are believed to have originated in Wells Chasm, and formed the basis of all future generator research.

This Generator allows you to roll **2D6** to cancel hits caused by a Gunnery Attack, as well as Rockets, Torpedoes, **AA**, **CC** and Tiny flyers (but not Boarding Assaults, Bombs and Mines or the effects of other Generators).

- You roll **2D6** for each Shield Generator
- A roll of **4 or 5** cancels **1** hit, a roll of **6** cancels **2** hits and you roll again for each **6** rolled, although a roll of **4** has no effect against Rockets, Torpedoes or Mines

In effect, a Shield Generator reduces the number of hits that a model suffers. If a Battleship with **CR 9** suffers **12** hits and the Shield Generator cancels **4** hits, the attack is reduced to a total of **8** hits. This is lower than the **CR** of the Battleship, so it would avoid a Critical Hit.

Sonic Generator

Lady Julianna, Mistress of Politics at Wells Chasm, has long been a devotee of the arts, particularly of music. She once approached Markov, the Chief of Engineers, to develop her a machine to emulate the sounds of a full philharmonic orchestra in her study. Intrigued by the request, Markov obliged, and begun developing a machine to make it possible. Whilst Julianna's original request was never fulfilled, the research and development of the project led to the creation of the sonic generator. Whilst the music created by the machine is awful, it is also so loud as to

be able to disorient those nearby. War Master Schneider immediately saw the potential for military use in the device, a chance to fight an enemy in a non-fatal way, and commissioned the creation of several Land Ships armed with the generator, as well as permitting the release of the designs to the wider scientific community.

This Generator has the power to disorient the crews of other models; it is activated **AFTER** moving and **BEFORE** performing a Boarding Assault. It can affect every model within **8"** of the centre of the firing model (including your own models but excluding the model that activates the Generator).

- You roll **1D6** against every model within **8"** (excluding submerged models)
- A roll of **5 or 6** results in an affected model losing **2 AD** (on every weapon), **2 Ack Ack**, **2 Concussion Charges** and **2 MD** until the end of its next activation
- A model **CAN** fire a Sonic Generator **AND** make a Gunnery Attack in the same turn

If a model fired its Sonic Generator before any other attacks, a successful hit would reduce the **Ack Ack** and **Concussion Charges** of the target. It could then fire Rockets or Torpedoes and have a greater chance of success, because attacks are resolved in sequence.

Tesla Generator

*Even before Sturgeon embarked on his journey to discover the legendary Vault, Tesla energy was being used in numerous ways, mostly benign. Created by the ingenious Nikola Tesla in 1833, his brand of energy was soon discovered to have the ability to interfere with the power of nearby buildings and factories. This discovery was applied to the battlefield in 1856 by the **East India Company**, seeking a way to stop pirate transports without destroying them and their precious cargo. This Tesla generator has since been sold to all nations that could afford the East India Company's asking price, and is now a relative common sight on the battlefield, being used to derail enemy critical systems.*

This Generator has the power to short circuit the vital systems of other models; it is activated **AFTER** moving and **BEFORE** performing a Boarding Assault. It has a **360 Degree Arc** measured from the centre of the model, and can target **ONE** model within **8"** of the centre of the firing model.

- You roll **1D6** against one model within **8"**
- A roll of **5 or 6** results in a roll on the **Critical Hit Table**, although the target **DOES NOT** lose any Hull Points as a result of the **Critical Hit** effect
- If a Magazine Explosion or Sturgenium Flare is rolled on the **Critical Hit Table**, roll again until you get a different result
- A model **CAN** fire a Tesla Generator **AND** then make a Gunnery Attack in the same turn

A model recovers from the effects of a Tesla Generator in the same way as removing any Critical Hit, by making a successful Repair Roll at the end of a subsequent activation. But **CANNOT** recover **AP**.

MARs

This chapter covers what we call **Model Assigned Rules**, and are also referred to as abilities throughout the rules. They are simple to use enhancements to a model that give flavour when in battle. Some models have one, some have several and others have none.

The Fleet Information Guide (**FIG**) of a model will specify if a model has an ability and will also specify when an ability is only applicable to a particular weapon system. This list covers the abilities of models within the **FIGs** of each fleet presented in this book, and includes abilities of models that will be released in the future.

AIR HUNTER (weapon)

All attacks from this weapon against a flying model receive a **+1** to its **Attack Dice** rolls. A **4** becomes a **5** and so on.

ALTITUDE SKIMMING

If this model is obscured and has an All Stop token, it is **ONLY** affected by **Ack Ack** (hit on a roll of **6** instead of **4**, **5** or **6**) or Boarding Assaults.

AMPHIBIOUS CAPABILITY

This model can move on water and land. But the model's movement is halved on water from the number stated on the **FIG**. If a model moves on water **AND** land during the same activation, use the lower of the two ratings to determine its movement (if it has **8"** move on land and **4"** on water it can only move **4"** if it moves between both).

AQUATIC MARINES

This model can initiate a Boarding Assault against a submerged model (but not an obscured model); likewise if this model is submerged it can initiate a Boarding Assault against a surface model (and skips the **Ack Ack** phase of the surface model). In both cases the model scores a hit on a **4**, **5** or **6** normally.

ARMOURED BELLY

This model has heavy armour on its underside. This model receives **+1** to its **Critical Rating** against all attacks from non-flying models.

ARMOURED TOPSIDE

This model has heavy armour on its topside. This model receives **+1** to its **Critical Rating** against all attacks from non-diving models.

ASSAULT WEAPON (weapon)

This Creature or Robot model can initiate a Boarding Assault at a range of up to **1"**, the target of the attack **CANNOT** respond (and rolls no Melee Dice). The only exception is if the target of the attack has an Assault Weapon as well, in which case it can take part in the Boarding Assault. This model **CAN** fire its weapons while doing so, but **CANNOT** do so if it is involved in a Boarding Assault while in base contact.

BOMBARD

This model can use indirect fire with its Primary guns at the Range

Bands specified on its Attack Table, and gets a hit on a **5** or **6** (and **ONLY** against Capital Class models) while using indirect fire.

COMBUSTIBLE CARGO

If this model is destroyed any models (including your own) that are within a **4"** radius of the centre of the model (and at the same height level) are attacked with a number of **D6** equal to **DOUBLE** the starting **Hull Points** of the destroyed model. A destroyed model with **8 Hull Points** would therefore make an attack of **16D6**. This damage **CANNOT** be prevented. This explosion has no effect on models that are at different height levels from the destroyed model or on the other side of solid terrain that blocks line of sight.

CONVOY DUTY

This model can have up to one Squadron of Tiny flyers *attached* to it, even if it is not in the Large or Massive size class.

COORDINATED ASSAULT

If two or more models from the same Squadron are boarding the same target model, they each receive a **+1 MD** for each model in addition to the first (but **ONLY** if any **MD** survive the **Ack Ack**).

CORROSIVE (weapon)

If the number of hits from this weapon equals or exceeds the **Damage Rating** of a target you place one Corrosive token on the target; if the number of hits equals or exceeds the **Critical Rating** of a target you place two Corrosive tokens on the target (**INSTEAD** of one). Roll **1D6** at the end of each subsequent activation of the model. If you get a **1**, **2** or **3** remove the Corrosive token, if you get a **4**, **5** or **6** the model loses 1 additional **Hull Point** (you **DO NOT** roll an extra dice on a **6**). After rolling for the effects of the Corrosive token(s), a model (excluding Robots and Creatures) **CAN** make a Repair Roll to remove each Corrosive token.

COVERED DECKS

A Tiny flyer that has landed on this model **CANNOT** be targeted with **Ack Ack** fire.

DASH AND ELAN

When this model initiates a Boarding Assault it receives **+1** additional **Melee Dice** during every round of a Boarding Assault. This model **DOES** receive the bonus if it was boarded by another model.

DECK CREWS

Once per game this model can recover **1** lost or destroyed Tiny flyer (from any Squadron in its fleet) and place the model/token on this model, so long as it has the capacity to do so. If there is no space on the model the recovered Tiny flyer is destroyed.

DESTRUCTIVE ORDNANCE (weapon)

If the number of hits from this weapon equals or exceeds the **Damage Rating** of the target model it results in a roll on the **Critical Hit Table** (as

if the roll had equalled or exceeded the **Critical Rating** of the model). You otherwise resolve damage for this weapon normally.

DEVASTATING ORDNANCE (weapon)

If this weapon gets any **6**'s on the **FIRST** roll of the dice, you get to roll 2 extra dice for each **6** that is rolled (instead of **1D6**). If this weapon gets any **6**'s on subsequent rolls, they **ONLY** get an extra **1D6**.

DIE HARD CREW

This model rolls an additional die on **ALL** Bravery Tests.

DOUBLE DECKER

This model can **EITHER** launch two Squadrons, or land two Squadrons, or launch one Squadron **AND** land one Squadron.

EARTH HUNTER (weapon)

All attacks from this weapon against a diving (or submerged) model (land) receive a **+1** to its **Attack Dice** rolls. A **4** becomes a **5** and so on.

ELECTRICAL DEFENCES

If this model is the target of a Boarding Assault it gains **+3 Ack Ack** (of electrical damage) against enemy boarders during the **FIRST** turn of the combat.

ELITE CREW

The **Assault Points** of this model receives a **+1** bonus to hit on their **Melee Dice** rolls in every round of a Boarding Assault. This ability is also called **Ferocious** where it applies to Creatures and Robots.

ELUSIVE TARGET

If a Small class model uses a Gunnery Attack, Rockets, Torpedoes or Bombs to fire at this model, then it can only hit it on a **5** or **6**.

EMPLACED

You can deploy this model at the start of the game **ANYWHERE** on the table. But you **CANNOT** place it within the deployment area of any other player. This means that you can deploy models on land and sea, which assumes that those that are deployed on sea are on foundations (Coastal Defences can be deployed on land on the assumption that they represent a bunker). You deploy the model during the normal pre-game sequence of deploying Squadrons.

EXPERIENCED ENGINEERS

This model makes a successful Repair Roll on a **1, 2, 3** or **4**.

EXTENDED RANGE

This model can initiate a Boarding Assault against a target within **8"** (instead of **4"**), and can also recover the boarding party if the model is within **8"** when the Boarding Assault is completed.

FEARLESS

This model **AUTOMATICALLY** passes **ALL** Bravery Tests.

FAST TARGET

If a Capital class model uses a Gunnery Attack, Rockets, Torpedoes or Bombs to fire at this model, then it can only be hit on a **6**.

FEROCIOUS

The Assault Points of this model receives a **+1** bonus to hit on their **Melee Dice** rolls in every round of a Boarding Assault. This ability is also called **Elite Crew** where it applies to other models.

FLIGHT CAPABILITY

This model can move in the air and on land. But the model's movement is halved in the air from the number stated on the **FIG**. If a model moves in the air **AND** on land during the same activation, use the lower of the two ratings to determine its movement (if it has **8"** move in the air and **4"** on land it can only move **4"** if it moves between both).

FORWARD OBSERVER

This model can have a maximum of one Recon tiny flyer *attached* to its Squadron, even if it is not in the Large or Massive size class.

FUEL RESERVES

If this model suffers a Critical Hit roll **1D6**; if you get a **5** or **6** place **1** additional Raging Fire token on the model (you **DO NOT** roll an extra dice on a **6**).

GAS ALERT

When this model initiates a Boarding Assault it receives **+2** additional **Melee Dice** during the **FIRST** round of the Boarding Assault. This model **DOES NOT** receive the bonus if it was boarded by another model.

GROUND CLAMPS

This model can use the All Stop token to indicate that it has attached clamps to the ground. When it does so, the model **CANNOT** move or be moved. If it suffers an Engine or Rudder Critical Hit, roll again until you get a different Critical Hit. If it suffers a Sturginium Flare it **DOES NOT** teleport, instead the model is destroyed. It also receives a **+1** to its **Attack Dice** rolls while it has attached clamps. It removes the All Stop token using the normal rules, and then loses these advantages.

HARD IMPACT (weapon)

If a model loses **1** or more **Hull Points** from an attack by this weapon, it is knocked back directly away from the source of the attack (but **ONLY** if the target model is in a smaller size class). Models that are one size class smaller are knocked back **1"**, models that are two or more size classes smaller are knocked back **2"**. This may cause collisions to occur. If the model **CANNOT** move (or **CANNOT** move the full amount), it still causes collision damage as if it were a new contact.

HULL BREAKER

If this model performs a ram and equals or exceeds the **Critical Rating** of the target, the target loses **+1D3** additional **Hull Points**. The model also **IGNORES** Treacherous Terrain.

HULL RIPPER

If this model performs a ram and equals or exceeds the **Critical Rating** of the target, the target loses **+1D3** additional **Hull Points**. Place this model with its rear end touching the opposite side of the target model, as if you had just passed underneath it in a straight line, but not touching any other model or solid terrain. If there is not room to place the model, you may **NOT** use Hull Ripper. The additional movement

from the Hull Ripper rule **CAN** allow this model to exceed the normal movement rate.

HULKING

This model counts as being **ONE** size class larger for the purpose of determining line of sight.

ICON

If a model in your fleet is within **8"** of this model, measuring from any part of one model in the Squadron to any part of this model, roll an additional **1D6** when resolving Break and Bravery Tests. If this model is *lost*, every Squadron (and *split off* models) in its Fleet **MUST** make a Break Test, even if this model was either obscured or submerged. This ability **DOES NOT** stack with the extra **1D6** on Bravery Tests provided by a Fleet Commodore in the same fleet, or another model that has the Icon ability.

IMMOVABLE

This model **CANNOT** move or be moved. If it suffers an Engine or Rudder Critical Hit, roll again until you get a different Critical Hit. If it suffers a Sturinium Flare it **DOES NOT** teleport, instead the model is destroyed. This model also ignores the effects of Energy Portals.

IMPERVIOUS

If a model initiates a Boarding Assault against a target that has the Impervious ability, it reduces its **Melee Dice** by **HALF** during every round of the Boarding Assault.

INCENDIARY ROUNDS (weapon)

If the number of hits from this weapon equals or exceeds the **Damage Rating** of a target you place one Raging Fire token on the target. If more than one model with Incendiary Rounds uses Linked Fire, the target **ONLY** gains a maximum of **1** Raging Fire token.

INDESTRUCTIBLE

If this model is destroyed you **DO NOT** remove it from the table, but you still score **Victory Points** for destroying it. A model **CAN** still perform a Boarding Assault against this model (if it is destroyed) and capture it. Critical Hit effects that affect **Assault Points** still apply to this model if it is destroyed (and it contains boarding parties).

INVENTIVE SCIENTISTS

If this model uses a Generator, it can re-roll **ONE** of the dice that it rolls to resolve the effects of the Generator, but it **MUST** take the second result instead.

INVINCIBLE

This model is immune to attacks by Torpedoes and Rockets (and any **MAR** abilities that they might have).

IRON RAM

When this model performs a ram (and only models with a **Ram Rating** of **1** or more can do so), it reduces the number of **D6** rolled against itself by **HALF**. If it would normally suffer an attack of **4D6** (from a Cruiser with **4 Hull Points**), it only suffers an attack of **2D6**. This rule **DOES** apply to a model that rams terrain.

JETTISON DAMAGE

This model can recover **1** lost **Hull Point** once per game when it is activated, but it gains the Vulnerable ability.

LETHAL STRIKE (weapon)

If the number of hits from this weapon equals or exceeds the **Damage Rating** of a target, the target loses **+1** additional **Assault Point**. If more than one model with Lethal Strike uses Linked Fire, the target **ONLY** loses a maximum of **1 Assault Point**.

LIMITED RESOURCES

This model only gets hits with its **Melee Dice** rolls on a **5** or **6** when it performs a Boarding Assault; it still gets hits on a **4**, **5** or **6** when it is boarded.

LONG LEGS

This model can move over models, terrain (including rivers) and tokens that are one or more size classes smaller (and **DOES NOT** activate Mines while doing so). It still **CANNOT** end its movement on top of another model or token however.

MAGNETIC MINES

If this model has laid any Mines, you can move them up to **2"** on every subsequent turn when you activate this model. If you move a Mine within the **2"** activation range of another model (at any point of its move) you resolve the attack of that Mine. Resolve the movement and activation of each Mine one at a time.

MANOEUVRABLE

If this model has an All Stop token, it can rotate up to 90 degrees during its next activation **INSTEAD** of removing the All Stop token. Rotate the model from its centre point.

MINEFIELDS

You can deploy **5** Mine tokens (with an **MN** rating of **5**) anywhere within **12"** of the centre line of the board **AFTER** players have deployed their Squadrons, for each model in your fleet that has the Minefields ability.

PACK HUNTERS (weapon)

When a Squadron of models that has Pack Hunters uses Linked Fire, the combined attack receives **+1 AD** to the Linked Fire total for each model in addition to the first.

PANIC DIVE

After an **AD** attack or ram this model can roll **1D6** to perform a Panic Dive. If you get a **5** or **6** this model manages to slip beneath the waves **IMMEDIATELY** after its attack. You now use the normal submerged rules for resolving firing and boarding against this model.

QUICK LAUNCH

The Tiny flyers on this model can make up to a full move without losing **1** fuel, but **ONLY** when they launch.

RADIO NETWORK

If one or more models in your fleet has this ability, your hand size is

increased by **+1**, and can therefore exceed 5. This ability **DOES NOT** stack with multiple models that have Radio Network.

RAPID FIRE

This model can make up to **2** re-rolls when it resolves **Ack Ack** and **Concussion Charge** dice rolls during its activation and during the activation of other models, but **MUST** use the second result.

REASSIGNMENT

If multiple models from the same Squadron win a Boarding Assault together or collide with each other, they can redistribute their remaining **Assault Points** among themselves – but no model may exceed its original **Assault Point** rating. Any model reduced to zero **Assault Points** by Reassignment can move and fire normally.

REDOUBTABLE

This model only reduces its **AD** by **-1** for every **2** Hull Damage tokens that it has. If it has **3** Hull Damage tokens you would only reduce its **AD** by **-1** (instead of **-3**). Sometimes this will apply to particular weapons on the model, it will specify if such weapons have this ability.

RUGGED CONSTRUCTION

Any model or token that makes a Gunnery Attack, uses Rockets or Torpedoes, fires Ack Ack or Concussion Charges or drops Bombs against this model reduces its **AD** by **-1** (**BEFORE** calculating Linked Fire).

SECURITY POSTS

If this model is boarded by an enemy, it loses **2** less **Assault Points** than the number of **Melee Dice** hits rolled for during the first round of the Boarding Assault (during the initial activation).

SHARPSHOOTERS

At any point during its activation, this model can make a Sharpshooter attack against one model that is within **4"** (excluding Creatures, Robots, submerged or obscured models, Submarines and Burrowers) in addition to all other attacks. Roll **1D6**; if you get a **5** or **6** the model loses **1 Assault Point** (you **DO NOT** roll an extra dice on a **6**).

SHALLOW WADER

This model can move on land and water, and does so safely so long as it remains within **4"** of an island or landmass. It does not reduce its movement if it moves on both terrain types in the same turn. This model treats 'open water', anything that is more than **4"** from an island or landmass as Treacherous Terrain.

SILENT RUNNING

If this model is submerged and also has an All Stop token, it is **ONLY** affected by **Concussion Charges** (hit on a roll of **6** instead of **4, 5** or **6**) or Boarding Assaults.

SMALL TARGET

If a Capital class model uses a Gunnery Attack, Rockets, Torpedoes or Bombs to fire at this model, then it can only hit on a **5** or **6**.

SPOTTER

This model can function as a Spotter for another model or Squadron that does not have line of sight to its target. The other model/Squadron can use indirect fire against a target that the Spotter has line of sight to. It can **ONLY** do so with Primary guns at **Range Band 3** or **4**, and **ONLY** against Capital Class models. In addition it only registers a hit on a roll on a **5** or **6**. This also applies to Bombards (or weapons with the Bombard ability) in which case a Bombard using indirect fire with a Spotter would register a hit on a **4, 5** or **6**.

STRATEGIC OBJECTIVE

If this model is captured or destroyed your opponent gains additional **Victory Points**. The amount of **Victory Points** gained will be specified in brackets, for example Strategic Objective (50). These **Victory Points** are added **AFTER** any other modifiers (like half/double).

STREAMLINED HULL

This model receives **+1** to its **Movement**, so long as it **DOES NOT** turn.

STURGINIUM BOOST

You can roll **1D6** when this model is activated. If you get a **5** or **6** it receives **+2** to its **Movement**. Roll once if you have a whole Squadron that uses a Sturgium Boost. Any or none of the models in a Squadron can use the **Movement** bonus and can use part or all of it.

SWIFT ASCENT

After an **AD** attack or ram this model can roll **1D6** to perform an emergency Swift Ascent. If you get a **5** or **6** this model manages to rise into the clouds **IMMEDIATELY** after its attack. You now use the normal obscured rules for resolving firing and boarding against this model.

TELESCOPIC ZOOM (weapon)

This model has an increased range on one or more of its weapons. The **FIG** will specify which weapon is affected and what its range is increased to, for example Telescopic Zoom (**Ack Ack 16"**).

TERROR WEAPON (weapon)

If the number of hits from this weapon equals or exceeds the **Critical Rating** of a target you place one **Break** token on the model.

TOWERING

This model **CAN** perform Gunnery Attacks against flying models (excluding obscured models) that are within **Range Band 1**. The line of sight of this model is only blocked by other Towering models and terrain of a higher Height Level.

VULNERABLE

If your opponent rolls on the Critical Hit Table against this model, they can choose to re-roll both dice, but he **MUST** take the second result instead.

WATER HUNTER (weapon)

All attacks from this weapon against a diving (or submerged) model (naval) receive a **+1** to its **Attack Dice** rolls. A **4** becomes a **5** and so on.

OPTIONAL

OBSTACLES

At the start of a game you could place a couple of terrain pieces on the table, or use the tables below to see if you get any terrain and where that terrain is placed. First roll **1D6** at the start of a game to see how many pieces of terrain there are; if you get a **4** there are **4** pieces of terrain and so on. Then roll **2D6** for each piece of terrain and refer to the table below:

2 to 3	Energy Vortex
4 to 6	Reef or Woods
7	Building
8 to 10	Sandbar or Swamp
11 to 12	Fortress

Once you have determined what the terrain is, divide the table up into **6** equal sections and number them as **1, 2, 3, 4, 5** and **6**. Roll **1D6** to determine where to place the terrain; if you get a **4** place the terrain in that section and so on. If terrain is allocated to your half of the table, you choose where to place it. You **CANNOT** place terrain so that it rests in more than one section.

You may well have a mixture of islands, landmasses and ocean on your table, which is why you get the option of a Reef or Woods/Sandbar or Swamp. Depending on what section of the table you place the terrain in you may be limited to naval terrain (Reef/Sandbar) or land terrain (Woods/Swamp).

The other terrain options can be placed on sea or land, as a Building or Fortress could easily be some kind of naval installation.

If you do not have models to represent certain types of terrain, you can either roll again or use an island (or hill) instead. If you use an island or hill it can be **4 to 8"** in length and/or width.

ENERGY PORTALS

The game allows for mixed forces of naval, aerial and land models, and your table layout should allow for deploying naval and land models. Aerial models can move over any terrain anyway, but you need a good mix of islands, landmasses and ocean. You also need fairly wide areas of ocean to allow Large and Massive models plenty of room for manoeuvre.

The addition of 2" diameter Energy Portals gives you more flexibility for re-deploying land models and crossing ocean areas without the use of a bridge. These portals occur randomly due to the leakage of **Element 270** from ships, land ships or factories.

You get **1D6+1** portals at the start of the game, which are deployed by alternately on the table (each player rolls **2D6** to determine who lays the first portal) and are assumed to be at surface level.

- You deploy the first portal on any island or landmass, any subsequent portals must be deployed on an island or landmass that does not yet have a portal
- If all of the islands and landmasses already have portals, you can deploy subsequent portals on any island or landmass
- If the entire table is one landmass, you can deploy the portals anywhere on the table, in which case they provide outflanking opportunities
- Energy Portals block line of sight for **ALL** surface models
- Models **CANNOT** fire through one portal and out of another portal (with any type of weapon or Generator), and **CANNOT** launch a Boarding Assault through a portal

A model can enter a portal from any side, and automatically does so if any part of the model touches the portal token. It then exits another portal in any direction you want the model to. The problem is that you cannot guarantee which portal you will exit from.

- When a model or a Squadron enters a portal, roll **1D6** to determine which portal the model or Squadron exits from (if any models from a Squadron fail to enter a portal they are left behind)
- On a **1** you place the model or Squadron to one side of the table and roll again next time the model is activated (which will cause issues over Command Distance)
- On a **2** your opponent chooses which portal the model or Squadron exits from and in which direction
- On a **3, 4, 5** or **6** you choose which portal the model or Squadron exits from and in which direction
- When a model or Squadron exits a portal it can continue to move with its remaining movement, and if it cannot move clear of the portal it receives enough additional movement to do so
- If a different model or Squadron moves into a portal in different activations, you roll for each model or Squadron separately when they are activated

NOTE: There is no reason why you cannot deploy Energy Portals on ocean areas, in the air or below the ground or sea. For simplicity, models that move into a portal are only ever teleported between portals that are on the same terrain (land or sea) and at the same height level (submerged, surface, flying and obscured). In which case portals deployed at different height levels would block line of sight for models that are at the same height level.

ENERGY VORTEX

Sometimes the interaction of two or more Energy Portals or the unexpected eruption of **Element 270** (cause unknown) can create an Energy Vortex. These vortexes frequently drag small and large craft alike toward them where they are crushed by the strange forces that interact within them.

Mines and derelicts (that are in range) automatically move toward the vortex during the End Phase and Mines explode as soon as they move within **2"** of any model (or the centre of the vortex). Terrain, Emplaced models (like most Fortifications) and Energy Portals are unaffected by the power of the vortex. Energy Vortexes block line of sight for **ALL** models at **EVERY** height level.

NOTE: A Vortex **DOES NOT** teleport models or tokens using the Energy Portal rules. It **DOES** however extend into every height level and affect **ALL** models at every height level (submerged, surface, flying and obscured).

A vortex starts the game as a Small Vortex and can grow and shrink during the game (but doesn't disappear). Roll **1D6** during each End Phase for the vortex; if you get a **1** it grows into the next larger size, if you get a **2, 3, 4** or **5** it stays the same, and if you get a **6** it shrinks into the next smaller size.

- A **Small** Energy Vortex has a diameter of **2"** and affects models within **Range Band 1**
- A **Medium** Energy Vortex has a diameter of **4"** and affects models within **Range Band 2**
- A **Large** Energy Vortex has a diameter of **6"** and affects models within **Range Band 3**
- A **Massive** Energy Vortex has a diameter of **8"** and affects models within **Range Band 4**

Roll **1D6** for any model or token that ends its activation within the **Range Band** which a vortex has an effect (the vortex **DOES NOT** teleport models).

- If you have activated a Small or Tiny sized model and you get a **1, 2** or **3** rotate the model **45** degrees toward the Vortex and move it **1D6"** toward the Vortex
- If you have activated a Medium sized model and you get a **1** or **2** rotate the model **45** degrees toward the Vortex and move it **1D6"** toward the Vortex
- If you have activated a Large or Massive model and you get a **1** rotate the model **45** degrees toward the Vortex and move it **1D6"** toward the Vortex
- If you have activated a model that has an All Stop (or is moving backwards) token within range of a Vortex it is affected normally.

NOTE: Tiny flyers that are on the deck or landing strip of a model are rolled for separately. Land models that are dragged into base contact with sea (or similar terrain) are immediately destroyed, unless they have the Amphibious ability, in which case they move into the sea normally toward the vortex (and vice versa).

- If a Vortex template grows larger into a model, or a model moves into a Vortex template, the model suffers an attack **EQUAL** to its own Hull Points
- If any part of a model moves into, through or out of the centre point of a Vortex, it suffers an attack equal to **DOUBLE** its own Hull Points

- If a model is affected by more than one Vortex, resolve the effects on the model's movement and any applicable attacks for each Vortex in an order chosen by its player
- If a model is moved by the Vortex into another model or terrain, this will result in a ram or collision, but you **CANNOT** resolve a Boarding Assault

FORTRESS

This is neutral installation, the crew of which will fire at any model that comes close enough. If the Fortress is destroyed or captured Victory Points are scored for it normally and the rules for captured models and derelicts apply normally. Ideally you need a model that is to **2** to **4"** in length and width and at least **2"** high to represent the Fortress.

- The Fortress is a Large Capital model and blocks line of sight for all surface and diving models, and is Height Level 1
- It has Gunnery Attacks of **12 AD (RB1), 10 AD (RB2), 8 AD (RB3)** and **6 AD (RB4)** in the Fore, Aft, Port and Starboard arc, all of which are Broadside arcs (the Fore/Aft are not Channel Arcs)
- It has these core statistics **DR 7, CR 13, MV 0", HP 15, AP 15, RM 0, AA 6, CC 0**, is immune to Torpedoes and Mines and counts as Hard
- The Fortress has these **MAR** abilities: Emplaced and Towering, Indestructible and Redoubtable, Immovable and Invincible
- It is activated during the **End Phase**, and targets the closest model in each arc measured from any part of the Fortress to any part of the closest target

An FSA Independence Class Battleship is a deadly foe for any enemy commander to deal with. In this image you can see it has been fitted with a Rocket Battery upgrade, which comes as standard. But in addition to this the Battleship can swap the Rockets out and replace them with either a Shield Generator **OR** a Kinetic Generator. Plenty of options for the budding Navy Commander.



BRITANNIA

In 1867 a decision was taken by the Government of the **Kingdom of Britannia (KoB)** to form a *combined* military that was led by one man, a single guiding hand who could marshal the staggering technological advances being made with machines of war, and create a military that acted as a single weapon that could be used to strike down insurrection around the world, whether it was on land, sea or air.

To this end three military *Fleets* were formed: Naval, Land and Air. Each of these is led by a Lord Admiral (a rank the Queen likes!) and in overall command is the High Lord of the Admiralty, who in the year 1870 is the most esteemed Lord Henry Tillinger. At first there was some resistance from the military old guard, mainly to the naming policy of *Fleets*, but Tillinger's experience shone through.

The small island nation of Britannia has many things it is proud of, but its naval might is something it has held on to throughout the centuries. Since its creation in 1400, to command fleets that would protect the lands from raiders in the Northern and Western Seas, the Navy has held sway with the monarchy.

Queen Victoria places high favour in her Navy and the current Lord Admiral is Joshua Spencer, who is as popular at court as he is capable of commanding the Navy. The **KoB** currently has a little over 500 vessels in active duty, many of which are serving in far flung locations around the world. A large number of these 500 vessels are Battleships and Dreadnoughts.

Engineers are working on new designs, an initiative Her Majesty is most excited by, and although the likes of the **Prussian Empire** has a larger naval complement,


the **KoB** has always held a lofty position, deemed by many to be the finest and best trained. Indeed, if naval might was selected on the *pomp* of a uniform then the **KoB** would rule the waves for many decades to come!

The most powerful Naval Battle Group (**NBG**) is the one operating in the North Sea. The constant threat of military conflict with Prussia and concerns over raids by Covenant vessels, keep the **North Sea NBG** in a state of constant readiness.

Despite its small size the **KoB** has controlled vast swathes of land around the globe, a period of massive Empire building seeing the **KoB** settle on every land mass. To back up this expansionism, the military of the **KoB** needed to be more than just a powerful Navy. It needed an Army that a King or Queen could be proud of. Over the centuries the land forces of the **KoB** have fought campaign after campaign around the world, rarely losing. The current Lord Admiral of the Land Fleet is Edmund Johnson, a seasoned veteran of numerous campaigns, having started his military career in the Navy before being chosen in 1867 to control the Land Fleets.

The youngest of the Fleets is the Aerial Fleet which is led by Admiral William Thomas. The *Sky Lord*, as his pilots have dubbed him, knows that much is expected from his newly formed fighting force. But his vigour and belief for the impact Air Warfare can have on the world allows him to rise above derisory comments from his peers, no pun intended, and as the military of the **KoB** continues to stretch itself around the globe, Lord Thomas believes his pilots and machines of war will one day be the most powerful fighting asset the **KoB** has.



 BRITANNIA Ruler Class Battleship					DR	CR	Mv	HP
					6	10	6"	8
RANGE BAND	1	2	3	4	Cost: 180 Points			
Main Turrets (P)	9	7	5	2	AP	AA	CC	RR
P/S Broadside (S)	6	4	2	-	6	5	3	0
P/S Torpedoes	-	7	6	5				
Fore Torps	-	7	6	5				

This is a **LARGE CAPITAL CLASS** model
It uses the **LARGE** template for moving
If moved, this model **MUST** move a minimum of **2"** during its activation
Up to **70%** of your points can be spent on **LARGE CLASS** models
Britannia Battleships are deployed in **SQUADRONS** of 1 model

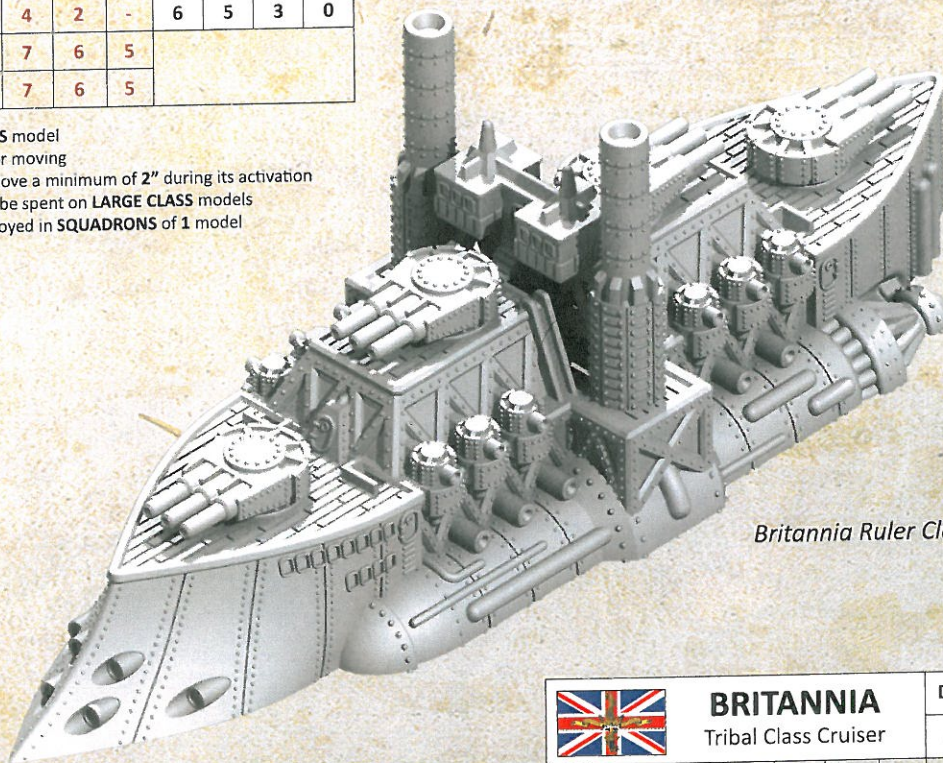
Model Assigned Rules

Experienced Engineers


This model **CAN** replace up to **TWO** turrets with Shield Generators for **NO** points difference.

The Main Turrets have a **270** degree Arc of Fire, while the Torpedoes all have a Fixed Channel.

This model has **FOUR** Primary turrets, each of which uses the Main Turret (P) statistic line.



Britannia Ruler Class Battleship

 BRITANNIA Tribal Class Cruiser					DR	CR	Mv	HP
					4	6	8"	4
RANGE BAND	1	2	3	4	Cost: 60 Points			
Main Turrets (P)	7	5	2	-	AP	AA	CC	RR
P/S Broadside (S)	-	-	-	-	5	3	1	0
P/S Torpedoes	-	6	5	3				
Fore Torps	-	6	5	3				

This is a **MEDIUM CAPITAL CLASS** model
It uses the **MEDIUM** template for moving
If moved, this model **MUST** move a minimum of **2"** during its activation
Up to **70%** of your points can be spent on **MEDIUM CLASS** models
Britannia Cruisers are deployed in **SQUADRONS** of 2 to 3 models


Model Assigned Rules

You can give a Squadron of Cruisers the Experienced Engineers ability for a cost of 5 points per model.

This model **CAN** replace up to **ONE** turret with a Shield Generator for **NO** points difference.

The Main Turrets have a **270** degree Arc of Fire, while the Torpedoes all have a Fixed Channel.

This model has **TWO** Primary turrets, each of which uses the Main Turret (P) statistic line.


 BRITANNIA Attacker Class Frigate					DR	CR	Mv	HP
					3	5	11"	2
RANGE BAND	1	2	3	4	Cost: 25 Points			
Fore Turret (S)	4	3	1	-	AP	AA	CC	RR
Aft Turret (S)	4	3	1	-	2	2	1	0
P/S Torpedoes	-	4	2	1				
Fore Torps	-	-	-	-				

This is a **SMALL CLASS** model
It uses the **SMALL** template for moving
If moved, this model **MUST** move a minimum of **2"** during its activation
Up to **40%** of your points can be spent on **SMALL CLASS** models
Britannia Frigates are deployed in **SQUADRONS** of 2 to 4 models

Model Assigned Rules

Small Target

The single Fore and single Aft Turret each have a **270** degree Arc of Fire, while the Torpedoes have a Fixed Channel.

	BRITANNIA				DR	CR	Mv	HP
	Avenger Fleet Carrier				5	8	6"	9
RANGE BAND	1	2	3	4	Cost: 155 Points			
Main Turrets (P)	7	5	2	-	AP	AA	CC	RR
P/S Broadside (S)	6	4	2	-	6	5	3	0
P/S Torpedoes	-	7	6	5				
Fore Torps	-	11	9	8				

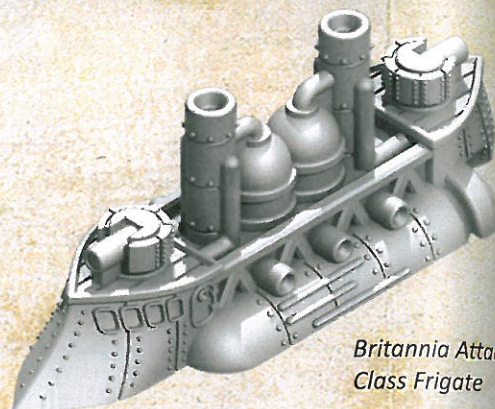
This is a **MASSIVE CAPITAL CLASS** model
 It uses the **LARGE** template for moving
 If moved, this model **MUST** move a minimum of **2"** during its activation
 Up to **70%** of your points can be spent on **MASSIVE CLASS** models
 Britannia Fleet Carriers are deployed in **SQUADRONS** of 1 model

Model Assigned Rules


Experienced Engineers
 Carries 6 Aeroplanes
 Fuel Reserves
 Deck Crews

The Main Turrets (under the Port and Starboard flight decks) have a **90 degree** Arc of Fire, while the Torpedoes all have a **Fixed Channel** (the Fore Channel is equal to the width of both hulls).

This model has **FOUR** Primary turrets, each of which uses the Main Turret (P) statistic line.



Britannia Attacker Class Frigate

	BRITANNIA				DR	CR	Mv	HP
	Majesty Class Dreadnought				7	13	6"	10
RANGE BAND	1	2	3	4	Cost: 230 Points			
Main Turrets (P)	9	7	6	4	AP	AA	CC	RR
Beam Turrets (P)	9	7	6	4	11	8	8	7
Fore Torps	-	9	8	7				
P/S Broadside (S)	6	4	2	-				

This is a **LARGE CAPITAL CLASS** model
 It uses the **LARGE** template for moving
 If moved, this model **MUST** move a minimum of **2"** during its activation
 Up to **70%** of your points can be spent on **LARGE CLASS** models
 Britannia Dreadnoughts are deployed in **SQUADRONS** of 1 model


Model Assigned Rules

Experienced Engineers
 Elite Crew
 Iron Ram

This model **CAN** be fitted with up to **TWO** Shield Generators. These are costed at **20** points each.

NOTE: The Main turrets of this model have a **270 degree** arc of fire. But the Beam Turrets (2 turrets on the side decks) **ONLY** have a **180** degree arc of fire facing Port or Starboard, while the Torpedoes have a **Fixed Channel**.

This model has **SIX** Primary turrets, four of which uses the Main Turret (P) statistic line and two of which use the Beam Turret (P) statistic line.

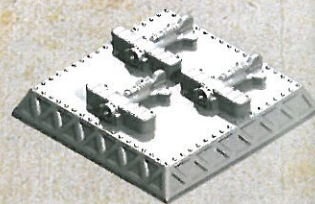
	BRITANNIA				DR	CR	Mv	HP
	Swift Class Corvette				3	4	13"	2
RANGE BAND	1	2	3	4	Cost: 20 Points			
Fore Turret (S)	4	3	1	-	AP	AA	CC	RR
P/S Broadside (S)	-	-	-	-	1	2	1	0
P/S Torpedoes	-	-	-	-				
Fore Torps	-	-	-	-				

This is a **SMALL CLASS** model
 It uses the **SMALL** template for moving
 If moved, this model **MUST** move a minimum of **2"** during its activation
 Up to **40%** of your points can be spent on **SMALL CLASS** models
 Britannia Corvettes are deployed in **SQUADRONS** of 2 to 5 models

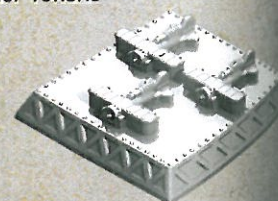
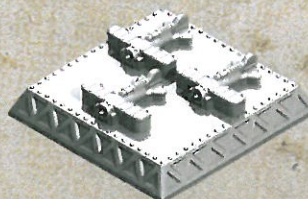
Model Assigned Rules

Fast Target
 Elusive Target

The single Fore Turret has a **270** degree Arc of Fire.



Britannia Fighter Tokens

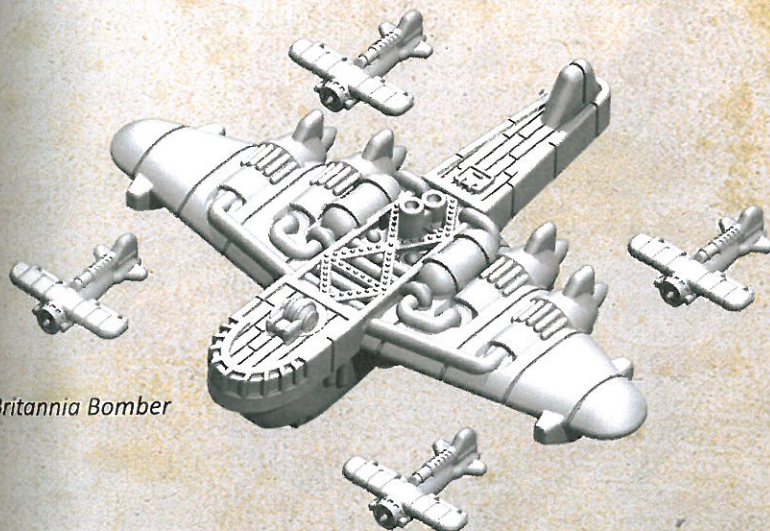


 BRITANNIA Bastion Class Escort					DR	CR	Mv	HP
					3	5	9"	2
RANGE BAND	1	2	3	4	Cost: 25 Points			
Main Turrets (P)	-	-	-	-	AP	AA	CC	RR
P/S Broadside (S)	-	-	-	-	1	3	3	0
P/S Torpedoes	-	-	-	-				
Fore Torps	-	-	-	-				


This is a **SMALL CLASS** model
 It uses the **SMALL** template for moving
 If moved, this model **MUST** move a minimum of 2" during its activation
 Up to 40% of your points can be spent on **SMALL CLASS** models
 Britannia Escorts are deployed in **SQUADRONS** of 1 to 3 models

Model Assigned Rules

Small Target
 Elusive Target



Britannia Bomber


 BRITANNIA Orion Class Destroyer					DR	CR	Mv	HP
					3	5	11"	2
RANGE BAND	1	2	3	4	Cost: 40 Points			
Fore Turret (S)	4	3	1	-	AP	AA	CC	RR
P/S Broadside (S)	-	-	-	-	2	2	2	0
P/S Torpedoes	-	-	-	-				
Fore Torps	-	6	5	3				

This is a **SMALL CLASS** model
 It uses the **SMALL** template for moving
 If moved, this model **MUST** move a minimum of 2" during its activation
 Up to 40% of your points can be spent on **SMALL CLASS** models
 Britannia Destroyers are deployed in **SQUADRONS** of 2 to 4 models

Model Assigned Rules

Small Target
 Pack Hunters

The single Fore Turret has a 270 degree Arc of Fire, while the Torpedoes have a Fixed Channel.

 BRITANNIA Agincourt Class Gunship					DR	CR	Mv	HP
					4	7	8"	5
RANGE BAND	1	2	3	4	Cost: 80 Points			
Main Turret (P)	7	5	3	-	AP	AA	CC	RR
P/S Broadside (S)	-	-	-	-	6	4	4	-
P/S Torpedoes	-	7	6	3				
Fore Torps	-	7	6	3				

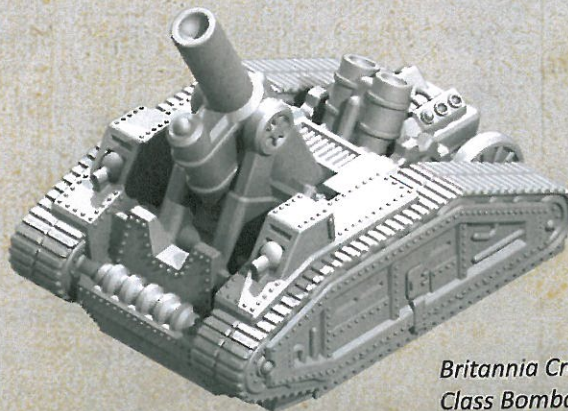
This is a **MEDIUM CLASS CAPITAL** model
 It uses the **MEDIUM** template for moving
 If moved, this model **MUST** move a minimum of 2" during its activation
 Up to 70% of your points can be spent on **MEDIUM CLASS** models
 Britannia Gunships are deployed in **SQUADRONS** of 2 to 3 models

Model Assigned Rules


Experienced Engineers

The Main Turrets have a 270 degree Arc of Fire, while the Torpedoes all have a Fixed Channel.

This model has **TWO** Primary turrets, each of which uses the Main Turret (P) statistic line.



Britannia Cromwell Class Bombard

	BRITANNIA MK II Class Tank				DR	CR	Mv	HP
					4	6	7"	3
RANGE BAND	1	2	3	4	Cost: 40 Points			
Fore Fixed (S)	6	4	-	-	AP	AA	CC	RR
P/S Side Guns (S)	6	5	2	-	3	2	1	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				

This is a **MEDIUM CLASS** model


This model **CAN** move 0" straight ahead before making each 45 degree turn

This model **has** a minimum move of 0" if it is moved

Up to 70% of your points can be spent on **MEDIUM CLASS** models

Britannia Medium Tanks are deployed in **SQUADRONS** of 2 to 4 models

The P/S Side Guns have a 180 degree arcs of fire facing Port or Starboard and the Fore Guns have a Fixed Channel.

	BRITANNIA Cromwell Class Bombard				DR	CR	Mv	HP
					4	6	6"	3
RANGE BAND	1	2	3	4	Cost: 60 Points			
Fore Guns (P)	9	7	6	4	AP	AA	CC	RR
Fore Guns (S)	-	-	-	-	2	1	1	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				

This is a **MEDIUM CLASS CAPITAL** model

This model **CAN** move 0" straight ahead before making each 45 degree turn

This model **has** a minimum move of 0" if it is moved

Up to 70% of your points can be spent on **MEDIUM CLASS** models


Britannia Medium Bombards are deployed in **SQUADRONS** of 2 to 3 models

Model Assigned Rules

Bombard (Fore Fixed)

Forward Observer

The Fore Guns have a Fixed Channel.

	BRITANNIA Sovereign Class Land Ship				DR	CR	Mv	HP
					5	8	6"	7
RANGE BAND	1	2	3	4	Cost: * Points			
Main Turrets (P)	7	5	2	-	AP	AA	CC	RR
Mortars (P)	-	8	7	5	6	5	2	-
P/S Broadside (S)	10	8	5	2				
P/S Torpedoes	-	-	-	-				

This is a **LARGE CLASS CAPITAL** model

This model **MUST** move 1" straight ahead before making each 45 degree turn

This model **HAS** a minimum move of 0" if it is moved

Up to 70% of your points can be spent on **LARGE CLASS** models

Britannia Land Ships are deployed in **SQUADRONS** of 1 model

Different Variants

* This model can **EITHER** have **FOUR** top mounted Primary Turrets (Off Set 180 degree Arc of Fire for **EACH** turret) for **125 Points** **OR** a Mortar Platform (270 degree Arc of Fire for the entire mortar battery) for **110 Points**. The mortars **CANNOT** Link Fire with any other weapons. If the model is fitted with the Cathedral HQ top it costs **90 Points**. If the model has the HQ top it also gains the **ICON** ability - see the **MARs Chapter** for details.

NOTE: The statistic line that is listed for the Mortar Platform represents the collective firepower of the Mortars. You therefore only use the statistic line once per shot.

NOTE 2: You use the Main Turret (P) statistic line for **EACH** of the **FOUR** turrets.

Model Assigned Rules

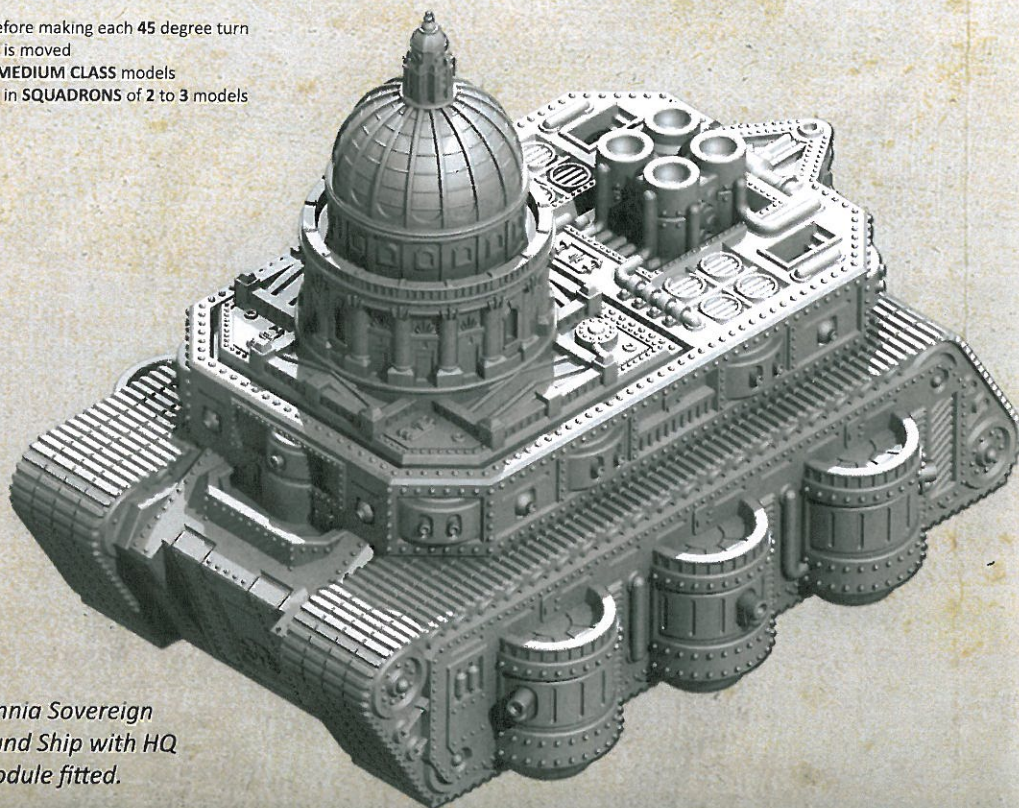
Experienced Engineers

Impervious


Hulking

Bombard (Mortars)

Icon



*Britannia Sovereign
Class Land Ship with HQ
module fitted.*


 BRITANNIA Doncaster Class Bomber					DR	CR	Mv	HP
					4	6	10"	4
RANGE BAND	1	2	3	4	Cost: 60 Points			
Fixed Aft Bombs	8	-	-	-	AP	AA	CC	RR
Fore Torps (Fixed)	-	7	6	5	4	5	2	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				

This is a **MEDIUM CLASS FLYING** model
 This model **MUST** move 1" straight ahead before making each 45 degree turn
 If moved, this model **MUST** move a minimum of 4" during its activation
 Up to 70% of your points can be spent on **MEDIUM CLASS** models
 Britannia Bombers are deployed in **SQUADRONS** of 2 to 3 models

Model Assigned Rules

Swift Ascent
 Limited Resources
 Cannot Halt
 Cannot Move Backwards

NOTE: This model's torpedoes **ONLY** work against naval models.

 BRITANNIA Eagle Class War Rotor					DR	CR	Mv	HP
					6	8	7"	8
RANGE BAND	1	2	3	4	Cost: 130 Points			
Main Turrets Fore (P)	9	5	2	-	AP	AA	CC	RR
Main Turrets Aft (P)	9	5	2	-	8	5	4	0
Fixed Aft Bombs	9	-	-	-				
Fixed Aft Mines	(5)	-	-	-				


This is a **LARGE CLASS CAPITAL FLYING** model
 This model **MUST** move 2" straight ahead before making each 45 degree turn
 If moved, this model **MUST** move a minimum of 2" during its activation
 Up to 70% of your points can be spent on **LARGE CLASS** models
 Britannia War Rotors are deployed in **SQUADRONS** of 1 model

The Main Turrets have a 270 degree Arc of Fire. This model can drop 2 Mine tokens instead of 1 token when it is activated.

Model Assigned Rules

Maneuverable
 Experienced Engineers
 Armoured Belly

This model has **TWO** Primary turrets, each of which uses the Main Turret (P) statistic line.


 BRITANNIA Hawk Class Scout Rotor					DR	CR	Mv	HP
					4	6	10"	5
RANGE BAND	1	2	3	4	Cost: 75 Points			
Fore Turret (S)	6	5	2	-	AP	AA	CC	RR
Fixed Aft Bombs	6	-	-	-	5	4	3	0
Fixed Aft Mines	(5)	-	-	-				
Special 1	-	-	-	-				

This is a **MEDIUM CLASS CAPITAL FLYING** model
 This model **CAN** move 0" straight ahead before making each 45 degree turn
 If moved, this model **MUST** move a minimum of 2" during its activation
 Up to 70% of your points can be spent on **MEDIUM CLASS** models
 Britannia Scout Rotors are deployed in **SQUADRONS** of 2 to 4 models

Model Assigned Rules

Maneuverable
 Experienced Engineers
 Altitude Skimming
 Spotter

The Fore Turret has a 360 degree Arc of Fire.

 BRITANNIA Brunel Mobile Airfield					DR	CR	Mv	HP
					6	9	6"	9
RANGE BAND	1	2	3	4	Cost: 150 Points			
Fore Fixed (P)	14	10	7	3	AP	AA	CC	RR
Main Turrets (P)	9	7	5	2	7	7	4	-
P/S Broadside (P)	-	-	-	-				
P/S Torpedoes	-	-	-	-				

This is a **MASSIVE CLASS CAPITAL** model
 This model **MUST** move 1" straight ahead before making each 45 degree turn
 If moved, this model **MUST** move a minimum of 2" during its activation
 Up to 70% of your points can be spent on **MASSIVE CLASS** models
 Britannia Mobile Airfields are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Destructive Ordnance (Fore Fixed)
 Experienced Engineers
 Carries 6 Aeroplanes
 Fuel Reserves
 Spotter

The Main Turrets have a 180 degree Arc of Fire facing Port or Starboard.

This model has **TWO** Main Turrets, (P) each of which uses the Main Turret (P) statistic line. The single Fore Fixed (P) weapon uses its own statistic line.

GENERIC TINY FLYER STATISTICS

	Move	AD	Ack Ack
FIGHTER PLANE	16"	0	2
RECON PLANE	16"	0	1
DIVE BOMBER	12"	3	1
TORPEDO BOMBER	12"	3	1

TINY FLYER RULES AT A GLANCE

- IGNORE COMMAND DISTANCE RULES
- CANNOT HALT (UNLESS THEY LAND)
- HAVE 360 DEGREE MOVEMENT
- HAVE 360 DEGREE ARC OF FIRE
- DESTROYED ON A 6
- SUFFER AN ABORT ON ANY OTHER HIT
- IGNORE BRAVERY RULES

BRITANNIA TINY FLYER MAR RULES

BIG FUEL TANKS (Fighter Plane)


If this token suffers one or more Abort results, it can roll 1D6 per Abort result to cancel each of them. The hit is cancelled (ignored) on a roll of 5 or 6 (without an extra roll for the 6). A roll of 1, 2, 3 or 4 has no effect.

MORE MACHINE GUNS (Dive Bomber)

This token increases its Ack Ack rating by +1.

SUPERIOR ENGINE (Dive Bomber)


This token increases its Movement rating by +2"

	BRITANNIA Comms Tower				DR	CR	Mv	HP
					4	6	0"	5
RANGE BAND	1	2	3	4	Cost: 40 Points			
Special 1	-	-	-	-	AP	AA	CC	RR
Special 2	-	-	-	-	4	2	0	0
Special 3	-	-	-	-				
Special 4	-	-	-	-				

This is a **MEDIUM CLASS** model (Fortification)
Up to **70%** of your points can be spent on **MEDIUM CLASS** models
Britannia Comms Towers are deployed in **SQUADRONS** of 2 to 3 models

Model Assigned Rules


Emplaced & Indestructable
Strategic Objective (50)
Radio Network
Immovable & Invincible

	BRITANNIA Flak Tower				DR	CR	Mv	HP
					4	6	0"	7
RANGE BAND	1	2	3	4	Cost: 40 Points			
Special 1	-	-	-	-	AP	AA	CC	RR
Special 2	-	-	-	-	5	6	0	0
Special 3	-	-	-	-				
Special 4	-	-	-	-				

This is a **MEDIUM CLASS** model (Fortification)
Up to **70%** of your points can be spent on **MEDIUM CLASS** models
Britannia Flak Towers are deployed in **SQUADRONS** of 2 to 4 models

Model Assigned Rules

Emplaced & Towering
Telescopic Zoom (Ack Ack 16")
Indestructable
Immovable & Invincible

	BRITANNIA Shield Tower				DR	CR	Mv	HP
					4	6	0"	5
RANGE BAND	1	2	3	4	Cost: 60 Points			
Main Turret (P)	10	8	6	4	AP	AA	CC	RR
Special 1	-	-	-	-	4	2	0	0
Special 2	-	-	-	-				
Special 3	-	-	-	-				


This is a **MEDIUM CLASS** model (Fortification)
Up to **70%** of your points can be spent on **MEDIUM CLASS** models
Britannia Shield Towers are deployed in **SQUADRONS** of 2 to 3 models

Model Assigned Rules

Emplaced & Indestructable
Immovable & Invincible

NOTE: This model has a single Shield Generator.

The single Main Turret (P) has a **360** degree arc of fire.


	BRITANNIA Land Torpedo Tower				DR	CR	Mv	HP
					4	6	0"	7
RANGE BAND	1	2	3	4	Cost: 50 Points			
Fore Torpedoes	-	7	5	3	AP	AA	CC	RR
P/S Torpedoes	-	7	5	3	5	4	0	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				

This is a **MEDIUM CLASS** model (Fortification)
Up to **70%** of your points can be spent on **MEDIUM CLASS** models
Britannia Land Torpedo Towers are deployed in **SQUADRONS** of 2 to 4 models

Model Assigned Rules

Emplaced & Towering
Experienced Engineers
Indestructable
Immovable & Invincible

The Torpedo weapons on this model all use the Broadside arc

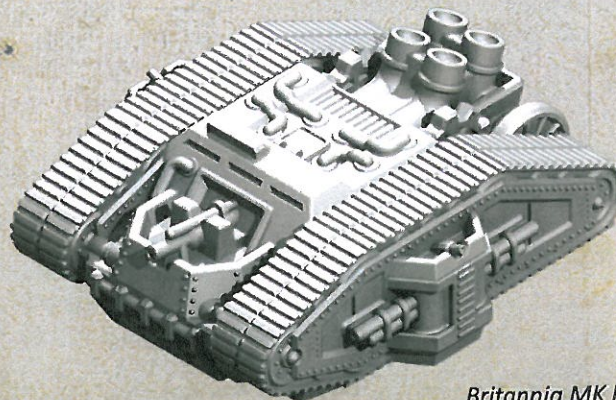
	BRITANNIA Bunker				DR	CR	Mv	HP
					5	12	0"	11
RANGE BAND	1	2	3	4	Cost: 120 Points			
360 Turret (P)	9	7	6	3	AP	AA	CC	RR
270 Turret (P)	14	11	9	6	6	4	0	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				

This is a **LARGE CLASS CAPITAL** model (Fortification)
Up to **70%** of your points can be spent on **LARGE CLASS** models
Britannia Bunkers are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Emplaced & Minefield
Security Posts & Extended Range
Indestructable & Redoubtable
Immovable & Invincible

There is **ONE** Main Turret (P) with a **360** degree Arc of Fire and **ONE** Main Turret (P) with a **270** degree Arc of Fire.



Britannia MK II Tank



BRITANNIA

Vanguard Submarine

RANGE BAND	1	2	3	4	DR	CR	Mv	HP
p/S Broadside (S)	6	4	2	-	4	6	6"	4
Fore Torps	-	6	5	3	4	2	0	6
Special 1	-	-	-	-				
Special 2	-	-	-	-				

Cost: 55 Points

This is a **MEDIUM CLASS CAPITAL** Diving model (Naval)
 This model **MUST** move 1" straight ahead before making each 45 degree turn
 If moved, this model **MUST** move a minimum of 2" during its activation
 Up to 70% of your points can be spent on **MEDIUM CLASS** models
 Britannia Submarines are deployed in **SQUADRONS** of 2 to 3 models



BRITANNIA

Landing Field

RANGE BAND	1	2	3	4	DR	CR	Mv	HP
Emplacements (P)	7	5	2	-	5	9	0"	9
Special 1	-	-	-	-	5	6	0	0
Special 2	-	-	-	-				
Special 3	-	-	-	-				

Cost: 90 Points

This is a **MASSIVE CLASS** model
 Fortification - counts as Small for Lines of Sight
 This model's Aeroplanes start a game deployed within 4" of the Landing Field
 Up to 70% of your points can be spent on **MASSIVE CLASS** models
 Britannia Landing Fields are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Carries 4 Aeroplanes
 Fuel Reserves
 Indestructible
 Immovable & Invincible

The weapon Emplacements on this model are abstracted into one single combat rating. The Emplacements have a 360 degree Arc of Fire around the model.

NOTE: All range measurements will be made from the edge of the physical model to the target model.



BRITANNIA

Coastal Defences

RANGE BAND	1	2	3	4	DR	CR	Mv	HP
Left Turret (P)	9	7	6	4	6	14	0"	12
Mid Turret (P)	9	7	6	4	7	7	0	0
Right Turret (P)	9	7	6	4				
Special 1	-	-	-	-				

Cost: 150 Points

This is a **MASSIVE CLASS CAPITAL** model (Fortification)
 Up to 70% of your points can be spent on **MASSIVE CLASS** models
 Britannia Coastal Defences are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Experienced Engineers
 Emplaced & Minefield
 Security Posts & Extended Range
 Indestructible & Redoubtable
 Immovable & Invincible

The Left and Right Turrets both have a 90 Degree Arc of Fire, while the Mid Turret has a 180 degree Arc of Fire.

Model Assigned Rules

Experienced Engineers
 Ignores Command Distance Rules
 Hull Ripper
 Panic Dive

The Torpedoes use the Fixed Channel.



BRITANNIA

Illustrious Class Sky Fortress

RANGE BAND	1	2	3	4	DR	CR	Mv	HP
Main Turrets (P)	9	5	2	-	6	9	6"	10
Fixed Aft Bombs	12	-	-	-	7	6	6	0
Fixed Aft Mines	(5)	-	-	-				
Special 1	-	-	-	-				

Cost: 130 Points

This is a **MASSIVE CLASS CAPITAL FLYING** model
 This model **MUST** move 2" straight ahead before making each 45 degree turn
 If moved, this model **MUST** move a minimum of 2" during its activation
 Up to 70% of your points can be spent on **MASSIVE CLASS** models
 Britannia Sky Fortresses are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Experienced Engineers
 Carries 6 Aeroplanes
 Electrical Defences
 Fuel Reserves

The Main Turrets have a 270 degree Arc of Fire. This model can drop 2 Mine tokens instead of 1 token when it is activated.

This model has **TWO** Primary turrets, each of which uses the Main Turrets (P) statistic line.



BRITANNIA

Terrier Class Small Tank

RANGE BAND	1	2	3	4	DR	CR	Mv	HP
Fore Fixed (S)	5	3	1	-	3	5	9"	2
p/S Side Guns (S)	-	-	-	-	1	1	1	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				

Cost: 20 Points

This is a **SMALL CLASS** model
 This model has 360 degree movement
 This model has a minimum move of 0" if it is moved
 Up to 40% of your points can be spent on **SMALL CLASS** models
 Britannia Small Tanks are deployed in **SQUADRONS** of 2 to 5 models

Model Assigned Rules

Small Target
 Elusive Target

PRUSSIAN EMPIRE

THE PRUSSIAN MILITARY

The land forces of the **Prussian Empire** are the most powerful in Europe, seasoned troops having had decades of warfare to hone their skills. The military commanders in charge of the Infantry, and now the new Mechanised Divisions, are old men with war after war of experience behind them.

Technological breakthroughs by Prussian scientists have seen the creation of incredible machines of war. Tesla technology has become a mainstream weapon on ground vehicles, and if you look at the current crop of vehicles in this country's weapons arsenal then Tesla coils are pervasive. The pride of the Mechanised Divisions is the **A9-V Sturmpanzer** Land Ship. This hulking monster of a vehicle can crush all before it, four giant turrets bringing major destructive power to bear on the enemies of Prussia.

Sire Sigismund, a Prussian commander with much to prove, controls the ground vehicles of this Empire. He understands the significance of technological advance, and he pushes hard to ensure his vehicles of war are designed using the very latest of deadly technologies. The Prussian military can assemble a massive contingent of ground vehicles, with over 3,000 vehicles at its disposal, 400 of which are Land Ships.

The Navy is **STILL** the pride of the Prussian military and the favourite of Emperor Frederick. In command of the Navy is Sire Tannhauser, whose military achievements on behalf of his Empire are too numerous to list. It was his bravery onboard the former flagship of the Navy, **SMS Freischutz**, that brought Tannhauser to the attention of the Emperor.

Side Note: **SMS Freischutz** was an old style Dreadnought that was the flagship of the Navy. It was sunk in an engagement with **Kingdom of Britannia (KoB)** Battleships north of Scotland. The **Freischutz** played cat and mouse with 5 Battleships for 3 days before eventually being sunk after its rudder was destroyed by a flight of torpedo bombers.

Tannhauser's Navy has over 600 vessels in it and over the last decade a massive refit of the core ship classes has been taking place. The chief maritime designers have created some of the most advanced naval fighting ships to ever sail the seas and oceans of the world. The Emperor Class Battleship, Reiver Class Cruiser and Arminius Class Frigate represent the latest in ship development, with Tesla-based weaponry making its way into the core design of the ships.

Like all other nations the use of flying weapons of war is a relatively new thing for the Prussian military, and something that not that many take seriously. Sire Helbrecht, commander of the Aerial Armada of the **Prussian Empire**, is often mocked by his rivals. But the perceived *power* of the Aerial Armada is not something that is mocked by the military.

However, the aerial war machine to truly impress the military is the Imperium Class Carrier. The idea of taking an airship and turning it into a Carrier was initially dismissed, but when Professor Ernst Brockmauer finished the prototype of a *Sky Fortress Airship*, ridicule turned to respect. In its first military action an Imperium Class Carrier was used to attack the shores of the **KoB**. A military installation in Margate, Kent was bombed and several squadrons of the KoB's latest Land Ships destroyed. It was a major blow for the **KoB** military, and the Prussian High Command revelled in their success.



<div>  PRUSSIAN Emperor Class Battleship </div>					DR	CR	Mv	HP
					6	11	7"	8
RANGE BAND	1	2	3	4	Cost: 170 Points			
Main Turrets (P)	11	8	5	2	AP	AA	CC	RR
P/S Broadside (S)	6	5	2	-	10	6	6	0
P/S Tesla Coils (S)	6	3	-	-				
Aft Tesla Coils (S)	6	3	-	-				

This is a **LARGE CAPITAL CLASS** model
It uses the **LARGE** template for moving
If moved, this model **MUST** move a minimum of **2"** during its activation
Up to **70%** of your points can be spent on **LARGE CLASS** models
Prussian Battleships are deployed in **SQUADRONS** of **1** model

Model Assigned Rules

Lethal Strike (*Tesla Coils Only*)

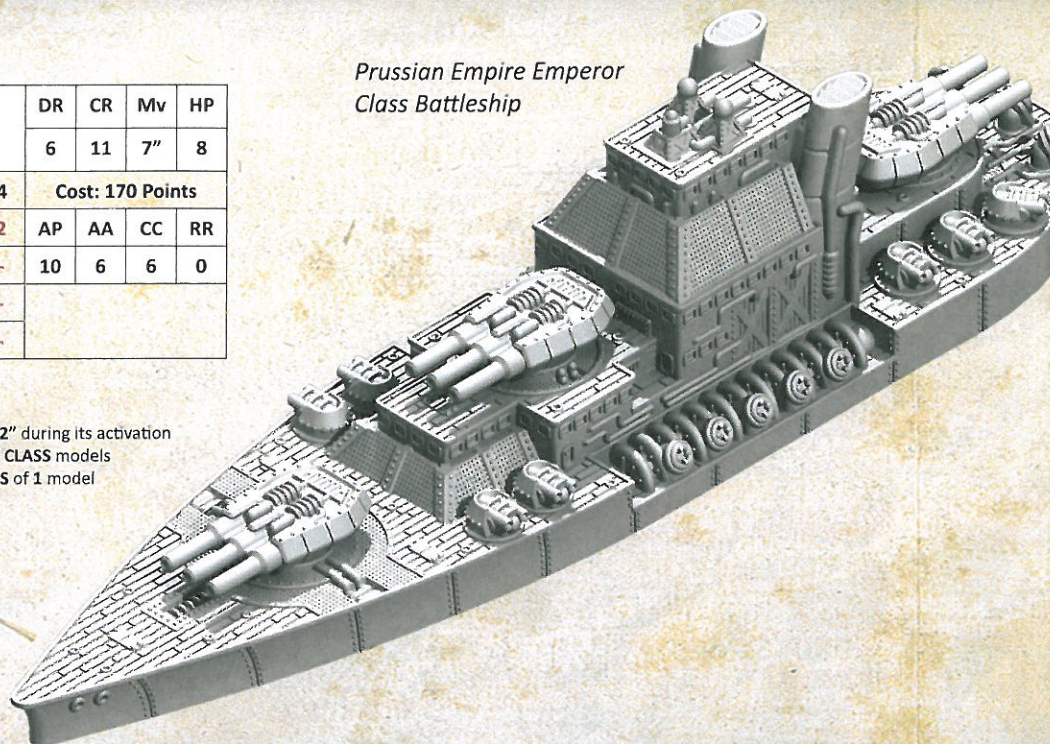
This model **CAN** replace **ANY** **SINGLE** turret with either a UPG/Calcification Generator, Shield Generator or Tesla Generator, for **NO** points difference.


The Main Turrets have a **270** degree Arc of Fire.

NOTE: Tesla Coil weapons on this model use Fixed Channels which are the **WIDTH** of the facing of the model.

This model has **THREE** Primary turrets, each of which uses the Main Turrets (P) statistic line.

Prussian Empire Emperor Class Battleship



<div>  PRUSSIAN Reiver Class Cruiser </div>					DR	CR	Mv	HP
					4	6	10"	4
RANGE BAND	1	2	3	4	Cost: 65 Points			
Main Turrets (P)	9	6	2	-	AP	AA	CC	RR
P/S Broadside (S)	6	3	1	-	6	4	2	0
P/S Tesla Coils (S)	4	2	-	-				
Aft Tesla Coils (S)	4	2	-	-				

This is a **MEDIUM CAPITAL CLASS** model
It uses the **MEDIUM** template for moving
If moved, this model **MUST** move a minimum of **2"** during its activation
Up to **70%** of your points can be spent on **MEDIUM CLASS** models
Prussian Cruisers are deployed in **SQUADRONS** of **2 to 3** models


Model Assigned Rules

You can give a Squadron of Cruisers the Lethal Strike (*Tesla Coils Only*) ability, for 5 points per model.

The Main Turret has a **270** degree Arc of Fire.

NOTE: Tesla Coil weapons on this model use Fixed Channels which are the **WIDTH** of the facing of the model.

This model has **ONE** Primary turret, which uses the Main Turrets (P) statistic line.

<div>  PRUSSIAN Arminius Class Frigate </div>					DR	CR	Mv	HP
					3	5	13"	2
RANGE BAND	1	2	3	4	Cost: 25 Points			
Fore Turret (S)	6	3	1	-	AP	AA	CC	RR
P/S Broadside (S)	-	-	-	-	3	2	1	0
P/S Tesla Coils (S)	-	-	-	-				
Aft Tesla Coils (S)	4	2	-	-				

This is a **SMALL CLASS** model
It uses the **SMALL** template for moving
If moved, this model **MUST** move a minimum of **2"** during its activation
Up to **40%** of your points can be spent on **SMALL CLASS** models
Prussian Frigates are deployed in **SQUADRONS** of **2 to 4** models

Model Assigned Rules

Small Target

The single Fore Turret has a **270** degree Arc of Fire.

NOTE: Tesla Coil weapons on this model use Fixed Channels which are the **WIDTH** of the facing of the model.

<div>  PRUSSIAN Rhine Class Fleet Carrier </div>					DR	CR	Mv	HP
					5	8	6"	7
RANGE BAND	1	2	3	4	Cost: 125 Points			
Main Turrets (P)	-	-	-	-	AP	AA	CC	RR
P/S Broadside (S)	-	-	-	-	7	6	5	0
P/S Tesla Coils (S)	12	6	-	-				
Fore Bombard (P)	-	11	8	5				

This is a **MASSIVE CAPITAL CLASS** model
It uses the **LARGE** template for moving
If moved, this model **MUST** move a minimum of **2"** during its activation
Up to **70%** of your points can be spent on **MASSIVE CLASS** models
Prussian Fleet Carriers are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Lethal Strike (*Tesla Coils Only*)

Carries 6 Aeroplanes

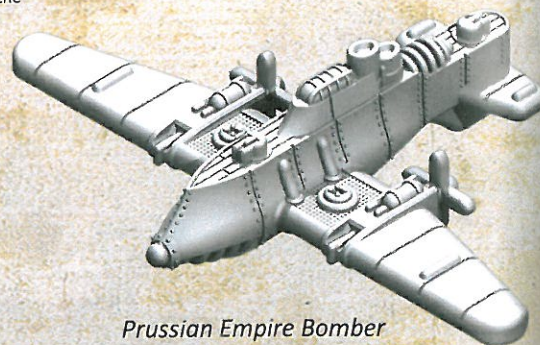
Fuel Reserves

Deck crews


Bombard (*Fore*)

The Fore Bombard fires in the Fixed Channel.

NOTE: Tesla Coil weapons on this model use Fixed Channels which are the **WIDTH** of the facing of the model.



Prussian Empire Bomber

<div>  PRUSSIAN Blucher Class Dreadnought </div>					DR	CR	Mv	HP
					7	13	6"	10
RANGE BAND	1	2	3	4	Cost: 235 Points			
Main Turrets (P)	11	8	6	5	AP	AA	CC	RR
P/S Broadside (S)	-	-	-	-	12	9	7	8
P/S Tesla Coils (S)	8	6	3	-				
Fore Coils Tesla (S)	9	6	4	2				

This is a **LARGE CAPITAL CLASS** model
It uses the **LARGE** template for moving
If moved, this model **MUST** move a minimum of **2"** during its activation
Up to **70%** of your points can be spent on **LARGE CLASS** models
Prussian Dreadnoughts are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Lethal Strike (*Tesla Coils Only*)

Elite Crew

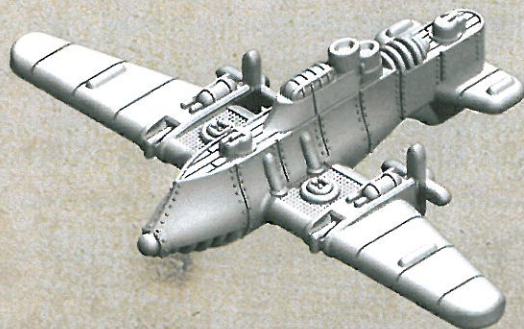
Iron Ram


This model **CAN ADD** up to **TWO** Generators to its design. It can choose from a UPG/Calcification Generator, Shield Generator or Tesla Generator. The Generators cost **20 points** each.

The Main Turrets have a **270** degree Arc of Fire.

NOTE: Tesla Coil weapons on this model use Fixed Channels which are the **WIDTH** of the facing of the model.

This model has **FOUR** Primary turrets, each of which uses the Main Turrets (P) statistic line.



<div>  PRUSSIAN Saxony Class Corvette </div>					DR	CR	Mv	HP
					3	4	15"	2
RANGE BAND	1	2	3	4	Cost: 20 Points			
Fore Turret (S)	4	3	1	-	AP	AA	CC	RR
Broadside (S)	-	-	-	-	2	1	1	0
P/S Tesla Coils (S)	-	-	-	-				
Aft Tesla Coils (S)	-	-	-	-				


This is a **SMALL CLASS** model
It uses the **SMALL** template for moving
If moved, this model **MUST** move a minimum of **2"** during its activation
Up to **40%** of your points can be spent on **SMALL CLASS** models
Prussian Corvettes are deployed in **SQUADRONS** of 2 to 5 models

Model Assigned Rules


Fast Target

Elusive Target

The single Fore Turret has a **270** degree Arc of Fire.

 PRUSSIAN Wachter Class Escort					DR	CR	Mv	HP
					3	5	13"	2
RANGE BAND	1	2	3	4	Cost: 25 Points			
Fore Turret (S)	5	3	1	-	AP	AA	CC	RR
P/S Broadside (S)	-	-	-	-	2	1	1	0
P/S Torpedoes	-	-	-	-				
Fore Torps	-	-	-	-				

This is a **SMALL CLASS** model
It uses the **SMALL** template for moving
If moved, this model **MUST** move a minimum of 2" during its activation
Up to 40% of your points can be spent on **SMALL CLASS** models
Prussian Escorts are deployed in **SQUADRONS** of 1 to 3 models

 PRUSSIAN Stolz Class Destroyer					DR	CR	Mv	HP
					3	5	13"	2
RANGE BAND	1	2	3	4	Cost: 40 Points			
Fore Guns (P)	6	4	2	-	AP	AA	CC	RR
P/S Broadside (S)	-	-	-	-	3	3	2	0
P/S Torpedoes	-	-	-	-				
Fore Torps	-	-	-	-				

This is a **SMALL CLASS** model
It uses the **SMALL** template for moving
If moved, this model **MUST** move a minimum of 2" during its activation
Up to 40% of your points can be spent on **SMALL CLASS** models
Prussian Destroyers are deployed in **SQUADRONS** of 2 to 4 models

Model Assigned Rules


Small Target
Pack Hunters

The Fore Guns have a Fixed Channel.

Model Assigned Rules

Small Target
Elusive Target

The single Fore Turret has a
270 degree Arc of Fire.

 PRUSSIAN Hussar Class Gunship					DR	CR	Mv	HP
					4	7	10"	5
RANGE BAND	1	2	3	4	Cost: 85 Points			
Main Turrets (P)	9	6	2	-	AP	AA	CC	RR
P/S Broadside (S)	6	3	1	-	7	5	3	-
P/S Tesla Coils (S)	6	4	-	-				
Aft Tesla Coils (S)	6	4	-	-				

This is a **MEDIUM CLASS CAPITAL** model
It uses the **MEDIUM** template for moving
If moved, this model **MUST** move a minimum of 2" during its activation
Up to 70% of your points can be spent on **MEDIUM CLASS** models
Prussian Gunships are deployed in **SQUADRONS** of 2 to 3 models

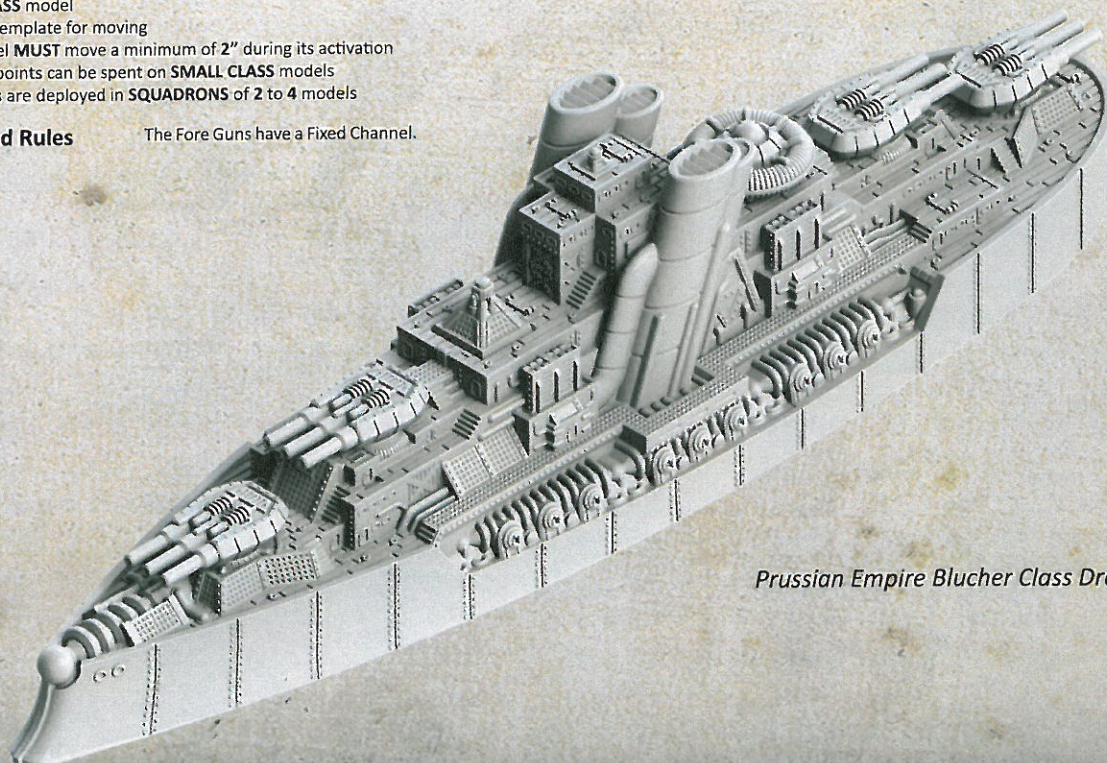
Model Assigned Rules

Lethal Strike (*Tesla Coils Only*)


This model has **TWO** Primary
turrets, each of which uses
the Main Turrets (P) statistic
line.

The Main Turrets have a 270 degree
Arc of Fire.

NOTE: Tesla Coil weapons on this
model use Fixed Channels which
are the **WIDTH** of the facing of the
model.



Prussian Empire Blucher Class Dreadnought

<div>  PRUSSIAN A6-V Medium Tank </div>					DR	CR	Mv	HP
					4	6	7"	3
RANGE BAND	1	2	3	4	Cost: 40 Points			
Fore Turret (S)	5	3	1	-	AP	AA	CC	RR
Aft Turret (S)	5	3	1	-	4	4	1	0
P/S Broadside (S)	-	-	-	-				
P/S Tesla Coils (S)	4	1	-	-				

This is a **MEDIUM CLASS** model

This model **CAN** move 0" straight ahead before making each 45 degree turn

This model **HAS** a minimum move of 0" if it is moved

Up to 70% of your points can be spent on **MEDIUM CLASS** models

Prussian Medium Tanks are deployed in **SQUADRONS** of 2 to 4 models

The Turrets (S) each have a 270 degree Arc of Fire.

NOTE: Tesla Coil weapons on this model use Fixed Channels which are the **WIDTH** of the facing of the model.

<div>  PRUSSIAN A9-V Sturmpanzer </div>					DR	CR	Mv	HP
					5	8	6"	8
RANGE BAND	1	2	3	4	Cost: 150 Points			
Main Turrets (P)	9	6	2	-	AP	AA	CC	RR
Fore Tesla Coils (S)	9	6	4	2	8	5	4	-
P/S Broadside (S)	6	3	1	-				
P/S Tesla Coils (S)	8	6	3	-				

This is a **LARGE CLASS CAPITAL** model

This model **MUST** move 1" straight ahead before making each 45 degree turn

This model **HAS** a minimum move of 0" if it is moved

Up to 70% of your points can be spent on **LARGE CLASS** models

Prussian Land Ships are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Lethal Strike (Tesla Coils Only)

Experienced Engineers


Electrical Defences

Impervious

The **FOUR** Main Turrets have an Off Set 180 degree Arc of Fire.

NOTE: Tesla Coil weapons on this model use Fixed Channels which are the **WIDTH** of the facing of the model.

This model has **FOUR** Primary turrets, each of which uses the Main Turrets (P) statistic line.

<div>  PRUSSIAN B3-S Medium Bombard </div>					DR	CR	Mv	HP
					4	6	6"	3
RANGE BAND	1	2	3	4	Cost: 60 Points			
Fore Guns (P)	-	9	7	5	AP	AA	CC	RR
P/S Side Guns (S)	-	-	-	-	2	1	1	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				

This is a **MEDIUM CLASS CAPITAL** model

This model **CAN** move 0" straight ahead before making each 45 degree turn

This model has a minimum move of 0" if it is moved

Up to 70% of your points can be spent on **MEDIUM CLASS** models

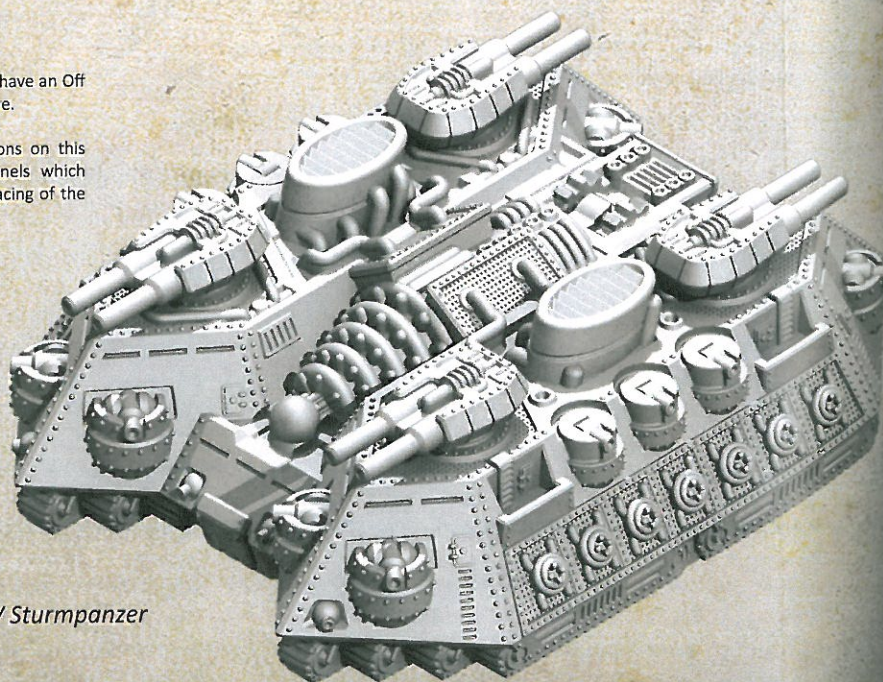
Prussian Medium Bombards are deployed in **SQUADRONS** of 2 to 3 models

Model Assigned Rules


Bombard (Fore Guns)

Forward Observer

The Fore Guns use the Fixed Channel



Prussian Empire A9-V Sturmpanzer

 PRUSSIAN Geier Class Bomber					DR	CR	Mv	HP
					4	6	10"	4
RANGE BAND	1	2	3	4	Cost: 55 Points			
Fixed Aft Bombs	8	-	-	-	AP	AA	CC	RR
Fore Tesla Coils (S)	7	5	3	2	5	4	0	0
Aft Tesla Coils (S)	6	3	1	-				
Special 1	-	-	-	-				

This is a **MEDIUM CLASS FLYING** model

This model **MUST** move 1" straight ahead before making each 45 degree turn
If moved, this model **MUST** move a minimum of 4" during its activation
Up to 70% of your points can be spent on **MEDIUM CLASS** models
Prussian Bombers are deployed in **SQUADRONS** of 2 to 3 models

 PRUSSIAN Pflicht Class Scoutship					DR	CR	Mv	HP
					4	6	10"	5
RANGE BAND	1	2	3	4	Cost: 65 Points			
Fore Tesla Coils (S)	7	5	3	-	AP	AA	CC	RR
P/S Broadships (S)	6	3	-	-	6	4	3	0
Fixed Aft Bombs	9	-	-	-				
Special 1	-	-	-	-				


This is a **MEDIUM CLASS CAPITAL FLYING** model

This model **MUST** move 1" straight ahead before making each 45 degree turn
If moved, this model **MUST** move a minimum of 2" during its activation
Up to 70% of your points can be spent on **MEDIUM CLASS** models
Prussian Scoutships are deployed in **SQUADRONS** of 2 to 3 models

Model Assigned Rules

Lethal Strike (Tesla Coils Only)
Air Hunter (Broadships Only)
Electrical Defences
Spotter

NOTE: Tesla Coil weapons on this model use Fixed Channels which are the **WIDTH** of the facing of the model.

 PRUSSIAN Mobile Airfield					DR	CR	Mv	HP
					6	9	6"	10
RANGE BAND	1	2	3	4	Cost: 150 Points			
Fore Tesla Coils (S)	9	6	4	2	AP	AA	CC	RR
P/S Tesla Coils (S)	8	6	3	-	9	7	5	-
Main Turrets (P)	11	8	5	2				
Special 1	-	-	-	-				

This is a **MASSIVE CLASS CAPITAL** model

This model **MUST** move 1" straight ahead before making each 45 degree turn
If moved, this model **MUST** move a minimum of 2" during its activation
Up to 70% of your points can be spent on **MASSIVE CLASS** models
Prussian Mobile Airfields are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Lethal Strike (Tesla Coils Only)
Carries 6 Aeroplanes
Fuel Reserves
Covered Deck
Elite Crew

The Main Turrets have a 270 degree Arc of Fire.


NOTE: Tesla Coil weapons on this model use Fixed Channels which are the **WIDTH** of the facing of the model.

This model has **TWO** Primary turrets, each of which uses the Main Turrets (P) statistic line.

Model Assigned Rules

Swift Ascent
Limited Resources
Cannot Halt
Cannot Move Backwards

NOTE: Tesla Coil weapons on this model use Fixed Channels which are the **WIDTH** of the facing of the model.

 PRUSSIAN Walze Class Small Tank					DR	CR	Mv	HP
					3	5	10"	2
RANGE BAND	1	2	3	4	Cost: 20 Points			
Fore Guns (S)	4	2	-	-	AP	AA	CC	RR
P/S Tesla Coils (S)	4	2	-	-	2	1	1	0
Aft Tesla Coils (S)	-	-	-	-				
Special 1	-	-	-	-				

This is a **SMALL CLASS** model

This model has **360 degree** movement

This model has a minimum move of 0" if it is moved
Up to 40% of your points can be spent on **SMALL CLASS** models
Prussian Small Tanks are deployed in **SQUADRONS** of 2 to 6 models

Model Assigned Rules

Small Target
Elusive Target

The Fore Guns have a Fixed Channel.

NOTE: Tesla Coil weapons on this model use Fixed Channels which are the **WIDTH** of the facing of the model. The Fore Guns also use the Fixed channel.

GENERIC TINY FLYER STATISTICS

	Move	AD	Ack Ack
FIGHTER PLANE	16"	0	2
RECON PLANE	16"	0	1
DIVE BOMBER	12"	3	1
TORPEDO BOMBER	12"	3	1

TINY FLYER RULES AT A GLANCE

- IGNORE COMMAND DISTANCE RULES
- CANNOT HALT (UNLESS THEY LAND)
- HAVE 360 DEGREE MOVEMENT
- HAVE 360 DEGREE ARC OF FIRE
- DESTROYED ON A 6
- SUFFER AN ABORT ON ANY OTHER HIT
- IGNORE BRAVERY RULES

PRUSSIAN TINY FLYER MAR RULES

ACROBATIC PILOTS (Fighter Planes)

If this token suffers one or more destroyed results, it can roll 1d6 per destroyed result to cancel each of them. The hit is cancelled (ignored) on a roll of 5 or 6 (without an extra roll for the 6). A roll of 1, 2, 3 or 4 has no effect.

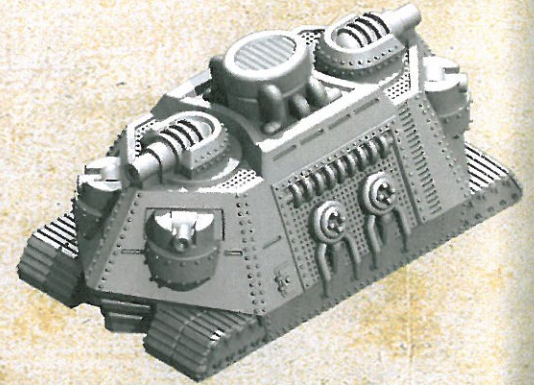
VERTICAL DIVE (Dive Bombers)


If this token makes an **AD** attack against a model, and that model uses **Ack Ack** fire against this token, the model **MUST** re-roll all of its Abort and destroyed results (and take the second result) against the token.

WELL TRAINED (Fighter Planes)

This token can be deployed within 6" of a carrier when it is launched, and can land on a carrier so long as it starts its activation within 6" of the carrier.

Prussian Empire A6-V Medium Tank



	PRUSSIAN				DR	CR	Mv	HP
	Gewitterwolke Airship				6	8	7"	8
RANGE BAND	1	2	3	4	Cost: 110 Points			
Fixed Aft Bombs	12	-	-	-	AP	AA	CC	RR
Fore Tesla Coils (S)	9	7	4	2	7	5	0	0
P/S Tesla Coils (S)	6	3	1	-				
P/S Broadside (S)	7	5	3	1				

Model Assigned Rules

Lethal Strike (*Tesla Coils Only*)
Air Hunter (*Tesla Coils Only*)
Rugged Construction

NOTE: Tesla Coil weapons on this model use Fixed Channels which are the **WIDTH** of the facing of the model.

This is a **LARGE CLASS CAPITAL FLYING** model

This model **MUST** move 2" straight ahead before making each 45 degree turn

If moved, this model **MUST** move a minimum of 2" during its activation

Up to 70% of your points can be spent on **LARGE CLASS** models

Prussian Airships are deployed in **SQUADRONS** of 1 model

	PRUSSIAN				DR	CR	Mv	HP
	Imperium Sky Fortress				6	10	6"	10
RANGE BAND	1	2	3	4	Cost: 120 Points			
Fixed Aft Bombs	12	-	-	-	AP	AA	CC	RR
Fore Tesla Coils (S)	9	7	4	2	9	7	0	0
P/S Tesla Coils (S)	7	4	2	-				
Special 1	-	-	-	-				

This is a **MASSIVE CLASS CAPITAL FLYING** model

This model **MUST** move 2" straight ahead before making each 45 degree turn

If moved, this model **MUST** move a minimum of 2" during its activation

Up to 70% of your points can be spent on **MASSIVE CLASS** models

Prussian Sky Fortresses are deployed in **SQUADRONS** of 1 model

Model Assigned Rules


Lethal Strike (*Tesla Coils Only*)

Carries 6 Aeroplanes

Fuel Reserves

Elite Crew

NOTE: Tesla Coil weapons on this model use Fixed Channels which are the **WIDTH** of the facings of the model.

	PRUSSIAN				DR	CR	Mv	HP
	Comms Tower				4	6	0"	4
RANGE BAND	1	2	3	4	Cost: 40 Points			
Special 1	-	-	-	-	AP	AA	CC	RR
Special 2	-	-	-	-	5	2	0	0
Special 3	-	-	-	-				
Special 4	-	-	-	-				

This is a **MEDIUM CLASS** model (Fortification)

Up to 70% of your points can be spent on **MEDIUM CLASS** models

Prussian Comms Towers are deployed in **SQUADRONS** of 2 to 3 models


Model Assigned Rules

Emplaced & Indestructable

Strategic Objective (50)

Radio Network

Immovable & Invincible

	PRUSSIAN				DR	CR	Mv	HP
	Metzger Class Robot				5	8	8"	6
RANGE BAND	1	2	3	4	Cost: 90 Points			
Left Arm Cannon (P)	11	8	5	2	AP	AA	CC	RR
Right Arm Tesla (S)	8	6	3	-	8	3	3	-
Fore Turret (P)	-	-	-	-				
Aft Turret (P)	-	-	-	-				

This is a **LARGE CLASS CAPITAL** model

This model has 360 degree movement

This model has a minimum move of 0" if it is moved

Up to 70% of your points can be spent on **LARGE CLASS** models

Prussian Robots are deployed in **SQUADRONS** of 1 to 2 model

Model Assigned Rules

Ignores Command Distance Rules

Lethal Strike (*Tesla Coils Only*)


Amphibious Capability

Water Hunter (*Cannon Only*)

Towering

The Left Arm Cannon and Right Arm Tesla **BOTH** have a 270 degree Arc of Fire

When this Robot has entered the water it only moves at a speed of 6"

	PRUSSIAN				DR	CR	Mv	HP
	Shield Tower				4	6	0"	4
RANGE BAND	1	2	3	4	Cost: 60 Points			
Main Turret (P)	10	8	6	4	AP	AA	CC	RR
Special 1	-	-	-	-	5	2	0	0
Special 2	-	-	-	-				
Special 3	-	-	-	-				

This is a **MEDIUM CLASS** model (Fortification)

Up to 70% of your points can be spent on **MEDIUM CLASS** models


Prussian Shield Towers are deployed in **SQUADRONS** of 2 to 3 models

NOTE: This model has a Shield Generator


Model Assigned Rules

Emplaced & Indestructable

Immovable & Invincible

	PRUSSIAN				DR	CR	Mv	HP
	Landing Field				4	8	0"	9
RANGE BAND	1	2	3	4	Cost: 90 Points			
Emplacements (P)	8	6	4	-	AP	AA	CC	RR
Special 1	-	-	-	-	7	5	0	0
Special 2	-	-	-	-				
Special 3	-	-	-	-				

This is a **MASSIVE CLASS** model
Fortification - counts as Small for Lines of Sight
This model's Aeroplanes start a game deployed within 4" of the Landing Field
Up to 70% of your points can be spent on **MASSIVE CLASS** models
Prussian Landing Fields are deployed in **SQUADRONS** of 1 model


	PRUSSIAN				DR	CR	Mv	HP
	Coastal Defences				7	12	0"	10
RANGE BAND	1	2	3	4	Cost: 150 Points			
Left Turret (P)	11	8	6	4	AP	AA	CC	RR
Right Turret (P)	11	8	6	4	9	7	0	0
Tesla Turret (S)	9	7	6	4				
Special 1	-	-	-	-				

This is a **MASSIVE CLASS CAPITAL** model (Fortification)
Up to 70% of your points can be spent on **MASSIVE CLASS** models
Prussian Coastal Defences are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Lethal Strike (*Tesla Coils Only*)
Emplaced & Minefield
Security Posts & Extended Range
Indestructible & Redoubtable
Immovable & Invincible

The Turrets all have a 90 degree Arc of Fire.

	PRUSSIAN				DR	CR	Mv	HP
	Bunker				6	10	0"	9
RANGE BAND	1	2	3	4	Cost: 130 Points			
360 Turret (P)	11	8	6	4	AP	AA	CC	RR
270 Turret (P)	15	12	8	5	8	5	0	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				

This is a **LARGE CLASS CAPITAL** model (Fortification)
Up to 70% of your points can be spent on **LARGE CLASS** models
Prussian Bunkers are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Emplaced & Minefield
Security Posts & Extended Range
Indestructible & Redoubtable
Immovable & Invincible


There is **ONE** Main Turret (P) with a 360 degree Arc of Fire and **ONE** Main Turret (P) with a 270 degree Arc of Fire.

Model Assigned Rules

Carries 4 Aeroplanes
Fuel Reserves
Indestructible
Immovable & Invincible

The weapon Emplacements on this model are abstracted into one single combat rating. The Emplacements have a 360 degree Arc of Fire around the model.


NOTE: All range measurements will be made from the edge of the physical model.

	PRUSSIAN				DR	CR	Mv	HP
	Flak Tower				4	6	0"	6
RANGE BAND	1	2	3	4	Cost: 40 Points			
Special 1	-	-	-	-	AP	AA	CC	RR
Special 2	-	-	-	-	6	6	0	0
Special 3	-	-	-	-				
Special 4	-	-	-	-				

This is a **MEDIUM CLASS** model (Fortification)
Up to 70% of your points can be spent on **MEDIUM CLASS** models
Prussian Flak Towers are deployed in **SQUADRONS** of 2 to 4 models

Model Assigned Rules

Emplaced & Towering
Telescopic Zoom (Ack Ack 16")
Indestructible
Immovable & Invincible

	PRUSSIAN				DR	CR	Mv	HP
	Tesla Tower				4	6	0"	6
RANGE BAND	1	2	3	4	Cost: 50 Points			
Fore Tesla Coils (S)	8	6	4	1	AP	AA	CC	RR
P/S Tesla Coils (S)	8	6	4	1	6	3	0	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				

This is a **MEDIUM CLASS** model (Fortification)
Up to 70% of your points can be spent on **MEDIUM CLASS** models
Prussian Tesla Towers are deployed in **SQUADRONS** of 2 to 4 models

The Tesla Coil weapons on this model all use the Broadside arc.

Model Assigned Rules

Emplaced & Towering
Lethal Strike (*Tesla Coils Only*)
Indestructible
Immovable & Invincible

Prussian Fighter Tokens



FSA

The end of the Civil War led to a period of great transition for the **Federated States of America (FSA)**. One of President Adams first orders was the formation of a unified military, a Federal Military with which the lands of the **FSA** could be protected.

The location and size of the **FSA**, with its huge borders, makes it vulnerable to attack from many enemies, but the lack of any significant outpost anywhere else in the world does mean that the core of its military is located domestically. However, five Naval Battle Groups are currently patrolling the waters in and around Hawaii. The decision to send such a large force of naval vessels towards the Far East was the brainchild of Admiral Hilton, Chief Naval Officer in charge of the **FSA** Navy.

Hilton's distrust of the **Empire of the Blazing Sun (EotBS)** is seen by some as a character flaw, often because it manifests itself with heated debate when he visits Washington to talk to the President. Hilton advocates an all out invasion and destruction of the **EotBS**, whereas the moderates believe that a more passive aggressive stance will keep the **EotBS** at bay. Ironically, Hilton is almost disinterested in the **Russian Coalition**, despite one of his fleets being almost entirely wiped out by Russian forces.

The **FSA's** Navy is one of the smallest, having only 360 ships at its disposal, but an aggressive manufacturing programme is seeing new vessels arriving monthly. Lots of emphasis is being placed on Carriers to transport and launch the new aeroplanes that have become so important to the **FSA** military. The Navy and Air Force of the **FSA** are in close synchronisation with each other, which is no

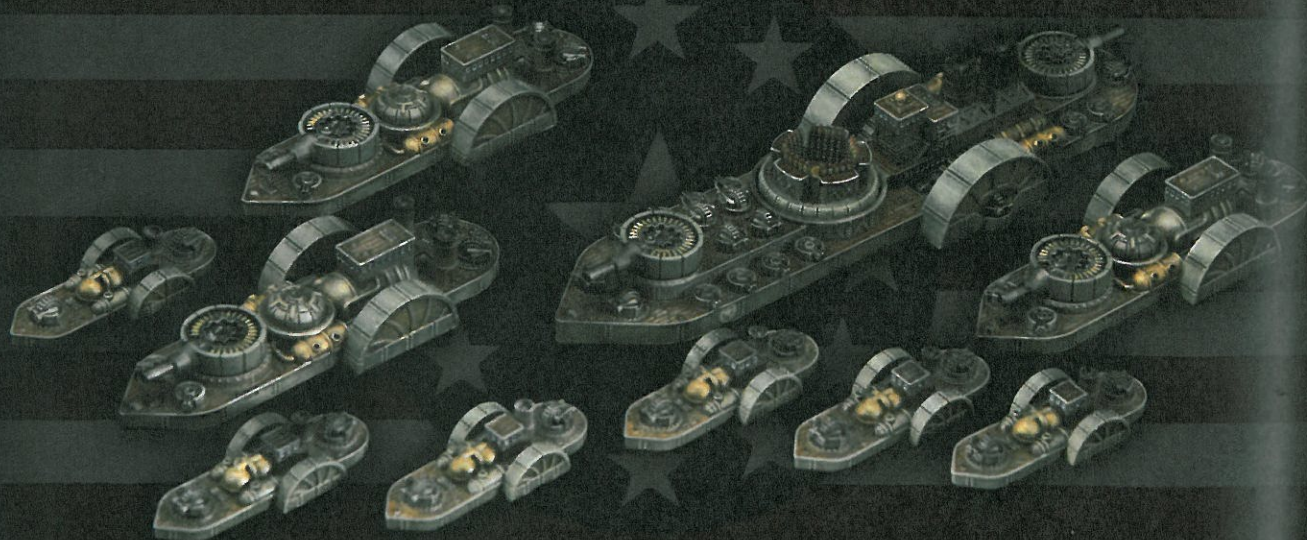
doubt due to the fact that Commodore Douglas, head of the Air Force, is the cousin of Admiral Hilton.


Due to its relatively small size, the Navy of the **FSA** needs to be flexible. Modular hulls have been designed for the core Naval Battleships and Cruisers, with the ability to remove a central *hard point* and add in a choice of technologies. The standard fitting for both these ship types is a Rocket Battery, but this can easily be swapped out and replaced by a *Shield Generator* or *Kinetic Generator*.

The last arm of the **FSA** military is controlled by General Edwin V. Adams – the Army. It is split into three Divisions: Land Ships, Infantry and Artillery. General Adams is an old fashioned warrior and a stickler for tradition. He's not a huge fan of aeroplanes, but can see their use. He views the Navy as a service to get *"his boys to battle, then the guys in the pretty uniforms can step to one side."* His nickname of *General Iron Britches* is well earned.

Scientists in the **FSA** are working closely with the military to create new *Super Weapons* with which to catapult the **FSA** into the position as a world superpower. The first project to see the light of day was *Operation Thunderclap*, which created a giant Flying Mechanised Warrior (FMW). Chief scientist for the project, Dr. Franz Oppenbaum, was sadly killed when a finger fell off the robot during weapon testing and crushed him, but after successful trials the *Thunderclap FMV* is now fully operational.

FSA scientists and military personnel now refer to giving someone the 'finger' when in disagreement with each other.



 FSA Independence Class Battleship					DR	CR	Mv	HP
					7	10	6"	8
RANGE BAND	1	2	3	4	Cost: 170 Points			
Main Turrets (P)	12	10	8	6	AP	AA	CC	RR
P/S Broadside (S)	8	5	3	-	9	6	4	0
Aft/Fore Guns (S)	4	3	-	-				
Rocket Battery	-	5	6	7				

This is a **LARGE CAPITAL CLASS** model
 It uses the **LARGE** template for moving
 If moved, this model **MUST** move a minimum of **2"** during its activation
 Up to **70%** of your points can be spent on **LARGE CLASS** models
 FSA Battleships are deployed in **SQUADRONS** of 1 model

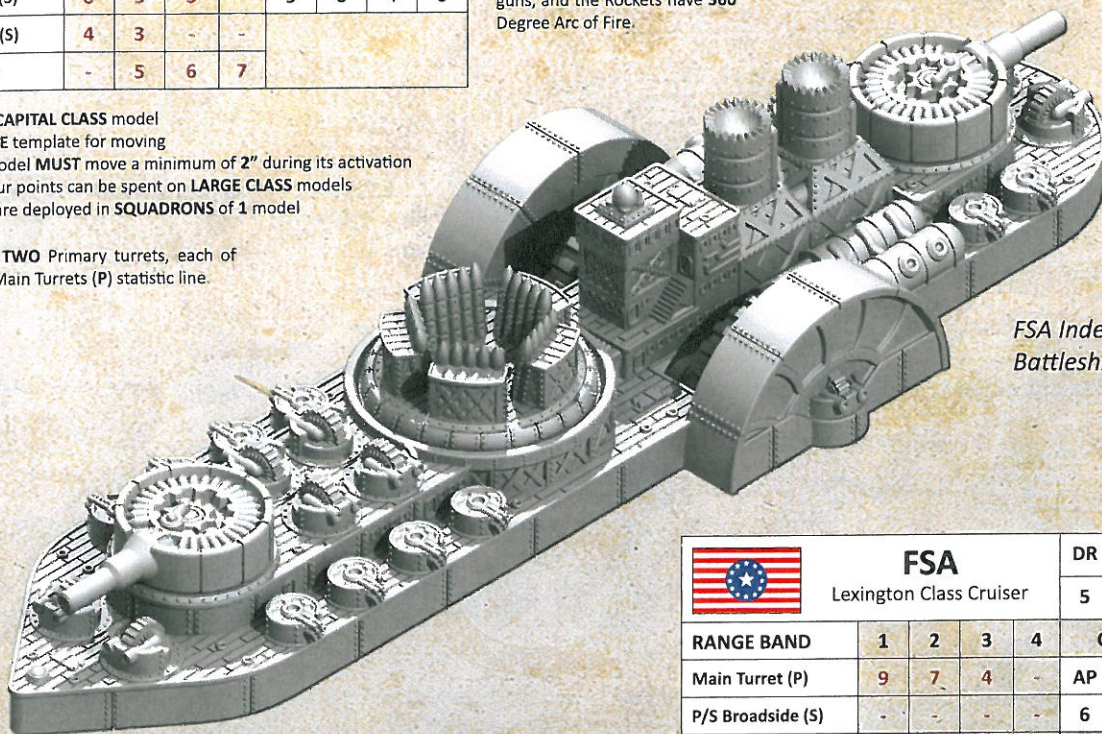
This model has **TWO** Primary turrets, each of which uses the Main Turrets (P) statistic line.

Model Assigned Rules


Sharpshooters
 Manoeuvrable

The Main Turrets have a **270** degree Arc of Fire, the Fore/Aft Guns have a **90** degree Arc of Fire that combines both guns, and the Rockets have **360** Degree Arc of Fire.

The standard configuration of this Battleship sees a Rocket Battery mounted to the centre section of the superstructure. This can be replaced with **EITHER** A Kinetic Generator **OR** a Shield Generator for **NO** points difference.



FSA Independence Class Battleship

 FSA Lexington Class Cruiser					DR	CR	Mv	HP
					5	6	8"	4
RANGE BAND	1	2	3	4	Cost: 60 Points			
Main Turret (P)	9	7	4	-	AP	AA	CC	RR
P/S Broadside (S)	-	-	-	-	6	4	3	0
Aft Guns (S)	4	3	-	-				
Rocket Battery	-	3	4	5				

This is a **MEDIUM CAPITAL CLASS** model
 It uses the **MEDIUM** template for moving
 If moved, this model **MUST** move a minimum of **2"** during its activation
 Up to **70%** of your points can be spent on **MEDIUM CLASS** models
 FSA Cruisers are deployed in **SQUADRONS** of 2 to 3 models

Model Assigned Rules


Manoeuvrable

NOTE: You can give a Squadron of Cruisers the Sharpshooters ability, for 5 points per model.

The standard configuration of this Cruiser sees a Rocket Battery mounted to the centre section of the superstructure. This can be replaced with **EITHER** A Kinetic Generator **OR** a Shield Generator for **NO** points difference.

The Main Turret has a **270** degree Arc of Fire, the Aft Guns have **90** degree Arc of Fire, and the Rockets have **360** degree Arc of Fire.

This model has **ONE** Primary turret, which uses the Main Turrets (P) statistic line.


 FSA Augusta Class Frigate					DR	CR	Mv	HP
					4	5	12"	2
RANGE BAND	1	2	3	4	Cost: 25 Points			
Fore Turret (S)	4	3	-	-	AP	AA	CC	RR
Aft Turret (S)	4	3	-	-	2	2	2	0
P/S Broadside (S)	-	-	-	-				
Rocket Battery	-	-	-	-				

This is a **SMALL CLASS** model
 It uses the **SMALL** template for moving
 If moved, this model **MUST** move a minimum of **2"** during its activation
 Up to **40%** of your points can be spent on **SMALL CLASS** models
 FSA Frigates are deployed in **SQUADRONS** of 2 to 4 models

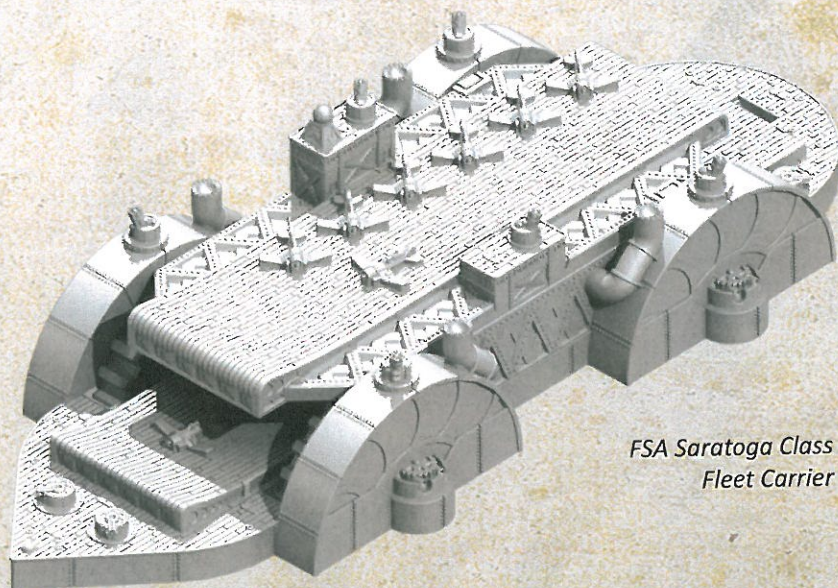
Model Assigned Rules

Manoeuvrable
 Small Target

The single Fore Turret (S) and single Aft Turret (S) both have a **270** degree Arc of Fire.

<div>  FSA Saratoga Fleet Carrier </div>					DR	CR	Mv	HP
					6	8	6"	8
RANGE BAND	1	2	3	4	Cost: 95 Points			
Main Turret (P)	-	-	-	-	AP	AA	CC	RR
P/S Broadside (S)	8	5	3	-	6	6	5	0
Aft Guns (S)	4	3	-	-				
Fore Guns (S)	4	3	-	-				

This is a **MASSIVE CAPITAL CLASS** model
It uses the **LARGE** template for moving
If moved, this model **MUST** move a minimum of 2" during its activation
Up to 70% of your points can be spent on **MASSIVE CLASS** models
FSA Fleet Carriers are deployed in **SQUADRONS** of 1 model




*FSA Saratoga Class
Fleet Carrier*

Model Assigned Rules

Sharpshooters
Carries 6 Aeroplanes
Double Decker
Fuel Reserves

The Fore/Aft Guns have a 90 degree Arc of Fire that combines both guns.

<div>  FSA Enterprise Class Dreadnought </div>					DR	CR	Mv	HP
					8	13	6"	10
RANGE BAND	1	2	3	4	Cost: 240 Points			
Main Turrets (P)	12	10	8	6	AP	AA	CC	RR
P/S Broadside (S)	8	5	3	-	12	8	5	6
Fore Rockets	-	6	7	8				
Aft Rockets	-	6	7	8				

This is a **LARGE CAPITAL CLASS** model
It uses the **LARGE** template for moving
If moved, this model **MUST** move a minimum of 2" during its activation
Up to 70% of your points can be spent on **LARGE CLASS** models
FSA Dreadnoughts are deployed in **SQUADRONS** of 1 model

Model Assigned Rules


Sharpshooters
Dash and Elan
Iron Ram
Manoeuvrable

This model **CAN** add up to **TWO** Generators to its design.
It can choose from a Kinetic Generator or a Shield Generator.
The Generators cost 20 points each.

This model has **THREE** Primary turrets, each of which uses the Main Turrets (P) statistic line.

This model has two Rocket Batteries and each is activated individually. You therefore make all measurements from the centre of each Battery for calculating Line of Sight and Range.

The **THREE** Main Turrets (P) have a 270 degree Arc of Fire.
The Rocket Batteries each have a 360 degree Arc of fire.

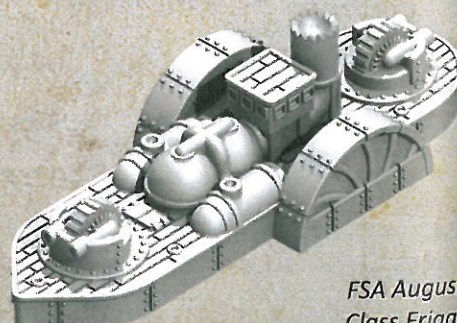
<div>  FSA Revere Class Corvette </div>					DR	CR	Mv	HP
					3	4	12"	2
RANGE BAND	1	2	3	4	Cost: 20 Points			
Main Turret (P)	-	-	-	-	AP	AA	CC	RR
P/S Broadside (S)	-	-	-	-	1	2	1	0
Aft Guns (S)	-	-	-	-				
Fore Turret (S)	4	3	-	-				

This is a **SMALL CLASS** model
It uses the **SMALL** template for moving
If moved, this model **MUST** move a minimum of 2" during its activation
Up to 40% of your points can be spent on **SMALL CLASS** models
FSA Corvettes are deployed in **SQUADRONS** of 2 to 4 models


Model Assigned Rules

Fast Target
Elusive Target
Manoeuvrable

The single Fore Turret (S) has a 270 degree Arc of Fire.



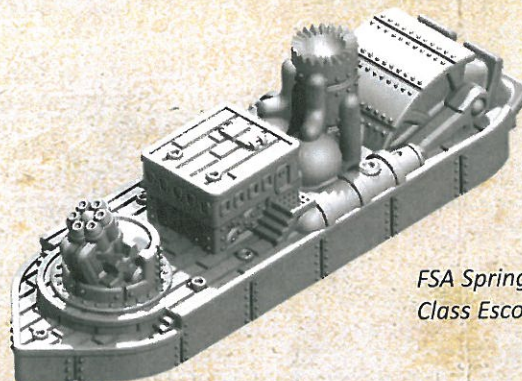
*FSA Augusta Class
Frigate*

<div>  FSA Springfield Class Escort </div>					DR	CR	Mv	HP
					4	5	10"	2
RANGE BAND	1	2	3	4	Cost: 20 Points			
Main Turrets (P)	-	-	-	-	AP	AA	CC	RR
Port Rockets	-	-	-	-	1	3	1	0
Starboard Rockets	-	-	-	-				
Fore Guns (S)	-	-	-	-				


This is a **SMALL CLASS** model
It uses the **SMALL** template for moving
If moved, this model **MUST** move a minimum of 2" during its activation
Up to 40% of your points can be spent on **SMALL CLASS** models
FSA Escorts are deployed in **SQUADRONS** of 1 to 3 models

Model Assigned Rules

Small Target
Elusive Target
Manoeuvrable



FSA Springfield Class Escort


<div>  FSA Guilford Class Destroyer </div>					DR	CR	Mv	HP
					4	5	12"	2
RANGE BAND	1	2	3	4	Cost: 30 Points			
Main Turrets (P)	-	-	-	-	AP	AA	CC	RR
Port Rockets	3	4	5	-	2	2	1	0
Starboard Rockets	3	4	5	-				
Fore Guns (S)	4	3	-	-				

This is a **SMALL CLASS** model
It uses the **SMALL** template for moving
If moved, this model **MUST** move a minimum of 2" during its activation
Up to 40% of your points can be spent on **SMALL CLASS** models
FSA Destroyers are deployed in **SQUADRONS** of 2 to 4 models

Model Assigned Rules

Small Target
Pack Hunters
Manoeuvrable

The Fore Guns have 90 degree Arc of Fire, while the Port and Starboard Rockets have a normal Broadside.

<div>  FSA Princeton Class Gunship </div>					DR	CR	Mv	HP
					5	7	8"	5
RANGE BAND	1	2	3	4	Cost: 75 Points			
Main Turret (P)	9	7	4	-	AP	AA	CC	RR
P/S Broadside (S)	5	3	-	-	7	5	3	-
Aft Guns (S)	5	3	-	-				
Rocket Battery	-	4	5	7				

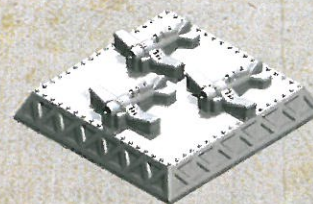
This is a **MEDIUM CLASS CAPITAL** model
It uses the **MEDIUM** template for moving
If moved, this model **MUST** move a minimum of 2" during its activation
Up to 70% of your points can be spent on **MEDIUM CLASS** models
FSA Gunships are deployed in **SQUADRONS** of 2 to 3 models

This model has **TWO** Primary turrets, each of which uses the Main Turrets (P) statistic line.

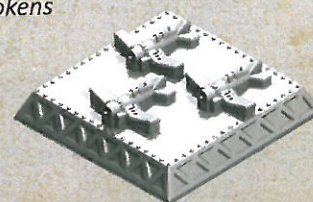
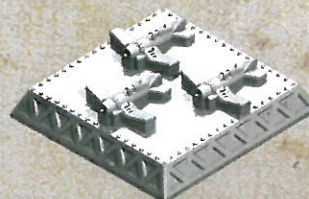
Model Assigned Rules


Sharpshooters
Manoeuvrable

The **TWO** Main Turrets each have a 270 degree Arc of Fire, the Aft Guns have a 90 degree Arc of Fire, and the Rockets have a 360 degree Arc of Fire.



FSA Fighter Tokens

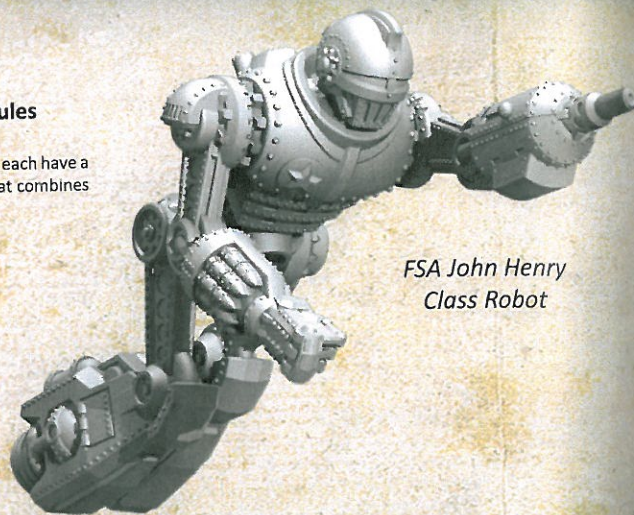


<div>  FSA Trenton Class Tank </div>					DR	CR	Mv	HP
					5	6	9"	3
RANGE BAND	1	2	3	4	Cost: 40 Points			
Fore Turrets (S)	6	5	3	-	AP	AA	CC	RR
Aft Turret (S)	6	5	3	-	3	2	1	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				


This is a **MEDIUM CLASS** model
This model **CAN** move 0" straight ahead before making each 45 degree turn
This model **has** a minimum move of 0" if it is moved
Up to 70% of your points can be spent on **MEDIUM CLASS** models
FSA Medium Tanks are deployed in **SQUADRONS** of 2 to 3 models

Model Assigned Rules

The Fore and Aft Turrets each have a 90 degree Arc of Fire that combines both turrets.



*FSA John Henry
Class Robot*


<div>  FSA Yorktown Class Bombard </div>					DR	CR	Mv	HP
					5	6	7"	3
RANGE BAND	1	2	3	4	Cost: 60 Points			
Fore Guns (S)	-	-	-	-	AP	AA	CC	RR
Fore Bombard (P)	-	9	7	5	2	1	1	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				

This is a **MEDIUM CLASS CAPITAL** model
This model **CAN** move 0" straight ahead before making each 45 degree turn
This model **has** a minimum move of 0" if it is moved
Up to 70% of your points can be spent on **MEDIUM CLASS** models
FSA Medium Bombards are deployed in **SQUADRONS** of 2 to 3 models

Model Assigned Rules

Bombard (Fore/Aft)
Forward Observer

The Bombard on this model can fire into the Fore or Aft Channel, but it **CANNOT** fire into both channels simultaneously.

<div>  FSA Washington Class Land Ship </div>					DR	CR	Mv	HP
					6	8	7"	7
RANGE BAND	1	2	3	4	Cost: 130 Points			
Main Turrets (P)	11	9	7	4	AP	AA	CC	RR
P/S BroadSides (S)	7	4	2	-	7	4	2	-
Special 1	-	-	-	-				
Special 2	-	-	-	-				


This is a **LARGE CLASS CAPITAL** model
This model **MUST** move 1" straight ahead before making each 45 degree turn
This model **has** a minimum move of 0" if it is moved
Up to 70% of your points can be spent on **LARGE CLASS** models
FSA Land Ships are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

The Main Turrets have a 180 degree Arc of Fire.
Sharpshooters
Impervious
Amphibious
Icon

When this vehicle has entered the water it only moves at a speed of 4".

This model has **TWO** Primary turrets, each of which uses the Main Turrets (P) statistic line.


<div>  FSA Pioneer Class Small Tank </div>					DR	CR	Mv	HP
					4	5	9"	2
RANGE BAND	1	2	3	4	Cost: 20 Points			
Fore Guns (S)	4	3	1	-	AP	AA	CC	RR
P/S Tesla Coils (S)	-	-	-	-	1	2	1	0
Aft Tesla (S)	-	-	-	-				
Special 1	-	-	-	-				

This is a **SMALL CLASS** model
This model has 360 degree movement
This model **has** a minimum move of 0" if it is moved
Up to 40% of your points can be spent on **SMALL CLASS** models
FSA Small Tanks are deployed in **SQUADRONS** of 2 to 6 models

The Fore Guns have a Fixed Channel.

Model Assigned Rules

Small Target
Elusive Target

<div>  FSA A-17 Class Bomber </div>					DR	CR	Mv	HP
					5	6	8"	4
RANGE BAND	1	2	3	4	Cost: 55 Points			
Fixed Aft Bombs	7	-	-	-	AP	AA	CC	RR
Fore Torps	7	6	5	-	4	5	4	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				

This is a **MEDIUM CLASS FLYING** model

This model **MUST** move 1" straight ahead before making each 45 degree turn

If moved, this model **MUST** move a minimum of 4" during its activation

Up to 70% of your points can be spent on **MEDIUM CLASS** models

FSA Bombers are deployed in **SQUADRONS** of 2 to 4 models

Model Assigned Rules

Swift Ascent

Limited Resources

Cannot Halt

Cannot Move Backwards

The Torpedoes use the Fixed Channel.

GENERIC TINY FLYER STATISTICS			
	Move	AD	Ack Ack
FIGHTER PLANE	16"	0	2
RECON PLANE	16"	0	1
DIVE BOMBER	12"	3	1
TORPEDO BOMBER	12"	3	1

TINY FLYER RULES AT A GLANCE

- IGNORE COMMAND DISTANCE RULES
- CANNOT HALT (UNLESS THEY LAND)
- HAVE 360 DEGREE MOVEMENT
- HAVE 360 DEGREE ARC OF FIRE
- DESTROYED ON A 6
- SUFFER AN ABORT ON ANY OTHER HIT
- IGNORE BRAVERY RULES

FSA TINY FLYER MAR RULES

ACROBATIC PILOTS (Fighter Planes)

If this token suffers one or more destroyed results, it can roll 1D6 per destroyed result to cancel each of them. The hit is cancelled (ignored) on a roll of 5 or 6 (without an extra roll for the 6). A roll of 1, 2, 3 or 4 has no effect.

MORE MACHINE GUNS (Torpedo Bombers)

This token increases its Ack Ack rating by +1.

SUPERIOR ENGINE (Torpedo Bombers)

This token increases its Movement rating by +2".

<div>  FSA Lee Class Scoutship </div>					DR	CR	Mv	HP
					5	6	8"	5
RANGE BAND	1	2	3	4	Cost: 60 Points			
Fore Rockets	3	4	5	-	AP	AA	CC	RR
P/S Broadside (S)	7	5	3	-	5	4	0	0
Fixed Aft Bombs	6	-	-	-				
Special 1	-	-	-	-				

This is a **MEDIUM CLASS CAPITAL FLYING** model

This model **MUST** move 1" straight ahead before making each 45 degree turn

If moved, this model **MUST** move a minimum of 2" during its activation

Up to 70% of your points can be spent on **MEDIUM CLASS** models

FSA Scoutships are deployed in **SQUADRONS** of 2 to 4 models

Model Assigned Rules

Sharpshooters

Armoured Topside

Jettison Damage

Spotter

The Rockets use the Fixed Channel.

<div>  FSA Mobile Airfield </div>					DR	CR	Mv	HP
					7	9	6"	9
RANGE BAND	1	2	3	4	Cost: 150 Points			
Fore Fixed (P)	14	11	9	5	AP	AA	CC	RR
P/S Broadside (S)	8	5	2	-	8	6	4	-
Rockets	-	5	6	7				
Special 1	-	-	-	-				

This is a **MASSIVE CLASS CAPITAL** model

This model **MUST** move 1" straight ahead before making each 45 degree turn

If moved, this model **MUST** move a minimum of 2" during its activation

Up to 70% of your points can be spent on **MASSIVE CLASS** models

FSA Mobile Airfields are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Security Posts

Sharpshooters

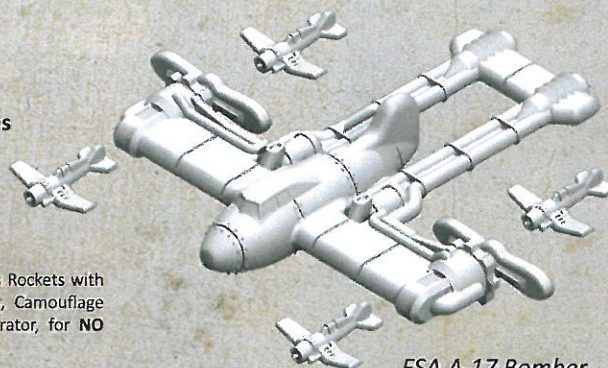
Carries 6 Aeroplanes

Fuel Reserves


Bombard (Fore Fixed)

This model **CAN** replace its Rockets with either a Kinetic Generator, Camouflage Generator or Shield Generator, for **NO** points difference.


The Rockets have a 360 degree Arc of Fire.



FSA A-17 Bomber
with Fighter Escort

 FSA Valley Class Airship					DR	CR	Mv	HP
					7	8	7"	8
RANGE BAND	1	2	3	4	Cost: 130 Points			
Fore Rockets	5	6	7	-	AP	AA	CC	RR
Fore Rockets	5	6	7	-	8	8	0	0
P/S BroadSides (S)	9	7	5	-				
Fixed Aft Bombs	9	-	-	-				


This is a **LARGE CLASS CAPITAL FLYING** model
 This model **MUST** move 2" straight ahead before making each 45 degree turn
 If moved, this model **MUST** move a minimum of 2" during its activation
 Up to 70% of your points can be spent on **LARGE CLASS** models
 FSA Airships are deployed in **SQUADRONS** of 1 model

 FSA Savannah Sky Fortress					DR	CR	Mv	HP
					7	10	6"	10
RANGE BAND	1	2	3	4	Cost: 140 Points			
Fore Rockets	-	-	-	-	AP	AA	CC	RR
P/S BroadSides (S)	12	8	4	-	9	9	0	0
Fixed Aft Bombs	12	-	-	-				
Special 1	-	-	-	-				

This is a **MASSIVE CLASS CAPITAL FLYING** model
 This model **MUST** move 2" straight ahead before making each 45 degree turn
 If moved, this model **MUST** move a minimum of 2" during its activation
 Up to 70% of your points can be spent on **MASSIVE CLASS** models
 FSA Sky Fortresses are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Sharpshooters
 Carries 6 Aeroplanes
 Double Decker
 Fuel Reserves

 FSA John Henry Class Robot					DR	CR	Mv	HP
					5	6	10"	4
RANGE BAND	1	2	3	4	Cost: 60 Points			
Left Arm Cannon (P)	9	7	4	-	AP	AA	CC	RR
Right Arm Rockets	3	4	5	-	6	4	0	0
Fore Turret (P)	-	-	-	-				
Aft Turret (P)	-	-	-	-				

This is a **MEDIUM CLASS FLYING** model
 This model **MUST** move 1" straight ahead before making each 45 degree turn
 If moved, this model **MUST** move a minimum of 4" during its activation
 Up to 70% of your points can be spent on **MEDIUM CLASS** models
 FSA Robots are deployed in **SQUADRONS** of 2 to 3 models

Model Assigned Rules


Jettison Damage
 Air Hunter (Left Arm Cannon)
 Cannot Move Backwards
 Ignores Command Distance Rules

The Left Arm Cannon and Right Arm Rockets **BOTH** have a 270 degree Arc of Fire. Measure from the middle of the model for Line of Sight and Ranges.

Model Assigned Rules

Sharpshooters
 Armoured Topside
 Rugged Construction


BOTH the Rockets on this model have a Fixed Channel.

 FSA Comms Tower					DR	CR	Mv	HP
					5	6	0"	5
RANGE BAND	1	2	3	4	Cost: 40 Points			
Special 1	-	-	-	-	AP	AA	CC	RR
Special 2	-	-	-	-	3	2	0	0
Special 3	-	-	-	-				
Special 4	-	-	-	-				

This is a **MEDIUM CLASS** model (Fortification)
 Up to 70% of your points can be spent on **MEDIUM CLASS** models
 FSA Comms Towers are deployed in **SQUADRONS** of 2 to 3 models

Model Assigned Rules

Emplaced & Indestructable
 Strategic Objective (50)
 Radio Network
 Immovable & Invincible

 FSA Shield Tower					DR	CR	Mv	HP
					5	6	0"	5
RANGE BAND	1	2	3	4	Cost: 60 Points			
Main Turret (P)	10	8	6	4	AP	AA	CC	RR
Special 1	-	-	-	-	3	2	0	0
Special 2	-	-	-	-				
Special 3	-	-	-	-				


This is a **MEDIUM CLASS** model (Fortification)
 Up to 70% of your points can be spent on **MEDIUM CLASS** models
 FSA Shield Towers are deployed in **SQUADRONS** of 2 to 3 models

NOTE: This model has a Shield Generator.


Model Assigned Rules

Emplaced & Indestructable
 Immovable & Invincible

This model has **ONE** Primary turret, which uses the Main Turrets (P) statistic line.

	FSA				DR	CR	Mv	HP
	Landing Field				5	9	0"	9
RANGE BAND	1	2	3	4	Cost: 90 Points			
Emplacements (P)	7	5	2	-	AP	AA	CC	RR
Special 1	-	-	-	-	5	6	0	0
Special 2	-	-	-	-				
Special 3	-	-	-	-				

This is a **MASSIVE CLASS** model
 Fortification - counts as Small for Lines of Sight
 This model's Aeroplanes start a game deployed within 4"
 Up to 70% of your points can be spent on **MASSIVE CLASS** models
 FSA Landing Fields are deployed in **SQUADRONS** of 1 model


	FSA				DR	CR	Mv	HP
	Coastal Defences				7	12	0"	10
RANGE BAND	1	2	3	4	Cost: 165 Points			
Left Turret (P)	12	10	6	4	AP	AA	CC	RR
Right Turret (P)	12	10	6	4	8	5	0	0
Broadside Guns (S)	8	5	4	2				
Special 1	-	-	-	-				

This is a **MASSIVE CLASS CAPITAL** model (Fortification)
 Up to 70% of your points can be spent on **MASSIVE CLASS** models
 FSA Coastal Defences are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Corrosive (Left and Right Turret)
 Emplaced & Minefield
 Security Posts & Extended Range
 Indestructible & Redoubtable
 Immovable & Invincible

The Left and Right Turrets both have a 90 degree Arc of Fire.

	FSA				DR	CR	Mv	HP
	Bunker				6	10	0"	9
RANGE BAND	1	2	3	4	Cost: 130 Points			
360 Turret (P)	12	10	6	4	AP	AA	CC	RR
270 Turret (P)	14	12	8	5	7	5	0	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				

This is a **LARGE CLASS CAPITAL** model (Fortification)
 Up to 70% of your points can be spent on **LARGE CLASS** models
 FSA Bunkers are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Emplaced & Minefield
 Security Posts & Extended Range
 Indestructible & Redoubtable
 Immovable & Invincible


There is **ONE** Main Turret with a 360 degree Arc of Fire and **ONE** Main Turret with a 270 degree Arc of Fire.

Model Assigned Rules

Carries 4 Aeroplanes
 Fuel Reserves
 Indestructible
 Immovable & Invincible

The weapon Emplacements on this model are abstracted into one single combat rating. The Emplacements have a 360 degree Arc of Fire around the model.


NOTE: All range measurements will be made from the edge of the physical model.

	FSA				DR	CR	Mv	HP
	Flak Tower				5	6	0"	7
RANGE BAND	1	2	3	4	Cost: 40 Points			
Special 1	-	-	-	-	AP	AA	CC	RR
Special 2	-	-	-	-	4	6	0	0
Special 3	-	-	-	-				
Special 4	-	-	-	-				

This is a **MEDIUM CLASS** model (Fortification)
 Up to 70% of your points can be spent on **MEDIUM CLASS** models
 FSA Flak Towers are deployed in **SQUADRONS** of 2 to 4 models

Model Assigned Rules

Emplaced & Towering
 Telescopic Zoom (Ack Ack 16")
 Indestructible
 Immovable & Invincible

	FSA				DR	CR	Mv	HP
	Gun Tower				5	6	0"	7
RANGE BAND	1	2	3	4	Cost: 50 Points			
Fore Broadside (S)	8	5	4	2	AP	AA	CC	RR
P/S Broadside (S)	8	5	4	2	4	3	0	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				

This is a **MEDIUM CLASS** model (Fortification)
 Up to 70% of your points can be spent on **MEDIUM CLASS** models
 FSA Gun Towers are deployed in **SQUADRONS** of 2 to 4 models

Model Assigned Rules

Emplaced & Towering
 Sharpshooters
 Indestructible
 Immovable & Invincible

BLAZING SUN

The **Empire of the Blazing Sun (EotBS)** has a simple military structure, perhaps the most simple of all of the military powers in **Dystopian Wars**. Three Armies protect the empire: one acting as a *shield* to protect, the second as a *sword* to strike out and the third as a *crucible* within which to forge elite soldiers. Each of these Armies has a Navy attached to it and also an Aerial Armada.

When the **EotBS** took the decision to create its Great Navies, fleets that the Empress would be proud of, the finest engineers and scientists of the land were gathered together. At the head of the project was Yoshiro Nagasumi, chief technologist of the Empire and a mathematical genius. Nagasumi's Sokutsu Class Battleship design was audacious and broke away from the usual naval doctrine of ship design, but his favour with the Empress was to see his ideas turn into a reality, despite major resistance by the **EotBS** Naval Admirals.

Nagasumi went on to design the **EotBS** Nakatsu Class Cruiser in the wake of critical acclaim for his Battleship design. The *densha*-inspired [densha = train] vessel does not use a turret for its main weaponry; rather it boasts broadside weaponry, fore torpedoes and a series of Rocket Batteries that hurl deadly incendiary projectiles at enemy vessels. Nagasumi wanted a streamlined hull design to allow the Cruiser to literally cut through the waters of the seas and oceans around his Empire.

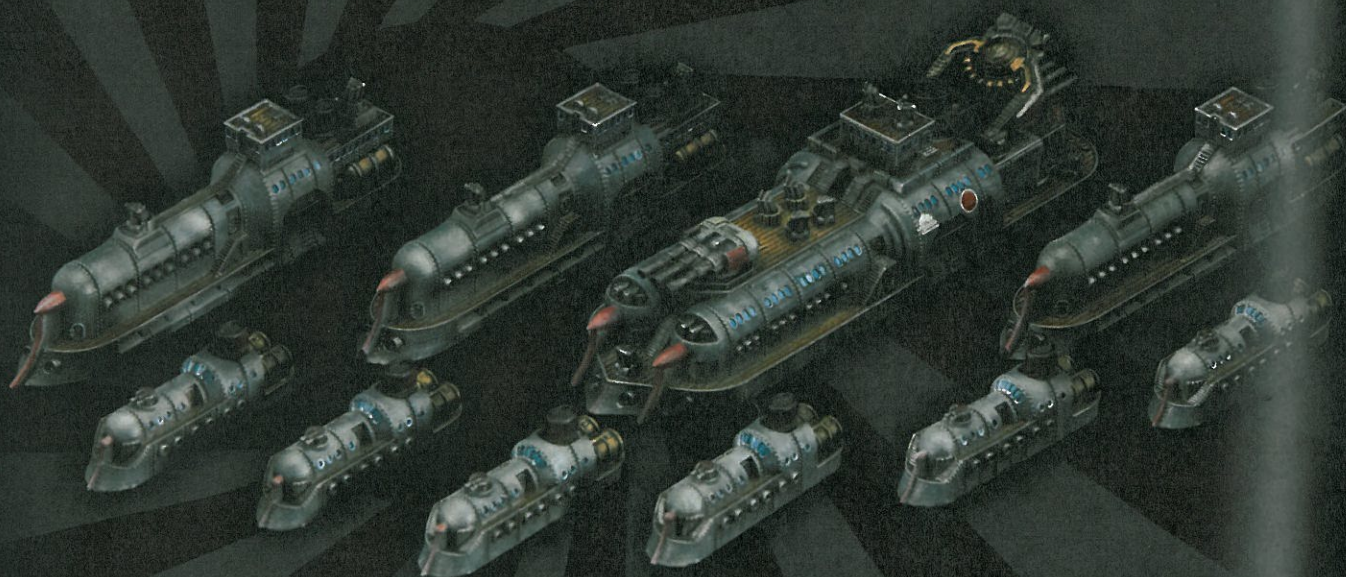
Noted physicist Hironari Arata was tasked with constructing war machines that the empire could use to further its expansion into neighbouring territories, extending the reach and offensive power of its Armies. Initially Arata focused on four core land vehicles: Ke-Ho Light Tank, Type II Chi-Ri Medium Tank, Ho-I

Mobile Bombard and O-I 'Taka-Ashi' Heavy Walker. His work has created a HQ version of the O-I and his team of researchers are working on Walkers that dwarf even the mighty O-I in size.

The original designs for the O-I Heavy Mechanised Walker were plagued with problems and their first military action in China saw over 30 of the gigantic machines destroyed in one day of battle, mainly due to structural failures – the legs kept falling off! But Arata kept refining the design and eventually, with the aid of *Element 270*, and a fortuitous laboratory accident which saw a container of zinc fall into a vat of steel and *Element 270*, a new metal compound was created by the scientist. Superlight and immensely strong the metal has allowed massive advances in Walker technology, leading to a shift away from tracks for large war machines.

With disputes common between **China** and the **Russian Coalition**, the **EotBS** created its Tenkei Sky Fortress as an aerial strike platform that can strike over land or water, unleashing its cargo of fighters, fighter bombers and torpedo bombers onto an enemy from above. A major breakthrough in lightweight metals, all formulated in secret using Sturgeon's new found element, allows massive propellers to keep the Sky Fortress in the sky.

The Aerial Armadas of the **EotBS** are growing in both number and prowess. Young pilots are being trained and regular engagements with forces from **China** and the **Russian Coalition** are weeding out the weak. The DFA-170 Bomber is proving itself to be a very effective aerial tool, and many more aircraft designs are coming out of the **EotBS**.





BLAZING SUN

Sokotsu Class Battleship

DR	CR	Mv	HP
6	11	6"	8

RANGE BAND	1	2	3	4	Cost: 180 Points			
Main Turrets (P)	13	8	6	3	AP	AA	CC	RR
P/S Guns (S)	8	7	5	2	10	6	4	0
Fore Torpedoes	6	5	4	-				
Rocket Batteries	-	5	6	7				

This is a **LARGE CAPITAL CLASS** model
 It uses the **LARGE** template for moving
 If moved, this model **MUST** move a minimum of 2" during its activation
 Up to 70% of your points can be spent on **LARGE CLASS** models
 Blazing Sun Battleships are deployed in **SQUADRONS** of 1 model

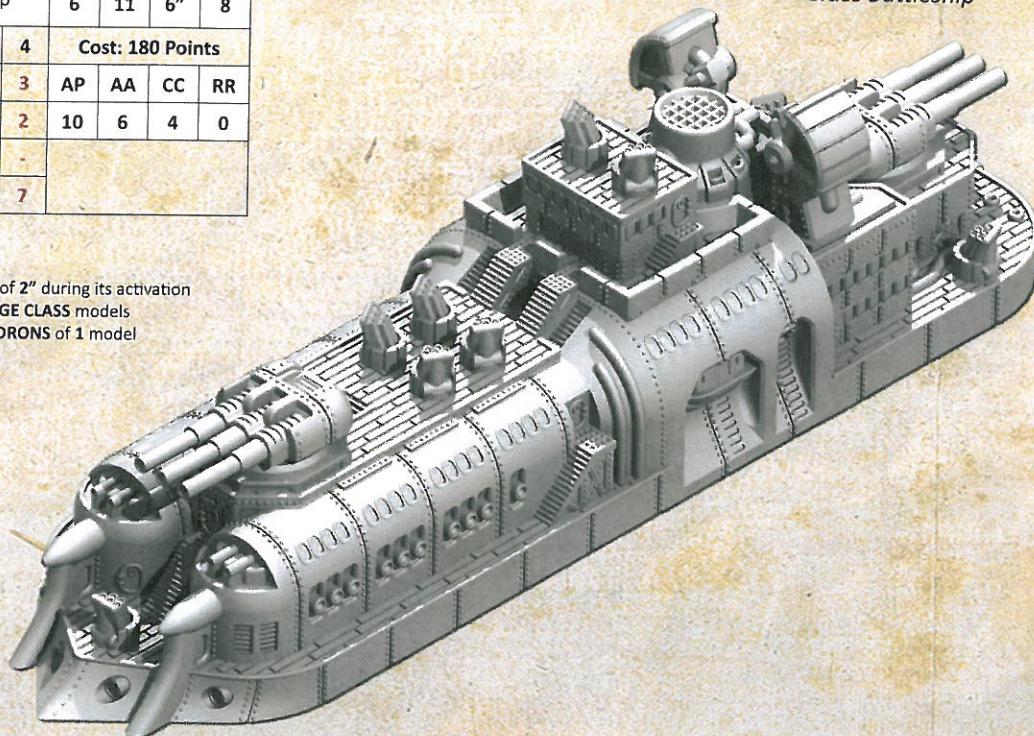
Model Assigned Rules

Incendiary Rounds (Rockets Only)

This model **IS** fitted with either a Disruption Generator **OR** a Shield Generator, for **NO** points difference.

The Main Turrets have a **270** degree Arc of Fire, the Fore Torpedoes and the Port/Starboard Guns have a Fixed Channel, and the Rockets have a **360** degree Arc of Fire. When firing the Rockets measure from the middle of the model for Line of Sight and Ranges.

This model has **TWO** Primary turrets, each of which uses the Main Turrets (P) statistic line.



Blazing Sun Sokotsu Class Battleship



BLAZING SUN

Uwatsu Class Frigate

DR	CR	Mv	HP
3	6	12"	2

RANGE BAND	1	2	3	4	Cost: 25 Points			
Fore Turret (S)	5	3	1	-	AP	AA	CC	RR
P/S Guns (S)	4	3	1	-	2	1	1	0
Fore Fixed Torpedoes	-	-	-	-				
Rocket Batteries	-	-	-	-				

This is a **SMALL CLASS** model
 It uses the **SMALL** template for moving
 If moved, this model **MUST** move a minimum of 2" during its activation
 Up to 40% of your points can be spent on **SMALL CLASS** models
 Blazing Sun Frigates are deployed in **SQUADRONS** of 2 to 4 models

Model Assigned Rules

Small Target

The single Fore Turret (S) has a **270** degree Arc of Fire, and the Port/Starboard Guns have a Fixed Channel.



BLAZING SUN

Nakatsu Class Cruiser

DR	CR	Mv	HP
4	7	10"	4


RANGE BAND	1	2	3	4	Cost: 60 Points			
Main Turret (P)	-	-	-	-	AP	AA	CC	RR
P/S Guns (S)	8	6	4	-	5	3	2	0
Fore Torpedoes	4	3	-	-				
Rocket Batteries	-	3	4	5				

This is a **MEDIUM CAPITAL CLASS** model
 It uses the **MEDIUM** template for moving
 If moved, this model **MUST** move a minimum of 2" during its activation
 Up to 70% of your points can be spent on **MEDIUM CLASS** models
 Blazing Sun Cruisers are deployed in **SQUADRONS** of 2 to 4 models

The Fore Torpedoes and the Port/Starboard Guns have a Fixed Channel. The Rockets have a **360** degree Arc of Fire. When firing the Rockets measure from the middle of the model for Line of Sight and Ranges.

Model Assigned Rules

You can give a Squadron of Cruisers the Incendiary Rounds (Rockets Only) ability, for 5 points per model.

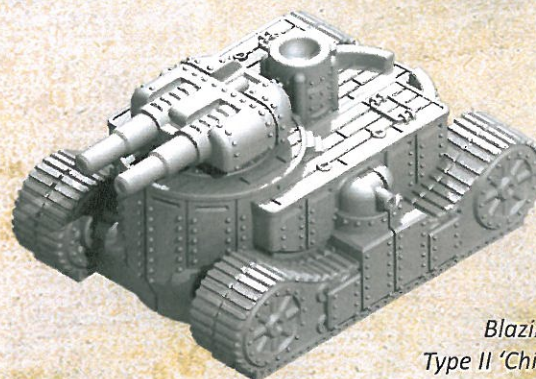
 BLAZING SUN Kiyohime Class Assault Carrier					DR	CR	Mv	HP
					5	9	6"	7
RANGE BAND	1	2	3	4	Cost: 130 Points			
Main Turret (P)	13	8	6	3	AP	AA	CC	RR
P/S Guns (S)	8	7	5	2	7	5	4	0
Fore Fixed Torpedoes	6	5	4	-				
Rocket Batteries	-	-	-	-				

This is a **MASSIVE CAPITAL CLASS** model
It uses the **LARGE** template for moving
If moved, this model **MUST** move a minimum of 2" during its activation
Up to 70% of your points can be spent on **MASSIVE CLASS** models
Blazing Sun Assault Carriers are deployed in **SQUADRONS** of 1 models


Model Assigned Rules

Carries 4 Aeroplanes
Fuel Reserves
Rugged Construction

The single Main Turret has a
270 degree Arc of Fire, the Fore
Torpedoes and the Port/Starboard
Guns have a Fixed Channel.



Blazing Sun
Type II 'Chi-Ri' Medium
Tank

 BLAZING SUN Hachiman Class Dreadnought					DR	CR	Mv	HP
					7	13	6"	10
RANGE BAND	1	2	3	4	Cost: 235 Points			
Main Turret (P)	13	8	6	3	AP	AA	CC	RR
Fixed Aft Mines	(5)	-	-	-	12	8	7	9
Fore Torpedoes	7	6	5	-				
Rocket Batteries	-	7	8	9				

This is a **LARGE CAPITAL CLASS** model
It uses the **LARGE** template for moving
If moved, this model **MUST** move a minimum of 2" during its activation
Up to 70% of your points can be spent on **LARGE CLASS** models
Blazing Sun Dreadnoughts are deployed in **SQUADRONS** of 1 model

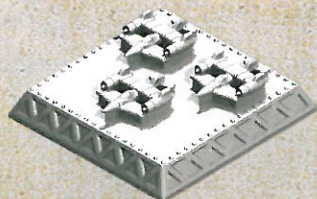
Model Assigned Rules

Incendiary Rounds (Rockets Only)
Dash and Elan
Iron Ram

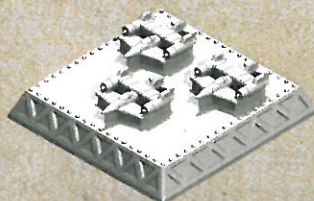
This model **IS** fitted with either a
Disruption Generator **OR** a Shield
Generator, for **NO** points difference.


The **THREE** Main Turrets have a
270 degree Arc of Fire, the Fore
Torpedoes have a Fixed Channel
and the Rockets have 360 degree
Arc of Fire. When firing the Rockets
measure from the middle of the
model for Line of Sight and Ranges.

This model has **THREE** Primary
turrets, each of which uses the Main
Turrets (P) statistic line.



Blazing Sun Fighter Tokens



 BLAZING SUN Fujin Class Corvette					DR	CR	Mv	HP
					3	4	15"	2
RANGE BAND	1	2	3	4	Cost: 20 Points			
Fore Turret (S)	4	3	1	-	AP	AA	CC	RR
P/S Broadside (S)	-	-	-	-	1	1	1	0
Fore Fixed Torpedoes	-	-	-	-				
Rocket Batteries	-	-	-	-				

This is a **SMALL CLASS** model
It uses the **SMALL** template for moving
If moved, this model **MUST** move a minimum of 2" during its activation
Up to 40% of your points can be spent on **SMALL CLASS** models
Blazing Sun Corvettes are deployed in **SQUADRONS** of 2 to 5 models

Model Assigned Rules

Fast Target
Elusive Target

The single Fore Turret (S) has a 270
degree Arc of Fire.



BLAZING SUN

Kitsune Class Escort

DR	CR	Mv	HP
3	6	9"	2

RANGE BAND	1	2	3	4	Cost: 20 Points			
Fore Turrets (S)	-	-	-	-	AP	AA	CC	RR
Port Rockets	-	-	-	-	1	3	1	0
Starboard Rockets	-	-	-	-				
Fore Guns (S)	-	-	-	-				

This is a **SMALL CLASS** model

It uses the **SMALL** template for moving

If moved, this model **MUST** move a minimum of 2" during its activation

Up to 40% of your points can be spent on **SMALL CLASS** models

Blazing Sun Escorts are deployed in **SQUADRONS** of 1 to 3 models

Model Assigned Rules

Small Target

Elusive Target

Blazing Sun Bomber

GENERIC TINY FLYER STATISTICS

	Move	AD	Ack Ack
FIGHTER PLANE	16"	0	2
RECON PLANE	16"	0	1
DIVE BOMBER	12"	3	1
TORPEDO BOMBER	12"	3	1

TINY FLYER RULES AT A GLANCE

- IGNORE COMMAND DISTANCE RULES
- CANNOT HALT (UNLESS THEY LAND)
- HAVE 360 DEGREE MOVEMENT
- HAVE 360 DEGREE ARC OF FIRE
- DESTROYED ON A 6
- SUFFER AN ABORT ON ANY OTHER HIT
- IGNORE BRAVERY RULES

BLAZING SUN TINY FLYER MAR RULES

BIG FUEL TANKS (Fighter Planes)

If this token suffers one or more Abort results, it can roll 1D6 per Abort result to cancel each of them. The hit is cancelled (ignored) on a roll of 5 or 6 (without an extra roll for the 6). A roll of 1, 2, 3 or 4 has no effect.

FASTER TORPEDOES (Torpedo Bombers)

If this token makes an AD attack against a model, and that model uses **Concussion Charge** fire against its Torpedo attack, the model **MUST** re-roll all of its hits (and take the second result) against the Torpedoes.

SWARM TACTICS (Fighter Planes)

When a Squadron that has Swarm Tactics uses Linked Fire, the combined attack receives (a maximum) of +2 dice to the Linked Fire total, whether it is an AD attack, Ack Ack fire or **Concussion Charge** fire.



BLAZING SUN

Tanuki Class Gunship

DR	CR	Mv	HP
4	8	10"	5

RANGE BAND	1	2	3	4	Cost: 80 Points			
Main Turret (P)	-	-	-	-	AP	AA	CC	RR
P/S Guns (S)	9	6	4	-	6	4	3	0
Fore Torpedoes	6	3	-	-				
Rocket Batteries	-	4	5	6				

This is a **MEDIUM CLASS CAPITAL** model

It uses the **MEDIUM** template for moving

If moved, this model **MUST** move a minimum of 2" during its activation

Up to 70% of your points can be spent on **MEDIUM CLASS** models

Blazing Sun Gunships are deployed in **SQUADRONS** of 2 to 3 models

Model Assigned Rules

Incendiary Rounds (Rockets Only)

The Fore Torpedoes and the Port/Starboard Guns have a Fixed Channel. When firing the Rockets measure from the middle of the model for Line of Sight and Ranges.



BLAZING SUN

Yurgi Class Destroyer

DR	CR	Mv	HP
3	6	12"	2

RANGE BAND	1	2	3	4	Cost: 30 Points			
Fore Rockets	3	4	5	-	AP	AA	CC	RR
Port Rockets	3	4	5	-	2	1	1	0
Starboard Rockets	3	4	5	-				
Fore Guns (S)	-	-	-	-				

This is a **SMALL CLASS** model

It uses the **SMALL** template for moving

If moved, this model **MUST** move a minimum of 2" during its activation

Up to 40% of your points can be spent on **SMALL CLASS** models


Blazing Sun Destroyers are deployed in **SQUADRONS** of 2 to 4 models

Model Assigned Rules

Small Target

Pack Hunters

The Fore, Port and Starboard Rockets use the Fixed Channel.

 BLAZING SUN Type II 'Chi-Ri' Class Tank					DR	CR	Mv	HP
					4	7	8"	3
RANGE BAND	1	2	3	4	Cost: 40 Points			
Fore Turret (S)	6	5	2	-	AP	AA	CC	RR
P/S Broadside (S)	5	2	-	-	3	3	1	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				

This is a **MEDIUM CLASS** model


This model **CAN** move 0" straight ahead before making each 45 degree turn

This model **has** a minimum move of 0" if it is moved

Up to 70% of your points can be spent on **MEDIUM CLASS** models

Blazing Sun Medium Tanks are deployed in **SQUADRONS** of 2 to 4 models

The single Fore Turret (S) has a 270 degree Arc of Fire.

 BLAZING SUN Ke-Ho Small Tank Base					DR	CR	Mv	HP
					3	6	8"	2
RANGE BAND	1	2	3	4	Cost: 20 Points			
Fore Fixed (S)	-5	2	-	-	AP	AA	CC	RR
P/S Side Guns (S)	-	-	-	-	1	2	1	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				

This is a **SMALL CLASS** model

This model has 360 degree movement

This model **has** a minimum move of 0" if it is moved


Up to 40% of your points can be spent on **SMALL CLASS** models

Blazing Sun Small Tanks are deployed in **SQUADRONS** of 2 to 5 models

Model Assigned Rules

Small Target

Elusive Target

 BLAZING SUN Ho-I Class Mobile Bombard					DR	CR	Mv	HP
					4	6	6"	3
RANGE BAND	1	2	3	4	Cost: 60 Points			
Fore/ Aft Bombard (P)	9	6	5	4	AP	AA	CC	RR
Special 1	-	-	-	-	2	2	1	0
Special 2	-	-	-	-				
Special 3	-	-	-	-				

This is a **MEDIUM CLASS CAPITAL** model

This model **CAN** move 0" straight ahead before making each 45 degree turn

This model **has** a minimum move of 0" if it is moved

Up to 70% of your points can be spent on **MEDIUM CLASS** models

Blazing Sun Medium Bombards are deployed in **SQUADRONS** of 2 to 3 models

Model Assigned Rules


Bombard (Fore/Aft Fixed)

Forward Observer

The Bombard on this model can fire into the Fore or Aft Channel, but it **CANNOT** fire into both channels simultaneously.



*Blazing Sun O-I 'Taka-Ashi'
Heavy Walker*

 BLAZING SUN O-I 'Taka-Ashi' Heavy Walker					DR	CR	Mv	HP
					5	9	6"	7
RANGE BAND	1	2	3	4	Cost: 150 Points			
Main Turret (P)	-	15	9	6	AP	AA	CC	RR
Knee Turrets (S)	7	5	2	-	8	4	3	-
Rocket Battery	-	6	7	8				
Special 1	-	-	-	-				

This is a **LARGE CLASS CAPITAL** model

This model **MUST** move 1" straight ahead before making each 45 degree turn

This model **has** a minimum move of 0" if it is moved

Up to 70% of your points can be spent on **LARGE CLASS** models

Blazing Sun Heavy Walkers are deployed in **SQUADRONS** of 1 model

The single Main Turret (P) has a 360 degree Arc of Fire, while each of the four Knee Turrets have an Off Set 180 degree Arc of Fire and the Rockets have a 360 degree Arc of Fire. When firing the Rockets measure from the middle of the model for Line of Sight and Ranges.

If the O-I Class is fitted with its HQ tower it gains the **Icon** ability. The model keeps its Knee Turrets and Rocket Battery weaponry. It does, however, lose its Main Turret weapon, and is 35 points cheaper.

Model Assigned Rules

Incendiary Rounds (Rockets Only)

Shallow Wader

Impervious

Long Legs



BLAZING SUN

DFA-170 Class Bomber

DR	CR	Mv	HP
4	7	10"	4

RANGE BAND	1	2	3	4	Cost: 60 Points			
Fixed Aft Bombs	8	-	-	-	AP	AA	CC	RR
Fore Rockets	3	5	7	-	4	6	2	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				

This is a **MEDIUM CLASS FLYING** model

This model **MUST** move 1" straight ahead before making each 45 degree turn

If moved, this model **MUST** move a minimum of 4" during its activation

Up to 70% of your points can be spent on **MEDIUM CLASS** models

Blazing Sun Bombers are deployed in **SQUADRONS** of 2 to 3 models



BLAZING SUN

Inari Class Scout Gyro

DR	CR	Mv	HP
4	7	10"	5

RANGE BAND	1	2	3	4	Cost: 70 Points			
Main Turret (P)	8	6	3	1	AP	AA	CC	RR
Fixed Aft Bombs	8	-	-	-	5	4	0	0
Port Rockets	5	7	9	-				
Starboard Rockets	5	7	9	-				

This is a **MEDIUM CAPITAL CLASS FLYING** model

This model **MUST** move 1" straight ahead before making each 45 degree turn

If moved, this model **MUST** move a minimum of 2" during its activation

Up to 70% of your points can be spent on **MEDIUM CLASS** models

Blazing Sun Scout Gyros are deployed in **SQUADRONS** of 2 to 3 models

Model Assigned Rules

Incendiary Rounds (*Rockets Only*)

Manoeuvrable

Altitude Skimming

Spotter

The single Main Turret (P) has a

270 degree Arc of fire, and the

Rockets have a Broadside Arc



BLAZING SUN

Tsukuyomi Class War Gyro

DR	CR	Mv	HP
6	9	7"	7

RANGE BAND	1	2	3	4	Cost: 150 Points			
Main Turrets (P)	13	8	6	4	AP	AA	CC	RR
Fixed Aft Bombs	8	-	-	-	7	7	0	0
Port Rockets	5	7	9	-				
Starboard Rockets	5	7	9	-				

This is a **LARGE CAPITAL CLASS FLYING** model

This model **MUST** move 2" straight ahead before making each 45 degree turn

If moved, this model **MUST** move a minimum of 2" during its activation

Up to 70% of your points can be spent on **LARGE CLASS** models

Blazing Sun War Gyros are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Incendiary Rounds (*Rockets Only*)

Manoeuvrable

Security Posts

The **TWO** Main Turrets have a 270 degree Arc of Fire, and the Rockets have a Broadside Arc

This model has **TWO** Primary turrets, each of which uses the Main Turrets (P) statistic line.

Model Assigned Rules

Swift Ascent

Limited Resources

Cannot Halt

Cannot Move Backwards

The Rockets use the Fixed

Channel



BLAZING SUN

Comms Tower

DR	CR	Mv	HP
4	8	0"	4

RANGE BAND	1	2	3	4	Cost: 40 Points			
Special 1	-	-	-	-	AP	AA	CC	RR
Special 2	-	-	-	-	3	2	0	0
Special 3	-	-	-	-				
Special 4	-	-	-	-				

This is a **MEDIUM CLASS** model (Fortification)

Up to 70% of your points can be spent on **MEDIUM CLASS** models

Blazing Sun Comms Towers are deployed in **SQUADRONS** of 2 to 3 models

Model Assigned Rules

Emplaced & Indestructable

Strategic Objective (50)

Radio Network

Immovable & Invincible



BLAZING SUN

Shield Tower

DR	CR	Mv	HP
4	8	0"	4

RANGE BAND	1	2	3	4	Cost: 60 Points			
Main Turret (P)	10	8	6	4	AP	AA	CC	RR
Special 1	-	-	-	-	3	2	0	0
Special 2	-	-	-	-				
Special 3	-	-	-	-				

This is a **MEDIUM CLASS** model (Fortification)

Up to 70% of your points can be spent on **MEDIUM CLASS** models


Blazing Sun Shield Towers are deployed in **SQUADRONS** of 2 to 3 models

NOTE: This model has a Shield Generator

Model Assigned Rules

Emplaced & Indestructable

Immovable & Invincible


 BLAZING SUN Tenkei Sky Fortress					DR	CR	Mv	HP
					6	10	6"	9
RANGE BAND	1	2	3	4	Cost: 130 Points			
Main Turrets (P)	9	6	3	-	AP	AA	CC	RR
Rocket Batteries	-	5	6	7	8	8	5	0
Fixed Aft Bombs	10	-	-	-				
Special 1	-	-	-	-				

This is a **MASSIVE CLASS CAPITAL FLYING** model
 This model **MUST** move 2" straight ahead before making each 45 degree turn
 If moved, this model **MUST** move a minimum of 2" during its activation
 Up to 70% of your points can be spent on **MASSIVE CLASS** models
 Blazing Sun Sky Fortresses are deployed in **SQUADRONS** of 1 model

Model Assigned Rules
 Incendiary Rounds (*Rockets Only*)
 Carries 6 Aeroplanes
 Fuel Reserves
 Deck Crews

This model has **TWO** Primary turrets, each of which uses the Main Turrets (P) statistic line.

The **TWO** Main Turrets (P) (located in the front left and right corners) have a limited 90 degree Arc of Fire, and the Rockets have a 360 degree Arc of Fire. When firing the Rockets measure from the middle of the model for Line of Sight and Ranges.

 BLAZING SUN Mobile Airfield					DR	CR	Mv	HP
					6	10	6"	9
RANGE BAND	1	2	3	4	Cost: 135 Points			
Main Fore Turret (P)	13	8	6	3	AP	AA	CC	RR
P/S Broadside (S)	7	5	2	-	8	6	5	-
Rockets	-	6	7	8				
Special 1	-	-	-	-				

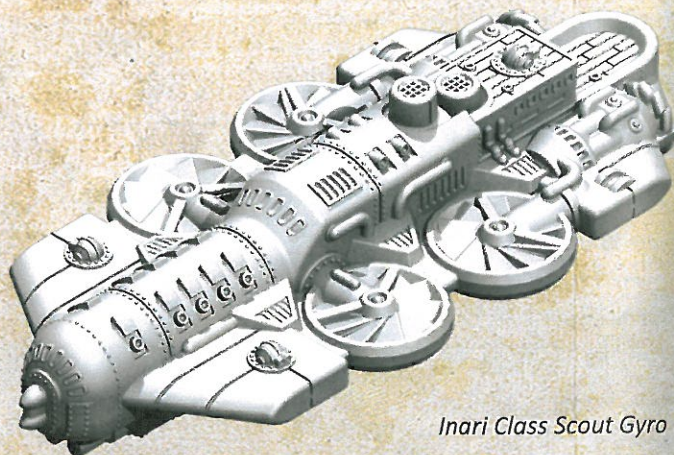
This is a **MASSIVE CLASS CAPITAL** model
 This model **MUST** move 1" straight ahead before making each 45 degree turn
 If moved, this model **MUST** move a minimum of 2" during its activation
 Up to 70% of your points can be spent on **MASSIVE CLASS** models
 Blazing Sun Mobile Airfields are deployed in **SQUADRONS** of 1 model

Model Assigned Rules


Carries 6 Aeroplanes
 Fuel Reserves
 Incendiary Rounds (*Rockets Only*)
 Ground Clamps
 Rapid Fire

This model is fitted with either a Disruption Generator **OR** a Shield Generator, for **NO** points difference.

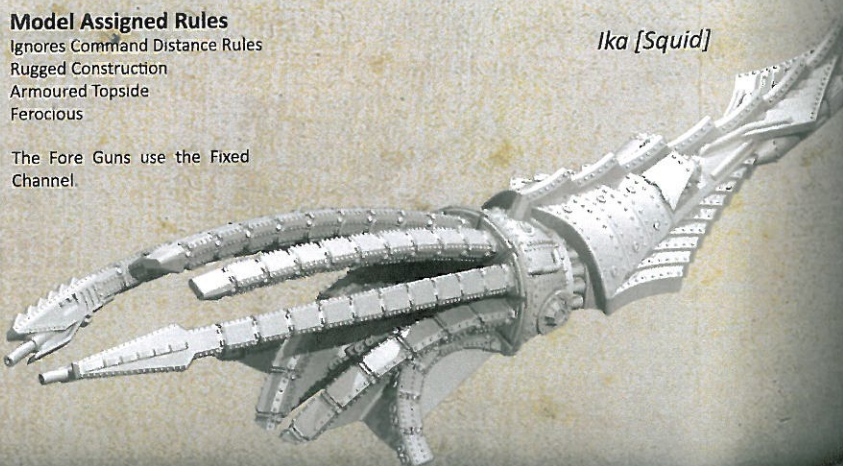
The single Main Turret (P) has a 270 Degree Arc of Fire, and the Rockets have a 360 Degree Arc of Fire. When firing the Rockets measure from the middle of the model for Line of Sight and Ranges.



Inari Class Scout Gyro

 BLAZING SUN Mechanical Ika [Squid]					DR	CR	Mv	HP
					5	10	7"	6
RANGE BAND	1	2	3	4	Cost: 100 Points			
Fore Guns (P)	10	6	3	1	AP	AA	CC	RR
Fixed Aft Mines	(5)	-	-	-	9	4	4	-
Fore Turret (P)	-	-	-	-				
Aft Turret (P)	-	-	-	-				

This is a **LARGE CAPITAL CLASS DIVING ROBOT** model (Naval)
 This model has 360 Degree movement
 This model **HAS** a minimum move of 0" if it is moved
 Up to 70% of your points can be spent on **LARGE CLASS** models
 Blazing Sun Mechanical Squids are deployed in **SQUADRONS** of 1 to 2 models




Ika [Squid]

The Fore Guns use the Fixed Channel.



BLAZING SUN

Landing Field

	BLAZING SUN Landing Field				DR	CR	Mv	HP
					6	8	0"	8
RANGE BAND	1	2	3	4	Cost: 90 Points			
Emplacements (P)	8	6	4	-	AP	AA	CC	RR
Special 1	-	-	-	-	6	5	0	0
Special 2	-	-	-	-				
Special 3	-	-	-	-				

This is a **MASSIVE CLASS** model

Fortification - counts as Small for Lines of Sight

This model's Aeroplanes start a game deployed within 4" of the Landing Field

Up to 70% of your points can be spent on **MASSIVE CLASS** models

Blazing Sun Landing Fields are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Carries 4 Aeroplanes

Fuel Reserves

Indestructible

Immovable & Invincible


The weapon Emplacements on this model are abstracted into one single combat rating. The Emplacements have a **360 degree Arc of Fire** around the model.

NOTE: All range measurements will be made from the edge of the physical model.



BLAZING SUN

Coastal Defences

	BLAZING SUN				DR	CR	Mv	HP
	Coastal Defences				8	12	0"	9
RANGE BAND	1	2	3	4	Cost: 170 Points			
Left Turret (P)	13	8	6	3	AP	AA	CC	RR
Right Turret (P)	13	8	6	3	7	6	0	0
Rocket Batteries	-	6	7	8				
Special 1	-	-	-	-				

This is a **MASSIVE CLASS CAPITAL** model (Fortification)

Up to 70% of your points can be spent on **MASSIVE CLASS** models

Blazing Sun Coastal Defences are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Incendiary Rounds (*Rockets Only*)

Emplaced & Minefield

Security Posts & Extended Range

Indestructible & Redoubtable


Immovable & Invincible

The Left and Right Turrets both have a **90 degree Arc of Fire**, while the Rockets have a **360 degree Arc of Fire**. When firing the Rockets measure from the middle of the model for Line of Sight and Ranges.



BLAZING SUN

Bunker

	BLAZING SUN				DR	CR	Mv	HP
	Bunker				7	10	0"	8
RANGE BAND	1	2	3	4	Cost: 130 Points			
360 Turret (P)	13	8	6	3	AP	AA	CC	RR
270 Turret (P)	14	10	8	6	6	5	0	0
Special 1	-	-	-	-				
Special 2	-	-	-	-				

This is a **LARGE CLASS CAPITAL** model (Fortification)

Up to 70% of your points can be spent on **LARGE CLASS** models

Blazing Sun Bunkers are deployed in **SQUADRONS** of 1 model

Model Assigned Rules

Emplaced & Minefield

Security Posts & Extended Range

Indestructible & Redoubtable

Immovable & Invincible

ONE Main Turret (P) has a

360 degree Arc of Fire and


ONE Main Turret (P) has a **270**

degree Arc of Fire.



BLAZING SUN

Flak Tower

	BLAZING SUN				DR	CR	Mv	HP
	Flak Tower				4	8	0"	6
RANGE BAND	1	2	3	4	Cost: 40 Points			
Special 1	-	-	-	-	AP	AA	CC	RR
Special 2	-	-	-	-	4	6	0	0
Special 3	-	-	-	-				
Special 4	-	-	-	-				

This is a **MEDIUM CLASS** model (Fortification)

Up to 70% of your points can be spent on **MEDIUM CLASS** models

Blazing Sun Flak Towers are deployed in **SQUADRONS** of 2 to 4 models

Model Assigned Rules

Emplaced & Towering

Telescopic Zoom (Ack Ack 16")


Indestructible

Immovable & Invincible



BLAZING SUN

Rocket Tower

	BLAZING SUN				DR	CR	Mv	HP
	Rocket Tower				4	8	0"	6
RANGE BAND	1	2	3	4	Cost: 50 Points			
Fore Rockets (S)	-	5	6	7	AP	AA	CC	RR
Port Rockets (S)	-	5	6	7	4	2	0	0
Starboard Rockets (S)	-	5	6	7				
Special 1	-	-	-	-				

This is a **MEDIUM CLASS** model (Fortification)

Up to 70% of your points can be spent on **MEDIUM CLASS** models

Blazing Sun Gun Towers are deployed in **SQUADRONS** of 2 to 4 models

The Rockets on this model all use the Broadside arc.

Model Assigned Rules

Emplaced & Towering

Incendiary Rounds (*Rockets Only*)

Indestructible

Immovable & Invincible

FAST PLAY

DIE ROLL	RESULT	CRITICAL HIT EFFECT
2	Magazine Explosion	The model is destroyed in an inferno of fire and shrapnel. Break Tests caused by the loss of this model ONLY get hits on a 6
3	Shredded Defences *	The model loses 2 HP and CANNOT use its Ack Ack or Concussion Charges
4	Raging Fire *	The model loses 1 AP and 2 HP ; put a Raging Fire token on the model
5	Generator Offline *	The model loses 2 HP and CANNOT use a Generator chosen by the player (when the Critical Hit occurs) whose model suffers the Critical Hit
6	Weapons *	The model reduces the AD of its Gunnery Attacks by HALF and loses 2 HP
7	Hard Pounding	The model loses 2 HP and 2 AP
8	Engines *	The model reduces its Movement rating by HALF and loses 2 HP
9	Rudder *	The model loses 2 HP and can ONLY move in a straight line, it CANNOT turn
10	Fusion Leak	The model loses 2 HP and 1D6 AP
11	Chaos and Disarray *	The model loses 2 HP and CANNOT use its Rockets, Torpedoes, Bombs and/or Mines.
12	Sturginium Flare	The model teleports into the ether; remove the model, it CANNOT return
* = Indicates that a Repair option is available for this Critical Hit effect		Roll 1D6 when the model is next activated, but AFTER it has moved. On a 1-3 the damage is repaired and the token is removed. With a Raging Fire, the model also loses 1 AP on a roll of 4-6 . Creatures and Robots can ONLY make Repair Rolls in order to remove a Raging Fire token - unless their FIG states otherwise.

WEAPON AD REDUCED BY HULL DAMAGE?

RAMS	COLLIDES	ACK ACK	CC	GUNNERY	ROCKETS	TORPS	BOMBS	MINES
N	N	Y	Y	Y	N	N	N	N

WEAPONS MATRIX (DEFENDING MODEL)

(ATTACKING MODEL)	OBSCURED	FLYER	SURFACE	DIVER	SUBMERGED	ROCKETS	TORPEDOES	SMALL	TINY	ASSAULT POINTS	MINES
OBSCURED	6	6	6	6	-	-	-	-	-	-	-
FLYER	6	4, 5, 6	4, 5, 6	5, 6	6	-	-	-	-	-	-
SURFACE	6	4, 5, 6	4, 5, 6	5, 6	6	-	-	-	-	-	-
DIVER	6	4, 5, 6	4, 5, 6	5, 6	6	-	-	-	-	-	-
SUBMERGED	-	-	6	6	6	-	-	-	-	-	-
ACK ACK	4, 5, 6	4, 5, 6	-	-	-	5, 6	-	5, 6	5, 6	5, 6	-
CONCUSSION	-	-	-	4, 5, 6	4, 5, 6	-	5, 6	5, 6	5, 6	-	5, 6

INDIRECT FIRE:

1. TO USE INDIRECT FIRE, YOU **MUST** HAVE AT LEAST **ONE** FLYING MODEL IN YOUR FLEET **WITH** LINE OF SIGHT TO THE TARGET
2. INDIRECT FIRE IS **ONLY** AVAILABLE IN **RANGE BAND 3** OR **4** AND **AGAINST** CAPITAL MODELS AND **ONLY** HITS ON A **6**
3. BOMBARD MODELS HIT NORMALLY ON A **5+** AND MAY BE ABLE TO FIRE AT DIFFERENT RANGES, CHECK THEIR **FIG** CARD
4. GAIN A **+1** TO HIT IF YOU HAVE AN ATTACHED RECON PLANE (THAT IS NOT CURRENTLY ABORTED) WITH LINE OF SIGHT TO THE TARGET

IMPORTANT NOTE: PRIMARIES ARE AT -1 TO HIT (ON EACH DIE ROLL) AGAINST ALL TARGETS IN **RANGE BAND 1**. A ROLL OF **4** BECOMES A **3** AND SO ON

ACTIVATION SEQUENCE:

1. Resolve Command Tests for models that are outside of Command Distance
- 2a. Move all models in the Squadron one at a time, including any Escorts or Tiny Flyer tokens attached to the Squadron
- 2b. Resolve any Rams/Collisions resulting from movement
3. Declare all attacks from the activating Squadron, then declare enemy counterattacks from **Ack Ack**, **Concussion Charges** and **Combat Air Patrol**
- 4a. Resolve the use of **Ack Ack** (by models) against flying model/token(s) that have declared an attack, and **Concussion Charges** (by models) against diving models that have declared an attack
- 4b. Resolve the **Ack Ack** attacks of all Tiny Flyers on both sides against other Tiny Flyers simultaneously
- 4c. Resolve the **Ack Ack** attacks of all Tiny Flyers on both sides against Flying models simultaneously
- 4d. Resolve the **AD** attacks of all Tiny Flyers on both sides against surface models simultaneously
5. Resolve the attacks of any remaining models in the activating Squadron
6. Resolve any Boarding Assaults performed by the activating Squadron
- 7a. Resolve Break Tests for Squadrons that have had one or more models destroyed or captured
- 7b. Resolve Bravery Tests for any models or Squadrons with a Break token from a prior activation
8. Resolve Repair Rolls

RAMMING/COLLISION:

1. Models must be at the same height level in order to ram or collide. Flying or Submerged models pass over/under each other unless they choose to ram (and they **NEVER** collide)
2. Only models with a Ram Rating (RR) of 1 or more can Ram, any other base contact on the surface (naval or land) is counted as a Collision
3. Contact must be made with the front (prow or corner) of the model (or base) at a 45 degree angle or less to count as a Ram
4. If a model Rams/Collides with a larger target you **CANNOT** fire, equal to or one size smaller than yourself you **CAN** fire with **HALF** dice
5. If a model launches a Boarding Assault after a Ram/Collision with another model, your **Melee Dice** are reduced to **HALF** during that activation only

FIRING RESTRICTIONS:

1. Surface models **CANNOT** fire at Flying/Obscured models or Diving/Submerged models in **Range Band 1**, but can use **Ack Ack** or **Concussion Charges**
2. A Submerged model **CAN** only make Torpedo attacks. Torpedoes **CANNOT** target Flying or Obscured models
3. An Obscured model **CANNOT** fire at a Submerged model
4. Only **Ack Ack** and **Concussion Charges** can be used to attack Tiny tokens, or **Ack Ack** against Boarding Assaults
5. A model **CANNOT** fire at a target that is engaged in a Boarding Assault with Friendly **AP** aboard

LINE OF SIGHT (LoS):

1. Intervening terrain blocks **LoS** for Surface to Surface, Surface to Air, or Submerged to Air attacks
2. Surface models block **LoS** for other Surface models, Flying and Submerged models do not block **LoS**
3. A Large or Massive diving model counts as being one size smaller for the purpose of determining **LoS**
4. A Small or Medium diving model only blocks **LoS** for other diving models
5. A model can generally see over models that are two or more size classes smaller than itself
6. Buildings and other land terrain should be assigned a size class or Height Level for **LoS** purposes
7. If a model does not have **LoS**, it can still use Indirect Fire with Primaries

ATTACK MODIFIERS:

1. If the target model is wholly inside your arc of fire or extends across the entire arc, the shot gets **FULL AD**
2. If the target is only partially inside your arc of fire, the shot gets **HALF AD**

3. If you can draw a clear line to the centre of the target **AND** either the front or rear, the shot gets **FULL AD**
4. If you can draw a clear line to the centre of the target **ONLY**, the shot gets **FULL AD** but only hits on a 5+
5. If you cannot draw a line centre to centre but can draw a line to some other part of the target, the shot gets **HALF AD**
6. If the target is both partially in arc and partially blocked, you only **HALVE** once

OFFENSIVE ACK ACK OR CONCUSSION CHARGES:

1. **Ack Ack** hits on 4+ against Flying/Obscured, or 5+ against Small/Tiny models
2. **Concussion Charges** hit on a 4+ against Diving/Submerged, or a 5+ against Small/Tiny models
3. **Ack Ack** can be used against Boarding Assaults, but only hits on a 5+
4. **Concussion Charges** can be used against Mines, but only hits on a 5+

DEFENSIVE ACK ACK AND CONCUSSION CHARGES:

1. Only models in the targeted Squadron, attached Tiny Flyers and Escorts may participate using the normal Linked/Split Fire rules
2. Must be within range: 8" for **Ack Ack** (4" for Tiny models) or 4" for **Concussion Charges** (2" for Tiny models)
3. 5+ cancels a hit against Rockets (**Ack Ack**) or Torpedoes (**Concussion Charges**)
4. Tiny Flyers are only destroyed on a 6 with **Ack Ack**, with an extra roll against any other Tiny Flyer in the same Squadron

TINY FLYERS SPECIAL RULES:

1. Tiny Flyers can Link Fire with **FULL AD** or **Ack Ack** (exception to the rules)
2. Tiny Flyers can make a responsive attack with **AD** (exception to the rules)
3. It costs one fuel point if you: move more than **HALF** speed, make an attack or suffer an *Abort* (-1 fuel per hit)

BOARDING RESTRICTIONS:

1. Surface, flying and submerged models **CANNOT** initiate a Boarding Assault against a submerged model (naval)
2. A submerged Creature or submerged Robot **CAN** initiate a Boarding Assault against a submerged model (naval)
3. A submerged model (naval) **CANNOT** initiate a Boarding Assault against a surface or flying model
4. Models of any type can **NEVER** initiate a Boarding Assault against a submerged model (land)

BOARDING ASSAULT SEQUENCE:

1. Declare Boarding Assaults and how many **AP** to use (Creatures and Robots must use all of their **AP**)
2. Resolve **Ack Ack** fire against the boarders
3. **Ack Ack** hits boarders on a 5+, or a 4+ versus Creatures/Robots
4. Fight one round of the Boarding Assault, continue if necessary on the boarded model's next activation (and the next activation of the boarders)
5. If the attackers score more hits than the defenders on a Capital model, they can perform a Sabotage action - you now roll on the **Critical Hit** table
6. A model fighting a continued Boarding Assault can move, but **CANNOT** fire.

COMMAND/BREAK/BRAVERY TESTS:

- Command Test:** Taken when out of Command Distance (typically 6")
- Break Test:** Taken when one or more models in the Squadron are lost or a Fleet Commodore's model is lost for the first time
- Bravery Test:** Taken to recover normal status by a Broken model or Squadron
- Break Token:** You **CANNOT** use Game Card, Linked Fire, Split Fire, or launch a Boarding Assault

COMMAND/BREAK/BRAVERY SEQUENCE:

1. Roll 3D6, count 4+ as 1 hit and 6 as 2 hits and a reroll. 1 or more hits to pass
2. If the Fleet Commodore is destroyed/captured, it takes 1 extra hit to pass
3. If a Squadron has lost half (or more) of its models, it takes 1 extra hit to pass
4. Roll one extra D6 if any model in the Squadron/Element is within 8" of the Fleet Commodore model. Roll one less D6 for Models/Elements that are outside of Command Distance

GAMING TABLE

A WHOLE WORLD TO CHOOSE FROM

Dystopian Wars is a tactical Victorian Steampunk wargame that you play on a gaming table. But what exactly does that mean? The game is set in an alternate 1870 date with a changed time-stream. The world that was does not exist; instead we have huge military machines in the sky, on the water and roaming the lands of a world that is embroiled in a deadly World War. Every continent has been drawn into this conflict and that means that any form of terrain (scenery) can be used.

There are three definable *areas* of play in the game: air, land and sea. You can choose to play one or all of these *areas*, and if you feel like the challenge you can even play all three together. What it boils down to is the time, effort and cost you want to put behind assembling an environment that your models can be waged in.

NAVAL

A water-based board that plays host to a naval action is the simplest environment to play if you want it to be, or it could turn into a very

complex gaming table. To play a naval game you really need nothing more than a blue cloth to denote the sea and away you go. There are companies out there selling '*sea/water cloths*' or you simply could go to a fabric store and acquire a blue cloth that suddenly becomes the Atlantic or North Sea.

A different route to take is that of making your own water boards. At **Spartan Games** we use several gaming boards made from MDF that have been sprayed a blue colour to represent the sea. We use MDF because it can have an uneven absorption rate for paint, which means we can end up with a simple, mottled effect on the board which looks great for a water effect. A coat of gloss varnish over this to give a sheen effect and a simple piece of MDF turns into any ocean/sea you want.

The next way to enhance your water boards is to add islands and other obstacles, such as reefs, shallow water, rocky outcrops and so on. Your decision here is to have these as static pieces, which is commonly the best way to go for a perfect looking gaming table, or modular and



moveable pieces. Given that a board needs to ideally work for multiple settings and scenarios we recommend a modular approach to your gaming table. Future products from **Spartan Games** will include clear acrylic shapes to represent *shallows* and resin scenery to help *dress* your gaming table.

A simple and fast route we have found for making islands is 6mm MDF for a base, with the edges chamfered down. Be careful with this as MDF can have a sharp edge to it, and dust from sanding MDF should not be breathed in, so take care and work in a well ventilated area. The island can be made out of polystyrene that has been formed into a shape you are happy with.

NOTE: Dystopian Wars uses land vehicles so it may be worth thinking about making islands with plenty of flat space for these vehicles to operate on. You can imagine a military base somewhere in the Mediterranean, a coastal battery looking out to sea, its huge guns searching the horizon for enemy vessels.

A naval game can easily be played with no terrain on the table other than something blue, and your ship models of course. However, introducing such things as islands, coastline, rocky outcrops in the water, shallow water, sand banks and more make for an interesting game. Also, such things can be incorporated into a scenario setting.

LAND

Just as a cloth can be used to denote the water so a green cloth can become the farmlands of Prussia, or a dirty brown cloth a stony desert in Africa. Roads, trees, rocks, rivers, buildings (ruined and intact) and much more can bring a gaming board to life. Things like buildings, such as a bunker or coastal gun battery, can play a pivotal role in a scenario, or just act as an objective for a game. Capture the bunker by Turn 5 and gain double Victory Points, fail to capture it by Turn 8 and lose half your Victory Points.

A flat gaming table that features nothing more than your land vehicles is a simple game, and still enjoyable to game, but a game with hills, canyons, rivers, wooded areas, rocky ground (impassable to Mechs or Walkers), soft boggy marsh ground (impassable to giant Land Ships) and other hazards makes for a superbly interactive game. Terrain becomes part of the scenario, can impact a game's outcome and adds a different dynamic to your games.

AIR

This is probably the more complex scenery to model in any way other than the broad open skies. But it is not impossible. You could have the top of a mountain range (well the peaks anyway!) and you could even use something like cotton wool on flight stands to denote dense cloud cover. Aerial games are great fun, and a table full of airships, gyros, fighters, bombers and the like makes for great entertainment.

MIXING IT ALL UP

This aspect of **Dystopian Wars** is where things get exciting and truly interesting. Take a look at the map we have included of *Tarawa Island* in the Far East. Tarawa has great historical significance during WWII, so

let's now imagine that it holds a strategic significance in 1870. One of the primary nations has taken the island and built a military installation and airfield. The airfield is being used to launch bomber attacks on nearby vital supply/convoy routes, as well as important land-based targets. Tarawa must be neutralised at all costs...

Our map shows the shape of Tarawa and gives an idea of where bunkers could be placed, shows shallow waters around the island and most notable is the airstrip. Several types of game can be played on this table:

Aircraft vs Aircraft

You could have attacking fighters, bombers and airships moving in to destroy the island. Defending it could be flak towers, bunkers, land vehicles and fighters on the airfield that have to take off before they are destroyed. Tarawa could become a hotly contested target and a deadly aerial arena.

Ground vs Ground

During the night an amphibious assault saw ground vehicles put ashore at Takarongo Point. The force has one objective – strike up the island and capture the airfield, destroying all enemy positions along the way, avoiding the deadly minefields and securing Tarawa. As you drive up the island your air force could be bombing military targets, your airships striking at the heart of the enemy's position and your aircraft dog-fighting with enemy aircraft that have just taken off from the airstrip.

Naval Bombardment

Your navy arrives at Tarawa, your commanders confident that you've caught the enemy off guard. But then your radio operator announces that an enemy Battle Group has been sighted steaming towards the island. Just as you hear this coastal defence guns open fire, a cruiser to your port side erupts into a giant ball of destruction. The island that you thought would be a walk in the park just turned into a hell hole.

MANY, MANY OPTIONS

As you can see from this text the options open to you are many and the excitement levels high in **Dystopian Wars**. The game uses a common core engine for all models, be it a Battleship, Airship or Land Ship, but each has its own way to fight and games will differ depending on which theatre of war you elect to fight.

One thing that does hold true is that scenery/terrain is an important aspect to the way that a **Dystopian Wars** game will play out. This doesn't mean that you need to fill a table just to play a game; too much terrain could bog a game down and result in an unsatisfying experience.

If you look to the *River Crossing* map you will see a proposed 7' x 5' gaming table. This is a larger than normal table for gaming **Dystopian Wars**, which is easily played on a 5' x 5' gaming table, but plays very well on a 6' x 4' table. In the *River Crossing* game you have a wide number of terrain features in play: multiple levels of hills, large wooded areas, a river, built up areas and roads.

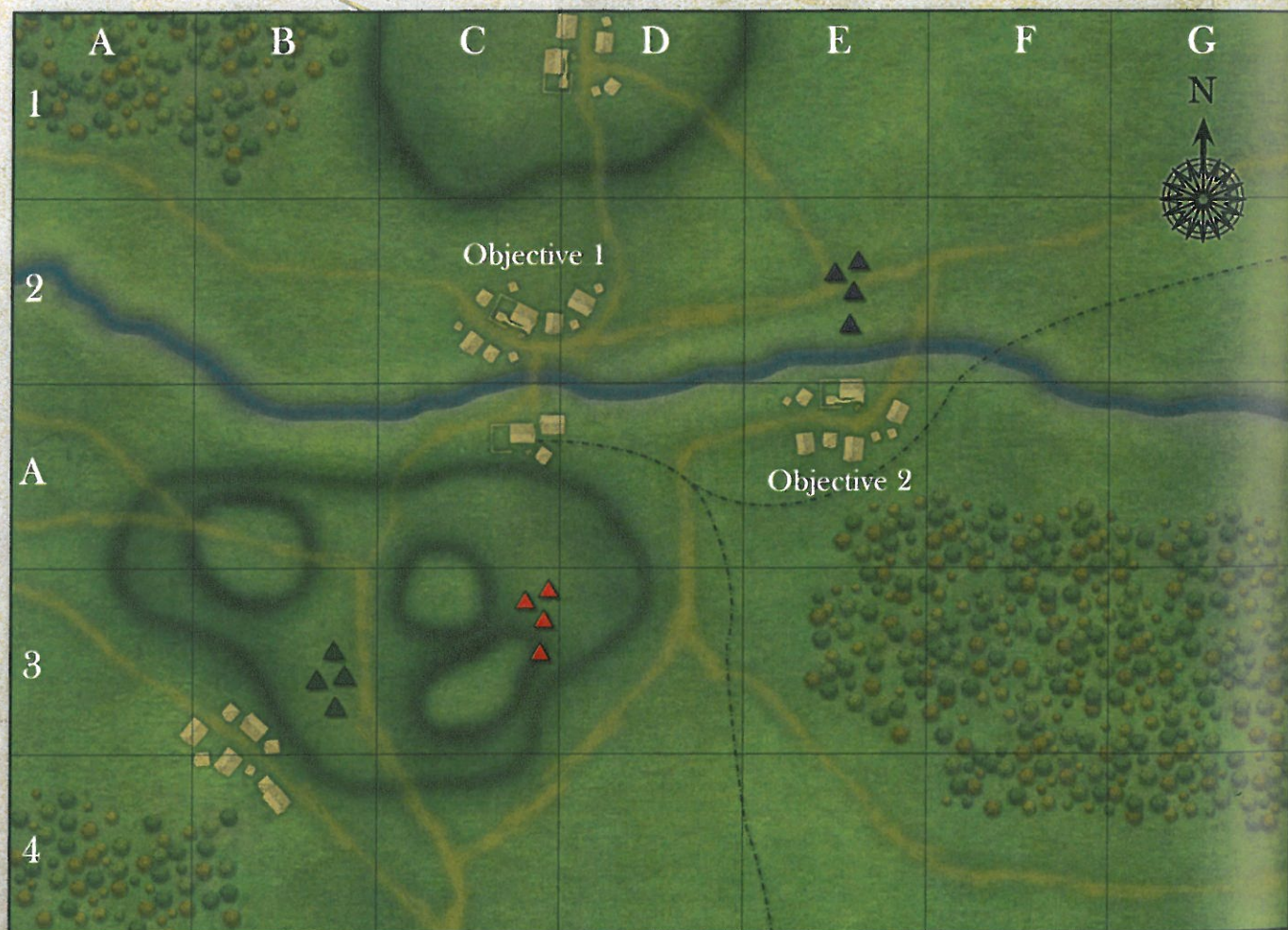
If you were to write a scenario for such a map you could have players facing each other across the river, with one player tasked with getting across to the other side. Various objectives could be set, such as capture the built up areas, which are marked as **Objective 1** and **Objective 2**, and hold them for 2 Turns. Military targets blue, red and green must be destroyed before your force can begin to cross the river, and so on.

If the river is wide enough you could potentially introduce the idea of smaller craft, say Gunships or Corvettes, engaging land vehicles. Aerial units can harass targets on the table and right in the middle of it all you could have a huge tank battle taking place, giant Land Ships firing deadly broadsides at each other, medium tanks zipping around hurling deadly ordnance at each other.

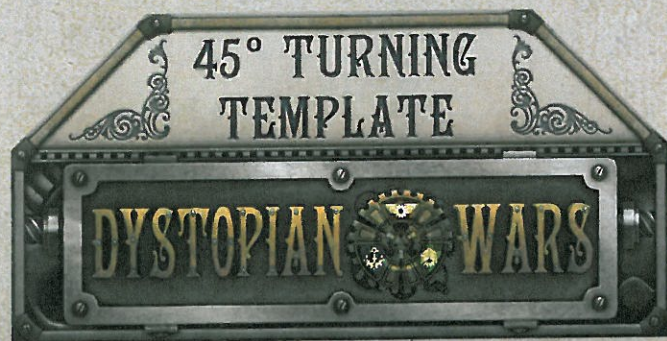
The river crossings could be bridges, possibly with a limit on the size class of models that can cross them safely. They could equally be fords, which models could move through at half speed, or you could simply say that the water level of the river is low enough that any model can cross it, except that it counts as treacherous terrain.

IN SUMMARY

As we said at the beginning of this section, the setting within which you fight your **Dystopian Wars** games can be as simple or as complex as you want it to be. With the time and resource to hand, a gaming table like River Crossing becomes an exciting corner of Europe or North America. Tarawa Island becomes a key island objective somewhere in the Far East, or a differently shaped island could become a critical objective in a Mediterranean campaign.







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FAST PLAY

DIE ROLL	RESULT	CRITICAL HIT EFFECT
2	Magazine Explosion	The model is destroyed in an inferno of fire and shrapnel. Break Tests caused by the loss of this model ONLY get hits on a 6
3	Shredded Defences *	The model loses 2 HP and CANNOT use its Ack Ack or Concussion Charges
4	Raging Fire *	The model loses 1 AP and 2 HP ; put a Raging Fire token on the model
5	Generator Offline *	The model loses 2 HP and CANNOT use a Generator chosen by the player (when the Critical Hit occurs) whose model suffers the Critical Hit
6	Weapons *	The model reduces the AD of its Gunnery Attacks by HALF and loses 2 HP
7	Hard Pounding	The model loses 2 HP and 2 AP
8	Engines *	The model reduces its Movement rating by HALF and loses 2 HP
9	Rudder *	The model loses 2 HP and can ONLY move in a straight line, it CANNOT turn
10	Fusion Leak	The model loses 2 HP and 1D6 AP
11	Chaos and Disarray *	The model loses 2 HP and CANNOT use its Rockets, Torpedoes, Bombs and/or Mines.
12	Sturginium Flare	The model teleports into the ether; remove the model, it CANNOT return
* = Indicates that a Repair option is available for this Critical Hit effect		Roll 1D6 when the model is next activated, but AFTER it has moved. On a 1-3 the damage is repaired and the token is removed. With a Raging Fire, the model also loses 1 AP on a roll of 4-6 . Creatures and Robots can ONLY make Repair Rolls in order to remove a Raging Fire token - unless their FIG states otherwise.

WEAPON AD REDUCED BY HULL DAMAGE?

RAMS	COLLIDES	ACK ACK	CC	GUNNERY	ROCKETS	TORPS	BOMBS	MINES
N	N	Y	Y	Y	N	N	N	N

WEAPONS MATRIX (DEFENDING MODEL)

	OBSCURED	FLYER	SURFACE	DIVER	SUBMERGED	ROCKETS	TORPEDOES	SMALL	TINY	ASSAULT POINTS	MINES
OBSCURED	6	6	6	6	-	-	-	-	-	-	-
FLYER	6	4, 5, 6	4, 5, 6	5, 6	6	-	-	-	-	-	-
SURFACE	6	4, 5, 6	4, 5, 6	5, 6	6	-	-	-	-	-	-
DIVER	6	4, 5, 6	4, 5, 6	5, 6	6	-	-	-	-	-	-
SUBMERGED	-	-	6	6	6	-	-	-	-	-	-
ACK ACK	4, 5, 6	4, 5, 6	-	-	-	5, 6	-	5, 6	5, 6	5, 6	-
CONCUSSION	-	-	-	4, 5, 6	4, 5, 6	-	5, 6	5, 6	5, 6	-	5, 6

INDIRECT FIRE:

1. TO USE INDIRECT FIRE, YOU **MUST** HAVE AT LEAST **ONE** FLYING MODEL IN YOUR FLEET **WITH** LINE OF SIGHT TO THE TARGET
2. INDIRECT FIRE IS **ONLY** AVAILABLE IN **RANGE BAND 3** OR **4** AND **AGAINST** CAPITAL MODELS AND **ONLY** HITS ON A **6**
3. BOMBARD MODELS HIT NORMALLY ON A **5+** AND MAY BE ABLE TO FIRE AT DIFFERENT RANGES, CHECK THEIR FIG CARD
4. GAIN A **+1** TO HIT IF YOU HAVE AN ATTACHED RECON PLANE (THAT IS NOT CURRENTLY ABORTED) WITH LINE OF SIGHT TO THE TARGET

NOTE: PRIMARIES ARE AT **-1** TO HIT (ON EACH DIE ROLL) AGAINST ALL TARGETS IN **RANGE BAND 1**. A ROLL OF **4** BECOMES A **3** AND SO ON

(ATTACKING MODEL)

ACTIVATION SEQUENCE:

1. Resolve Command Tests for models that are outside of Command Distance
- 2a. Move all models in the Squadron one at a time, including any Escorts or Tiny Flyer tokens attached to the Squadron
- 2b. Resolve any Rams/Collisions resulting from movement
3. Declare all attacks from the activating Squadron, then declare enemy counterattacks from **Ack Ack**, **Concussion Charges** and **Combat Air Patrol**
- 4a. Resolve the use of **Ack Ack** (by models) against flying model/token(s) that have declared an attack, and **Concussion Charges** (by models) against diving models that have declared an attack
- 4b. Resolve the **Ack Ack** attacks of all Tiny Flyers on both sides against other Tiny Flyers simultaneously
- 4c. Resolve the **Ack Ack** attacks of all Tiny Flyers on both sides against Flying models simultaneously
- 4d. Resolve the **AD** attacks of all Tiny Flyers on both sides against surface models simultaneously
5. Resolve the attacks of any remaining models in the activating Squadron
6. Resolve any Boarding Assaults performed by the activating Squadron
- 7a. Resolve Break Tests for Squadrons that have had one or more models destroyed or captured
- 7b. Resolve Bravery Tests for any models or Squadrons with a Break token from a prior activation
8. Resolve Repair Rolls

RAMMING/COLLISION:

1. Models must be at the same height level in order to ram or collide. Flying or Submerged models pass over/under each other unless they choose to ram (and they **NEVER** collide)
2. Only models with a Ram Rating (**RR**) of 1 or more can Ram, any other base contact on the surface (naval or land) is counted as a Collision
3. Contact must be made with the front (prow or corner) of the model (or base) at a 45 degree angle or less to count as a Ram
4. If a model Rams/Collides with a larger target you **CANNOT** fire, equal to or one size smaller than yourself you **CAN** fire with **HALF** dice
5. If a model launches a Boarding Assault after a Ram/Collision with another model, your **Melee Dice** are reduced to **HALF** during that activation only

FIRING RESTRICTIONS:

1. Surface models **CANNOT** fire at Flying/Obscured models or Diving/Submerged models in **Range Band 1**, but can use **Ack Ack** or **Concussion Charges**
2. A Submerged model **CAN** only make Torpedo attacks. Torpedoes **CANNOT** target Flying or Obscured models
3. An Obscured model **CANNOT** fire at a Submerged model
4. Only **Ack Ack** and **Concussion Charges** can be used to attack Tiny tokens, or **Ack Ack** against Boarding Assaults
5. A model **CANNOT** fire at a target that is engaged in a Boarding Assault with Friendly **AP** aboard

LINE OF SIGHT (LoS):

1. Intervening terrain blocks LoS for Surface to Surface, Surface to Air, or Submerged to Air attacks
2. Surface models block LoS for other Surface models, Flying and Submerged models do not block LoS
3. A Large or Massive diving model counts as being one size smaller for the purpose of determining LoS
4. A Small or Medium diving model only blocks LoS for other diving models
5. A model can generally see over models that are two or more size classes smaller than itself
6. Buildings and other land terrain should be assigned a size class or Height Level for LoS purposes
7. If a model does not have LoS, it can still use Indirect Fire with Primaries

ATTACK MODIFIERS:

1. If the target model is wholly inside your arc of fire or extends across the entire arc, the shot gets **FULL AD**
2. If the target is only partially inside your arc of fire, the shot gets **HALF AD**

3. If you can draw a clear line to the centre of the target **AND** either the front or rear, the shot gets **FULL AD**
4. If you can draw a clear line to the centre of the target **ONLY**, the shot gets **FULL AD** but only hits on a 5+
5. If you cannot draw a line centre to centre but can draw a line to some other part of the target, the shot gets **HALF AD**
6. If the target is both partially in arc and partially blocked, you only **HALVE** once

OFFENSIVE ACK ACK OR CONCUSSION CHARGES:

1. **Ack Ack** hits on 4+ against Flying/Obscured, or 5+ against Small/Tiny models
2. **Concussion Charges** hit on a 4+ against Diving/Submerged, or a 5+ against Small/Tiny models
3. **Ack Ack** can be used against Boarding Assaults, but only hits on a 5+
4. **Concussion Charges** can be used against Mines, but only hits on a 5+

DEFENSIVE ACK ACK AND CONCUSSION CHARGES:

1. Only models in the targeted Squadron, attached Tiny Flyers and Escorts may participate using the normal Linked/Split Fire rules
2. Must be within range: 8" for **Ack Ack** (4" for Tiny models) or 4" for **Concussion Charges** (2" for Tiny models)
3. 5+ cancels a hit against Rockets (**Ack Ack**) or Torpedoes (**Concussion Charges**)
4. Tiny Flyers are only destroyed on a 6 with **Ack Ack**, with an extra roll against any other Tiny Flyer in the same Squadron

TINY FLYERS SPECIAL RULES:

1. Tiny Flyers can Link Fire with **FULL AD** or **Ack Ack** (exception to the rules)
2. Tiny Flyers can make a responsive attack with **AD** (exception to the rules)
3. It costs one fuel point if you: move more than **HALF** speed, make an attack or suffer an **Abort** (-1 fuel per hit)

BOARDING RESTRICTIONS:

1. Surface, flying and submerged models **CANNOT** initiate a Boarding Assault against a submerged model (naval)
2. A submerged Creature or submerged Robot **CAN** initiate a Boarding Assault against a submerged model (naval)
3. A submerged model (naval) **CANNOT** initiate a Boarding Assault against a surface or flying model
4. Models of any type can **NEVER** initiate a Boarding Assault against a submerged model (land)

BOARDING ASSAULT SEQUENCE:

1. Declare Boarding Assaults and how many **AP** to use (Creatures and Robots must use all of their **AP**)
2. Resolve **Ack Ack** fire against the boarders
3. **Ack Ack** hits boarders on a 5+, or a 4+ versus Creatures/Robots
4. Fight one round of the Boarding Assault, continue if necessary on the boarded model's next activation (and the next activation of the boarders)
5. If the attackers score more hits than the defenders on a Capital model, they can perform a Sabotage action - you now roll on the **Critical Hit** table
6. A model fighting a continued Boarding Assault can move, but **CANNOT** fire.

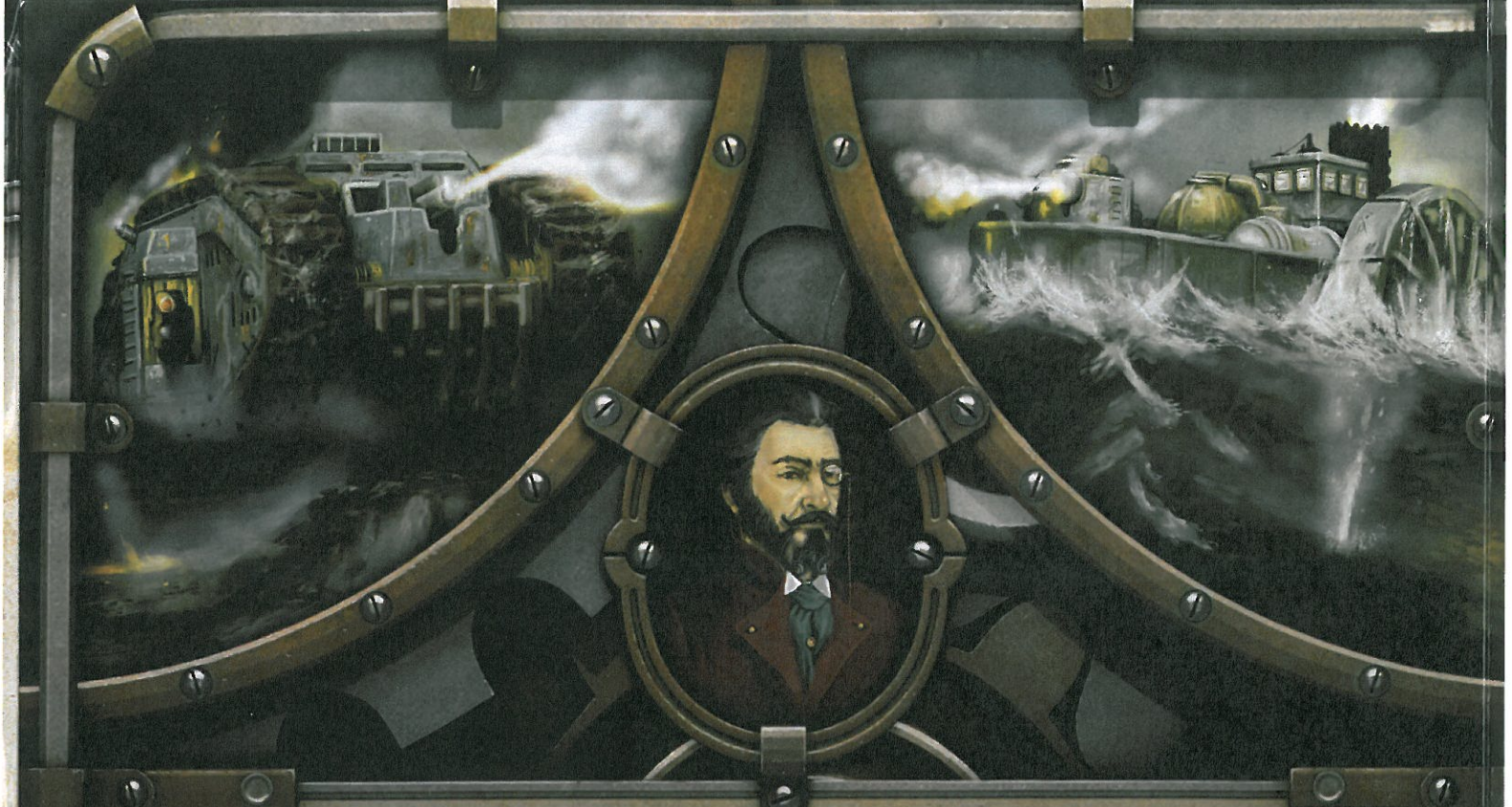
COMMAND/BREAK/BRAVERY TESTS:

- Command Test:** Taken when out of Command Distance (typically 6")
- Break Test:** Taken when one or more models in the Squadron are lost or a Fleet Commodore's model is lost for the first time
- Bravery Test:** Taken to recover normal status by a Broken model or Squadron
- Break Token:** You **CANNOT** use Game Card, Linked Fire, Split Fire, or launch a Boarding Assault

COMMAND/BREAK/BRAVERY SEQUENCE:

1. Roll 3D6, count 4+ as 1 hit and 6 as 2 hits and a reroll. 1 or more hits to pass
2. If the Fleet Commodore is destroyed/captured, it takes 1 extra hit to pass
3. If a Squadron has lost half (or more) of its models, it takes 1 extra hit to pass
4. Roll one extra D6 if any model in the Squadron/Element is within 8" of the Fleet Commodore model. Roll one less D6 for Models/Elements that are outside of Command Distance

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Imagine a world similar to our own, but subtly different. Now imagine the year is 1870 and the Industrial Revolution occurred decades earlier than in our own world. Technology is far advanced, and in many cases, unrecognisable, which has led to the development of fantastic naval vessels, hulking land ships and terror from the skies in the form of airships and war balloons.

The **Dystopian Wars** rules are set in a Victorian Steampunk world and designed to ensure a fun game with a large selection of high quality models in a couple of hours. The rules support Naval, Aerial and Land models from the outset, so that you can set up battles and scenarios in any combat setting. **Dystopian Wars** features highly detailed resin and pewter miniatures with which you can roam the high seas, scour the smog filled skies looking for enemy flying ships, or doggedly defend the cities and countryside of your home nation using giant Land Ships.

Our fast play rules are optimised for large *fleet* actions, so you can get as many miniatures on the table as you want, and still finish an enjoyable game in an afternoon or evening. **Dystopian Wars** is also ideal for multiplayer games, because you get to activate individual squadrons of miniatures from one player to the next. The rules allow for the use of a deck of 52 Game Cards that add an exciting *Fog of War* element to each game.

You command one of the great imperial powers of **Dystopian Wars**, you can choose to defend your territories from foreign incursion, or you can conquer the world. The choice is yours...

