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BYSTOPIAN WARS

SETUP

Players (**admirals**) agree on a **points limit** and **engagement scale** (small: up to 1000 points, standard: 1000-2000 points, or large: over 2000 points), then create their **forces**.

- Determine the initiative:** Each admiral shuffles their V&V deck and draws a card. The admiral with the highest card **value** takes the **initiative** or gives it to their opponent. Then discard the cards.
- Choose an encounter:** Roll an action die for the **encounter**. Alternatively, both admirals can agree to choose one.
- Prepare the play area:** Small engagements are 48x36", standard are 48x48", and large are 48x72". Two opposite edges are **controlled**; the other edges are **neutral**. Set up terrain and environmental features according to the rules, and agree on their definitions and **MASS** ratings.

- Draw starting cards:** Each admiral draws a starting hand of V&V cards as determined by the engagement scale: **small** (5 cards), **medium** (6 cards), or **large** (7 cards). Starting with the first admiral, both admirals have 1 option to shuffle their cards back into their deck and draw a new hand.

- Deploy forces:** The first admiral chooses a controlled edge, and the second admiral takes the opposite edge. Admirals then alternate deploying their units wholly within their own deployment zones, in turn order and **deployment order** (IMMOBILE, AIRBOURNE, SURFACE, UNDERWATER, and finally appropriate special deployment actions). An admiral can deploy up to half of their units (round down) to their **reserve**.

The first admiral to finish deploying their force claims the **initiative for the first round**. Their opponent then takes their remaining deployment turns, still following deployment order.

GENERAL RULES

A model has a **centre point** and 4 90° arcs (fore, port, starboard or aft) radiating from it. If another entity is exactly on the line between arcs, the model's admiral chooses which arc it is in.

Measure between the closest points of models, markers, or terrain features. The range bands are **close** (up to 10"), **standard** (10-30"), and **extreme** (more than 30"). If the distance is exactly between 2 range bands, the active admiral chooses which applies.

SURFACE models within 2" of each other are within **proximity**. AIRBORNE or UNDERWATER models are never within proximity of other models, and vice versa. SURFACE or UNDERWATER models within 2" of a terrain feature or marker are within proximity. Proximity is always mutual.

Models are grouped into **units**. A unit is in **coherency** if all of its models are in a single **formation** (every model is within 4" of at least 1 other model). If the models in a unit are in 2 or more formations, the unit is **out of coherency**.

Generally, an **attribute** cannot be reduced below 0. If an attribute is multiplied more than once, only apply the largest multiplier; then apply any fixed modifiers. Halved attributes are rounded up.

MAXIMUM SPEED cannot be modified to be lower than **MINIMUM SPEED**, and **MINIMUM SPEED** cannot be modified to be higher than **MAXIMUM SPEED**. **TURN LIMIT** cannot be modified below 1 or above 4. **ARMOUR** and **ACTION LIMIT** cannot be modified below 1.

A property/system's **unit benefit** is applied to all models in a unit. If the unit is out of coherency, it only applies to models in the same formation as the model with the property/system. A unit benefit is not improved by having more than 1 model with that property/system in the unit.

If admirals need to act in **turn order**, the **first admiral** (the one with the initiative) acts first followed by the **second admiral**. Continue alternately until one admiral cannot or will not act, at which point the other admiral takes any remaining actions they wish.

Visibility

Trace a straight line from the centre point of the active model. This cannot cross a model or terrain feature whose **MASS** is equal to or greater than the target's **MASS**. If a line can be traced to any part of the target model (including any base), the target is visible. Otherwise, visibility is **blocked**.

Visibility is **obscured** if you cannot trace the line to *every part* of the target model without passing through at least 1 other model or terrain feature.

Dice and tokens

All **re-rolls** for a given roll must be resolved at the same time.

To **convert** a die, turn it over so that it shows the intended icon.

Once converted, it cannot be converted again in the same roll. If multiple rules cause a die to be converted in multiple ways, the admiral who rolled the die decides which takes precedence.

Tokens (including **SRS tokens** and **escorts**) are never considered present in the play area and have no effect on visibility or movement. They can be repositioned at any time, as long as it is clear which model or unit they are attached to. If a model or unit moves, move any attached tokens along with it.

ROUND OVERVIEW

1. READY PHASE

In the first round, skip the ready phase.

1. DETERMINE INITIATIVE

In turn order, both admirals choose a V&V card and place it face-down in front of them. Simultaneously reveal them, then discard them. The admiral with the highest card **value** takes the initiative (and the **initiative dial**). On a tie, the initiative changes hands.

The admiral taking the initiative may choose to **hold their nerve** and give the initiative to their opponent.

Instead of choosing a card, either admiral can **surrender the initiative** (if you have no cards, you must do so). Do not play a card, but count as having played one with a value of 0. If the second admiral chooses to surrender the initiative after the first admiral has chosen a card, the first admiral takes their own card back into their hand.

2. DRAW CARDS

Each admiral may discard any number of V&V cards from their hand, then they both draw V&V cards up to their **hand limit**, as determined by the engagement scale: **small** (5 cards), **medium** (6 cards), or **large** (7 cards).

Admirals draw an additional card for each **bonus card** available to them, then, for each bonus card they drew, they must choose 1 card to remove from their hand. Cards removed this way are shuffled together and placed at the bottom of the admiral's deck.

3. DEPLOY RESERVES

One at a time in turn order, admirals may nominate a unit in their **reserve**, then make a **reserve roll**: roll action dice equal to the current round number.

Air support incoming: If the unit is AIRBORNE, double the number of dice you roll.

If there are no  or  results, the unit is delayed and will not arrive this round (give it an **activated status token**).



Otherwise, deploy the **incoming unit** (give it an **incoming status token**). It must be deployed in coherency, with all of its models in contact with a play area edge and not within 5" of an enemy model.

Incoming models must be deployed within their own deployment zone, unless the roll contained at least 1 , in which case they can be deployed along any edge, but with no model in the opposing admiral's deployment zone.

An incoming unit does not count as being in the play area, so cannot be targeted by any rules or effects. Models in other units pass through models in incoming units as though they had a different positional trait.

2. LAUNCH PHASE

In turn order, each admiral may launch **SRS tokens** from their CARRIER units, 1 unit at a time. Once all carrier units have launched their squadrons, this phase ends.

3. ACTIVATION PHASE



In turn order, admirals alternate activating one of their units in the play area that does not have an **activation token**, until all units in play have been activated.

Give the unit an activated token when its activation is complete. Once all of the units in play have been activated, the phase ends.

If the active admiral has any **SRS tokens** in play, they may choose to resolve an **SRS mission** with one of their stacks before choosing a unit to activate.

Once an admiral has activated all of their units that are not incoming, they can activate any **incoming** units, at which time they immediately loses the incoming status.

1. WITHDRAWAL STEP

You may voluntarily **withdraw** (remove from play) any number of **crippled** models from the activated unit.

2. MOVEMENT STEP

Move each model in the activated unit, one at a time, at least a number of inches equal to its **MINIMUM SPEED**, and no further than its **MAXIMUM SPEED**. A **crippled** model halves its **MAXIMUM SPEED** rating (round up).

A model always moves directly forwards. If a special rule allows movement in a different direction, move along a straight line drawn from the model's centre point, without changing facing.

Once per move, once it has moved its minimum speed, a model can **come about**. Place a turning template to the left or right of the model, in contact with it and with one end's navigation mark level with the model's centre point and the first segment forward of that point. Move the model forwards to the end of the first segment, then rotate it to align with the next (if you choose to make a smaller rotation, realign the turning template before continuing). You can repeat this a number of times up to the model's **TURN LIMIT** rating, with each segment costing 1" of movement.

If a model can make **additional manoeuvres**, each allows it to **come about** again, even if it has already done so during the move.

Some models may **pivot** (this counts as coming about). Instead of using the turning template, rotate the model up to 90° about its centre point. Pivoting costs 2" of the model's movement, and a model cannot pivot if it has less than 2" of movement remaining.

A model may engage **full reverse** instead of moving normally. It gains a level of disorder (a model with 3 levels of disorder suffers a point of damage instead). During this step, the model moves backwards, its **MINIMUM SPEED** is 0, its **MAXIMUM SPEED** is halved (round up), and its **TURN LIMIT** is increased by 2 (max 4).

A model may make an **emergency manoeuvre** at any point during its move. This allows it to make an additional manoeuvre, but it gains a level of disorder (a model with 3 levels of disorder suffers a point of damage instead). A model can make emergency manoeuvres multiple times during the same move.

If a unit is **out of coherency** at the end of its movement step, any model not in the largest formation gains 1 level of disorder (on a tie, choose one formation to be the largest for this purpose).

If a unit is **out of coherency** at the start of its movement step, any model not in the largest formation that is not in the largest formation at the end of its movement step is **abandoned**. The model is removed from play and, if it was **battle-ready**, the opposing admiral scores VPs as though it had been **crippled**.

Collisions and passing through

If a SURFACE model moves into another SURFACE model from a different unit, its move immediately ends and a **collision** is resolved. A SURFACE model can move through another model in its own unit, but if they are in contact at the end of the move, a collision is resolved as though they were from different units.

If a SURFACE or UNDERWATER model moves into a terrain feature, its move immediately ends and a collision is resolved.

If a rule allows a model to **pass through** other models and it ends its move overlapping another model, it continues to move directly forwards until it is not in contact with any models. It then gains 1 level of disorder. If this causes the model to end its move overlapping a terrain feature, it is immediately **destroyed**.

3. ACTION STEP

Make a number of actions with the unit up to its **ACTION LIMIT**. Each unused action grants a benefit in the consolidation step.

Some rules allow units to make **special actions**. These count towards a unit's **ACTION LIMIT**. Unless otherwise stated, a model cannot participate in a specific special action more than once during a single activation.

Each time a unit makes an action, choose which models in the unit **participate**. If the unit is out of coherency, only models from one of its formations of your choice can participate in the action. You may choose a different formation each time the unit performs an action.

If you wish to nominate any **crippled** models to participate, you must pass a **group crew check** for the unit. If this is failed, the action immediately ends.

4. CONSOLIDATION STEP

A model can **rally** as long as it is not breaking coherency, it is not within proximity of a terrain feature, and it is not within proximity of a model in a different unit (friendly or enemy). A model cannot rally if its unit contains any **crippled** models.

When a model rallies, it loses a level of disorder, plus an additional level of disorder for each action that its unit did not use in the preceding action step.

After a unit has had a chance to rally, any appropriate **critical damage effects** are resolved.

4. END PHASE

1. COMPLETE OBJECTIVES

Each admiral checks to see if they have completed any of the encounter's objectives, and updates their VP tally.

A **scoring model** is a **battle-ready** SURFACE model.

2. CLEAN UP

Remove all activated status tokens from units in the play area and those still in reserve.

Each SRS stack still in play performs **aerial reconnaissance**.

If this is the fifth round, the game ends and a victor is determined. Otherwise, the next round begins.

If an admiral has no models in the play area in this step, the game comes to an end even if it is not the fifth round. Their opponent has claimed **superiority** and scores 5 bonus VPs.

ACTION ROLLS

Whenever an action roll is required, the active admiral resolves these steps:

1. ROLL THE DICE POOLS

Roll the listed number of action dice. If there is a **resistance roll**, the opposing admiral rolls the listed number of dice. The number of dice is called the action or resistance **pool**.

Bonus dice may be added to a pool if the listed condition(s) for them are met. If a rule allows an admiral to add dice to their pool, this must be declared before any dice are rolled.

2. RESOLVE EXPLODING STRIKES

Count the number of , then roll that many additional action dice. Any further  add another action die, and so on. This continues until no more  are rolled. Exploding strikes do not apply to the resistance roll.

3. RESOLVE RE-ROLLS

Resolve any rules that allow dice in either pool to be re-rolled. Dice cannot be re-rolled at any other stage, unless otherwise specified.

4. COUNT HITS

Remove all **blanks** and all **counters** from the action roll, and tally hits. Score 1 hit for each **standard strike** , and 2 hits for each **heavy**  or **exploding strike** .

If there is a resistance roll, each **standard counter**  negates 1 hit, and each **heavy counter**  negates 2 hits. Remove dice from the action roll to reflect this.

If necessary, a  or  can be replaced with a  to remove a single hit from the roll (at this point, the icons do not matter, only the number of hits scored).

5. RESOLVE OUTCOMES

Group the dice in the action roll, so that each group contains a number of hits equal to the **success threshold**. Only the number of hits in the roll matters, so a  or  can be replaced with a pair of  if this makes the hits easier to group. Each complete group scores a **success**. Disregard any hits left over.

Resolve the action roll according to the particular roll's rules, with the number of successes affecting the outcome.

ATTACK ACTIONS

1. CHOOSE INITIAL TARGET

Choose an enemy model that is visible to at least 1 model in the active unit to be the **initial target**.

2. NOMINATE PARTICIPATING MODELS

Nominate any number of models in the active unit that will **participate** in the action. A model cannot participate if the initial target is not visible to it.

3. DECLARE CONTRIBUTING WEAPONS

Declare which of the participating models' weapons will **contribute** to the action. A weapon can only contribute if the target is in one of its targeting arcs, and each weapon can only contribute to 1 action per activation.

4. MAKE THE ACTION ROLL

Make an **action roll**: each contributing weapon adds action dice equal to its **FIREPOWER**, depending on the range from its model to the initial target.

The opposing admiral makes a **resistance roll**: action dice equal to the initial target's **DEFENCES**. For each participating model that has obscured visibility to the initial target, add dice equal to the **MASS** of the largest obscuring model or terrain feature.

- Add 2 dice for each participating model whose visibility is hampered by **fog**.

- Add 1 die for each **escort** accompanying the initial target's unit.
- If the opposing admiral has an SRS stack **supporting** the initial target's unit, they can discard any number of tokens from the stack. Each adds bonus dice equal to its **SUPPORT**.

Unconventional target: When an AIRBORNE model is the target of an attack action, any  or  in the resistance roll are converted to , even if the attacking unit is AIRBORNE.

Success threshold: The initial target's **ARMOUR**.

Vulnerable stern: If at least half of the participating models are in the initial target's aft arc, apply a -1 to its **ARMOUR**.

5. INFLICT DAMAGE

For each success scored, the target suffers 1 damage.

Under fire: If the target suffers damage equal to or greater than its **MASS** from a single attack action, it also gains 1 level of disorder.

ADDITIONAL ACTIONS

MAINTENANCE ACTION

1. Nominate participating models

Nominate any number of models in the active unit that will participate in the action.

2. Make repair rolls

Make a **repair roll** for each participating model, one at a time, in an order of your choice. Roll action dice equal to the model's **REPAIR**. For each  or , remove a single critical damage effect from the model.

Jury-rigged repairs: Before making a repair roll, you can declare that the crew will attempt jury-rigged repairs. If so,  in the repair roll also allow critical damage effects to be removed. However, each **blank** causes the model to gain a level of disorder.

Escort support: If a unit has any **escort tokens**, add a bonus die to repair rolls made for models in the unit.

Underwater repairs: An UNDERWATER unit can make a maintenance action, but **breach** and **structural failure** effects cannot be removed as a result.

BROADSIDE ACTION

A unit can only make 1 broadside action per activation.

1. Nominate participating models

Nominate any number of models in the active unit that will participate in the action.

2. Choose a target

Choose an enemy model to be a target of the broadside.

3. Determine contributing batteries

Determine which models' flank batteries are contributing to the action. The models must be participating in the action, and all these criteria must be met:

- The target has the same positional trait as the model.
- The target is within the model's port or starboard arc.
- The target is within 4" of the model.
- The target is visible to the model, and is not obscured.

If no models' flank batteries are contributing to the action, choose a different target or end the action.

4. Make the broadside roll

Roll action dice equal to the total **BROADSIDE** ratings of all models whose flank batteries are contributing to the action.

The target suffers 1 damage for each , and 2 damage for each . This is not an action roll, so  do not allow additional dice to be rolled. If the target suffers at least 1 damage, it also gains 1 level of disorder.

If at least 1 contributing model has 2 levels of disorder,  only inflict 1 damage. If at least 1 contributing model has 3 levels of disorder,  and  only inflict 1 damage.

5. Resolve additional targets

Repeat stages 2 to 4 as many times as desired. Each enemy model can only be chosen to be the target once per broadside action.

BOARDING ACTION

A unit can only make a **boarding action** if it has a property that specifically allows it.

1. Choose target

Choose an enemy model within 4" of at least 1 model in the active unit to be the target. Most properties only allow enemy models with specific positional traits to be targeted.

2. Nominate participating models

Nominate any number of models in the active unit that will participate in the action. A model cannot participate if it is further than 4" from the target, or if it has already participated in a boarding action during this action step.

3. Make the action roll

Make an **action roll**: each participating model adds action dice as determined by the property that permits boarding actions.

The opposing admiral makes a **resistance roll**: action dice equal to the target's **DEFENCES**. Add 1 die for each **escort token** accompanying the target's unit. If there is an SRS stack supporting the target unit, the opposing admiral can discard any number of tokens from the stack. Each adds bonus dice equal to its **SUPPORT**.

Success threshold: The target's **CREW**.

4. Resolve outcomes

The target suffers a **critical damage effect** for each success in the action roll. Instead of rolling critical damage dice, however, the active admiral can choose the specific effects applied. Unless the action roll scored no successes, the target gains 1 level of disorder.

DAMAGE & DISORDER

Damage is tracked on a model-by-model basis, by placing **damage tokens** in contact with the model.



If the amount of damage a model has accumulated equals or exceeds its **HULL**, the model is immediately **crippled**. Remove any damage tokens on it and replace them with a **crippled model token**. The opposing admiral immediately scores VPs equal to the model's **VICTORY POINTS RATING**.

While a model is **crippled**, it suffers these penalties:

- **Chaos & confusion**: A model cannot rally if any models in the same unit are **crippled**. If an admiral wishes for any **crippled** models to participate in an action or an SRS launch they must make a **group crew check** for the unit. If it is failed, the action immediately ends.
- **Limping**: A **crippled** model's **MAXIMUM SPEED** is halved (round up).
- **Unreliable**: A **crippled** model never counts as a scoring model.
- **Vulnerable**: Whenever a **crippled** model would suffer a point of damage, it suffers a critical damage effect instead. This still counts as suffering damage for the purposes of any rules that trigger when damage is inflicted.

Any model that is not **crippled** is **battle-ready**. If an attack targets a **battle-ready** model, and inflicts more than enough damage to cripple it, each point of damage left over inflicts a critical damage effect.

Disorder

In addition to damage, models can gain up to 3 levels of **disorder**. Disorder is tracked on a model-by-model basis, by placing the appropriate **disorder token** in contact with the model. A disordered model suffers these penalties:

Demoralised (all levels): Each level of disorder a model has imposes a -1 modifier on its **CREW**.

Panicking (level 2): If an action roll is made for this model, any  are converted to  after re-rolls have been resolved.

Mutinous (level 3): If an action roll is made for this model, any  and  are converted to  after re-rolls have been resolved. If the model makes a **full reverse** or **emergency manoeuvre**, it gains 1 point of damage instead of a level of disorder.

If an action roll is made for more than 1 model at a time, use the highest level of disorder among the models.

A model cannot have more than 3 levels of disorder. If a model would gain a fourth level, it spreads to the closest friendly model within 4", which gains 1 level of disorder. If that model already has 3 levels, there is no further effect. If 2 models are equally close, disorder spreads to the one with the lowest disorder level. If this is still tied, the opposing admiral chooses which model it spreads to.

Critical damage

When a model suffers critical damage, the opposing admiral rolls a **critical damage die**, and the resulting **critical damage effect token** is placed in contact with the model. A model can have more than 1 instance of the same critical damage effect at the same time.

If a model suffers more than 1 critical damage effect at the same time, the opposing admiral rolls dice equal to the amount of critical damage suffered, all at the same time.

If a rule states that a model suffers a specific critical damage effect, no dice roll is required.



Breach: In the consolidation step of this model's activation, it suffers 1 damage for each breach token it has. If the model is **crippled**, this damage is inflicted as critical damage, as normal; if this causes a further breach (or a hazard), it is not resolved until the model's next consolidation step.



Structural failure: The model's **ARMOUR** has a -1 modifier for each structural failure token it has.



Hazard: In the consolidation step of this model's activation, it gains 1 level of disorder for each hazard token it has. A model with a hazard token cannot rally.



Shredded defences: The model's **DEFENCES** has a -2 modifier for each shredded defences token it has.



Navigation lock: While a model has at least 1 navigation lock token, it cannot **come about** or engage **full reverse**.



System failure: While a model has at least 1 system failure token, all of its systems are negated, and it is not affected by any unit benefits provided by systems on other models.

Catastrophic explosions

A model that is **crippled** immediately suffers a **catastrophic explosion** if it has a number of critical damage effects equal to or greater than its **MASS**. Every other model (friend or foe) within a number of inches equal to its **MASS** immediately suffers 1 damage and gains 1 level of disorder. The model that suffered the catastrophic explosion is then **destroyed**.

Destroyed

When a model is **destroyed**, it is immediately removed from play, whether it is **battle-ready** or **crippled**. Destroying a **battle-ready** model counts as crippling it for the purposes of any rules that trigger when a model is crippled.

POSITIONAL TRAITS

Every unit has a **positional trait**: AIRBORNE, SURFACE or UNDERWATER.

AIRBORNE MODELS

An airborne model's flight stand and base are not part of the model, but its base cannot overlap another model.

Wide open skies: An airborne model treats all terrain as open water, and can pass through non-airborne models. Its admiral can decide whether it passes through or collides with other airborne models. A non-airborne model passes through airborne models.

Visibility to or from an airborne model is never blocked or obscured by other models or terrain unless otherwise specified. Airborne models never block or obscure another model's visibility.

UNDERWATER MODELS

Immediately after an underwater unit is deployed, and at the start of each of its activations, its admiral must choose its position: it can lurk beneath the waves and remain an UNDERWATER unit, or it can rise to the surface, temporarily becoming a SURFACE unit.



A unit that rises to the surface gains a **surfacing status token** until the start of its next activation, is treated as having the SURFACE trait instead of UNDERWATER, and is not subject to the following special rules.

Blow the tanks

If a model in an underwater unit gains 1 or more levels of disorder as the result of an enemy unit's action, its admiral must make a **group crew check** for the unit once the enemy unit's activation is complete. If failed, the unit immediately surfaces. Only 1 check is made, even if multiple models in the unit gained disorder.

Stygian depths

An underwater model can pass through non-underwater models, but collides with terrain features. Its admiral can decide whether it passes through or collides with other underwater models. A surface model passes through underwater models.

The visibility of participating underwater models is never blocked or obscured by other models. If an underwater model is the target of an attack action, the visibility of participating models cannot be blocked or obscured by other models. In either case, terrain features block or obscure visibility as normal.

Sealed vessels

An underwater unit cannot make any actions that do not specifically state that they can be made by an underwater unit.

Silent hunters

An underwater model cannot be chosen as the initial target for an attack action, unless otherwise specified.

COLLISIONS AND RAMS

COLLISIONS

In a **collision**, the moving model immediately gains 1 level of disorder. If it collided with another model, that model also gains 1 level of disorder unless its **MASS** is higher than the moving model.

If the moving model collided with a terrain feature, or a model with **MASS** greater than its own, roll action dice equal to the moving model's **MASS**. It suffers 1 damage for each **strike** (of any kind).

In its next activation, a model that involved in a collision might not be able to move forwards without another collision occurring. This can usually be avoided by making a **full reverse** to move backwards instead.

A model may collide with another model or terrain feature when **pivoting**. This is resolved normally, but it cannot attempt a ram while pivoting. If a model pivots and then attempts a ram later in the same move, only the distance it moved after pivoting is counted. Therefore, a model cannot ram unless it has moved at least 3" after pivoting.

RAMMING

When a moving model collides with an enemy model after moving at least 3", and the point of contact is in the moving model's fore arc, the active admiral can declare a **ram**. A model can only attempt a ram during its own movement step.

If a model attempts a ram, it cannot participate in any actions in the subsequent action step – even if the crew check fails and the ram is resolved as a collision.

1. Make a crew check

Make a **crew check** for the ramming model. If it fails, the ram is unsuccessful and a normal collision is resolved. If it succeeds, continue to the next step.

2. Inflict disorder

Both the ramming model and the target gain 1 level of disorder.

3. Make an action roll

Make an **action roll** (there is no resistance roll). The resolve outcomes step of this roll is resolved twice: once for the target model, and once for the ramming model.

Start with action dice equal to the ramming model's **HULL**. Add 1 bonus die for each full inch the model moved before the ram (this cannot add more than 5 dice).

Success threshold (target model): The target model's **MASS**.

Success threshold (ramming model): The ramming model's **MASS**.

4. Inflict damage

Each model suffers 1 damage for each success scored in its resolve outcomes step.

5. Disengage

The target model moves 1" directly backwards. If it comes into contact with another model or terrain feature, it stops moving, but no collision is resolved.

VICTORY & VALOUR CARDS

Whenever you discard a V&V card, place it in a faceup discard pile next to your deck. Each admiral's discard pile is open information to both admirals. The cards in an admiral's hand are hidden from their opponent, and the cards in an admiral's deck are hidden from both admirals. Unless otherwise specified, each admiral only ever interacts with the cards in their own deck.

VALOUR EFFECTS

The **valour** section of each card shows the name of the **valour effect** that can be enacted by playing that card, the condition for enacting it, and the effect it will have if successfully enacted.

You can enact a valour effect if the condition is met. Declare which of your units will enact the effect, then play the card facedown in front of you as your **valour card**.

Your opponent then has the opportunity to **deny** it by playing a card from their own hand faceup in front of them as their **denial card**.

The valour card is then revealed. If its value is higher than the denial card's value, the attempt to deny it is unsuccessful and the valour card's valour effect is resolved. Otherwise, the valour effect is not resolved. In either case, both cards are then discarded.

Some rules allow you to enact a **special valour effect** with one of your units. This is treated like any other valour effect, but it is always available to you as long as you have at least 1 V&V card in your hand.

State the effect's name, then play a card from your hand facedown in front of you. This is resolved in the same way as a normal valour effect, but the text on the card is replaced with the text of the special valour effect. The card's printed value is still used to determine whether it is denied.

You can play 1 valour effect in each ready phase, 1 in each launch phase, 1 in each step of each activation phase, and 1 in each end phase.

MINOR VICTORIES

The **victory** section of each card shows the name of the **minor victory** that can be claimed by playing that card, the condition for claiming it, and the VP reward for successfully doing so.

You can claim a minor victory if the condition is met. Reveal the card to your opponent, score the points shown by the VP reward, then discard the card. Minor victories cannot be denied.

You can claim multiple minor victories at the same time (even multiple copies of the same minor victory) as long as their conditions are met.

CREW CHECKS

Whenever the rules instruct you to make a **crew check** for a model, draw, reveal, and then discard the top card from your deck. If the card's value is higher than the model's **CREW**, the check fails. Otherwise, the check passes.

If a rules allows a unit to automatically pass crew checks, no card is drawn and the unit counts as passing.

Instead of making a crew check, you can choose to fail it. No card is drawn and the unit counts as failing.

A **group crew check** is made in the same way as a standard crew check, but is made for multiple models at once. Use the lowest **CREW** from among the models for which it is being made, taking any modifiers into account.

BROKEN SPIRIT

If your V&V deck runs out, immediately shuffle your discard pile and place it facedown to create a new deck. For the rest of the game, you can no longer draw cards from the deck into your hand. Cards can still be drawn to resolve crew checks.

SPECIAL ATTACK QUALITIES

A weapon with a **special attack quality** can only contribute to an attack action if all of the weapons contributing to the action have that quality.

Aerial weapons

The initial target of this action cannot be an UNDERWATER model. If the initial target is an AIRBORNE model, it does not benefit from the **unconventional target** rule.

Assault weapons

A model can only participate in this action if the initial target is within 2" of it. The initial target cannot be an AIRBORNE or UNDERWATER model unless the unit making this action has the same positional trait.

Bomb weapons

The initial target of this action cannot be an AIRBORNE model. This attack never benefits from the **vulnerable stern** rule. However, the resistance roll for this attack cannot gain bonus dice from **obscured visibility** or **escort tokens**.

Singular weapons

All the weapons contributing to this action must have the exact same name, as shown on their weapon grid entry.

Submerged weapons

An UNDERWATER model can be chosen as the initial target of this action. An AIRBORNE model cannot.

When determining whether the initial target is visible to a model making this attack, all terrain features are treated as having a greater **MASS** than the target (even those with a **MASS** of 0).

An UNDERWATER unit can make an attack action with submerged weapons, even though it cannot normally make attack actions.

Torrent weapons

An UNDERWATER model cannot be chosen as the initial target of this action. If an AIRBORNE model is chosen as the initial target, airborne models can participate.

In the make the action roll step of this action, the initial target counts its **DEFENCES** as 0, and the resistance roll cannot gain bonus dice from **escorts** or **SRS air support**.

After the inflict damage step of this action has been completed, the active admiral can resolve the entire action again. They can either choose the same initial target, or another model with the same positional trait that is within 4" of it (if the previous initial target was destroyed, the new initial target should be chosen before it is removed from play).

The normal rules for choosing a target, nominating participating models, and declaring contributing weapons still apply.

In total, the attack action can be resolved up to X times. If weapons with different *Torrent (X)* values are contributing to the action, use the lowest X value.

This sequence of repeated attack actions is called a **torrent**, and only counts as a single action for the purposes of the unit's **ACTION LIMIT**. A weapon can contribute to multiple actions within a single torrent.

A model cannot gain more than 1 disorder due to the **under fire** rule from a single torrent, even if it is chosen as the initial target more than once.

ATTACHMENTS & ESCORTS

ATTACHMENTS

A unit with *Attachment (X)* can optionally be added as an **attachment** to another unit (the attachment's **parent unit**).

When a unit is fielded as an attachment, it ceases to exist as a unit in its own right. Instead, all of its models are treated as being part of the parent unit. Models in the attachment still retain their attributes, traits, properties, systems and weapons.

If a parent unit and its attachment have different **ACTION LIMITS**, the parent unit's rating is used to determine how many actions the unit can make during its activation.

If the attachment has a lower **ACTION LIMIT**, it can only participate in this many actions during the action step. Any further actions can only be participated in by models from the parent unit.

If the last model in the parent unit is removed from play, all of its attachment models are immediately **abandoned** and removed from play.

ESCORTS

Small defensive vessels are represented by **escort tokens**.

When a model is targeted by an attack action, boarding action or attack run mission, each escort token allocated to the model's unit adds 1 bonus die to the resistance pool.

Defensive fire: Instead of adding 1 action die to a resistance pool, an admiral can discard the escort token to add 3 action dice.

Collateral damage: If a model suffers a catastrophic explosion, the opposing admiral rolls a die for each escort token accompanying its unit. On a **strike**, the escort token is removed from play.

When the last model in a unit is destroyed or withdraws, all of its escort tokens are immediately removed from play.

Raiding parties: Before declaring an action for a unit, its admiral can discard any number of escort tokens from the unit. It gains *Boarding Parties (X)* for the duration of the action, with X equal to twice the number of tokens discarded. This allows the unit to launch a boarding action when it could not normally do so, or to increase the X value of its existing *Boarding Parties (X)* property.

SHORT RANGE SQUADRONS

Short range squadrons (SRS), represented by **SRS tokens**, are not purchased when choosing a force. Instead, **CARRIER** units are able to launch a certain number in the launch phase of each round.

When **SRS tokens** are launched, they are stacked together into **SRS stacks**, and allocated to a target. If you allocate an **SRS stack** to a target that already has a friendly stack allocated to it, combine the tokens into a single stack.

If an **SRS stack** contains more than 1 type of **SRS token**, each type should be arranged separately, so that it is clear how many of each type there are. The groups should be kept together, however, and still count as a single **SRS stack**.

When an **SRS token** is discarded, remove it from play.

LAUNCHING SRS TOKENS

On your turn, nominate one of your units in the play area that contains any **CARRIER** models (and has not resolved an **SRS launch** this round), and resolve an **SRS launch** by following these steps:

1. Declare participating models

Declare which models in the active unit will participate in the launch.

A model cannot participate if it does not have a property that allows it to launch **SRS tokens**, or if it is otherwise prevented from launching **SRS tokens**.

Each level of disorder on a model in the launching unit reduces the number of **SRS tokens** it can launch by 1.

If you wish any *crippled* models to participate in a launch, make a **group crew check**, in the same way as if you wanted *crippled* models to participate in an action.

2. Create SRS stack(s)

Each participating model launches a number of **SRS tokens**, as determined by the property that allows it to do so.

Arrange these tokens into any number of **SRS stacks**. There is no restriction on the number of tokens in a stack, or the number of separate stacks launched from a single carrier.

3. Choose SRS mission(s)

For each **SRS stack**, choose one of these **SRS missions**:

Attack run mission: Allocate the **SRS stack** to an enemy unit within 30" of the launching model. It is **threatening** that unit.

Air support mission: Allocate the **SRS stack** to a friendly unit within 30" of the launching model. It is **supporting** that unit.

Mine clearance mission: Allocate the **SRS stack** to a **minefield marker** within 30" of the launching model. It is **sweeping** that minefield marker.

If an **SRS stack's** target is removed from play, the stack is placed to one side. In the end phase, all short range squadrons that have been set aside perform **aerial reconnaissance**.

AIR SUPPORT

An **SRS stack** supporting a friendly unit can provide **air support** if that unit becomes the target of an attack or boarding action.

Discard any number of **SRS tokens** from the stack. For each token that is discarded, add a number of bonus dice equal to the token's **SUPPORT** to your resistance pool.

RESOLVING SRS MISSIONS

In the activation phase, before choosing a unit to activate, you can decide whether or not to resolve an **SRS mission** with one of your stacks.

Nominate one of your **SRS stacks** which is not supporting a friendly unit, and has not been set aside to perform **aerial reconnaissance**.

If the stack is allocated to an enemy unit, it resolves an **attack run** mission. If the stack is allocated to a minefield marker, it resolves a **mine clearance** mission.

Once you have activated all your units, any **SRS stacks** that have not yet resolved their missions lose the opportunity to do so, and will have to perform **aerial reconnaissance** instead.

RESOLVING AN ATTACK RUN MISSION

An **SRS stack threatening** an enemy unit performs an **attack run** mission:

1. Nominate attack run targets

Nominate models in the enemy unit to be attack run targets. The maximum number you can nominate is equal to the number of **SRS tokens** in your stack.

2. Make an action roll

Make 1 **action roll** (regardless of the number of targets): each **SRS token** in the stack adds action dice equal to its **ATTACK**.

The opposing admiral makes a **resistance roll**: Each attack run target adds action dice equal to its **DEFENCES**. Add 1 bonus die for each **escort token** accompanying the target unit.

Success threshold: The highest **ARMOUR** among the targets.

3. Allocate critical damage

For each success scored in the action roll, roll a **critical damage die**, then allocate each critical damage die to an attack run target, or to an **escort token** accompanying the target unit.

Only 1 die can be allocated to each attack run target.

4. Resolve critical damage

Each attack run target that has a die allocated to it suffers the matching **critical damage effect**.

Each **escort token** that has a die allocated to it is discarded.

5. Disengage

Discard all **SRS tokens** (friendly or enemy) allocated to the target unit.

INTERCEPTING ATTACK RUNS

If you resolve an attack run mission against an enemy unit that is **supported** by an **SRS stack**, the opposing admiral makes an **interception attempt**. This is resolved before you nominate attack run targets.

The opposing admiral makes an **action roll**: each **SRS token** in the supporting stack adds action dice equal to its **INTERCEPT**. There is no resistance roll.

Success threshold: The stack's **RESILIENCE**.

For each success scored in the action roll, 1 **SRS token** is discarded from the **SRS stack** making the attack run.

If the last token in the stack is discarded, the attack run mission ends.

Intercepting mixed stacks

If an interception attempt is resolved against an **SRS stack** composed of 2 or more different types of **SRS token**, the resolve outcomes step of the action roll is carried out differently.

First, the active admiral selects 1 type of squadron from their stack. The opposing admiral groups the hits according to that squadron type's **RESILIENCE**. The active admiral can attempt to screen a high attack squadron with a high resilience squadron. For each success, 1 token of the chosen type is discarded.

If, after every token of this squadron type is removed, there are still hits remaining in the action roll, the active admiral chooses another squadron type from the stack. The process is repeated using that squadron type's **RESILIENCE** until either there are no hits left in the action roll scoring successes or there are no **SRS tokens** left in the stack.

RESOLVING A MINE CLEARANCE MISSION

An **SRS stack** allocated to a minefield marker performs a **mine clearance** mission.

Roll action dice equal to the number of **SRS tokens** in the stack. If at least 1  is rolled, the minefield marker is cleared.

Any additional  allow you to clear another minefield marker within 5" of the original target.

All **SRS tokens** in the stack are then discarded.

AERIAL RECONNAISSANCE

In the clean up step of the end phase, each **SRS stack** still in play performs **aerial reconnaissance**.

Both admirals roll an action die for every **SRS token** they still have in play. For each , 1 squadron has successfully completed an aerial reconnaissance mission and grants its admiral a **bonus card** in the draw cards step of next round's ready phase. The maximum number of bonus cards an admiral can receive from aerial reconnaissance is equal to their hand limit.

As a reminder, each admiral can place an **SRS token** next to their **V&V** deck for each bonus card they will receive.

Any remaining **SRS tokens** are then removed from play.

THE PLAY AREA

ENVIRONMENTAL FEATURES

Parts of the play area can be defined as **treacherous water** or **fog**. These are not terrain features, so models cannot collide with them, and they do not obscure visibility unless otherwise stated.

Any parts of the play area that are not defined as environmental features are **open water**, and are not subject to any special rules.

Treacherous water impedes the movement of **SURFACE** and **UNDERWATER** models, while **fog** impedes the movement of **SURFACE** and **AIRBORNE** models.

During the movement step, if a model comes into contact with features that impede its movement, it gains 1 level of disorder, applied at the end of the model's move. This is applied only once, even if it came into contact with multiple features.

During an attack action, a participating model's visibility is hampered if it is not possible to draw a line from the model's centre point to every part of the target without passing through at least one patch of fog (even if the participating model or target is **AIRBORNE**). The opposing admiral adds 2 bonus dice to the resistance roll for each participating model that has hampered visibility.

TERRAIN FEATURES

Grounding hazards

A grounding hazard (sandbank, large coral reef) can be collided with as normal, but treats its **MASS** as 0 for determining whether it blocks or obscures visibility.

Some properties and systems allow a model to pass through grounding hazards without colliding.

Island

All parts of the play area within 1" of an island count as **treacherous water**.

Some properties and systems allow a model to move across islands as though they were open water.

Some (or all) of an island can be designated as **impassable ground** (thick forests, volcanoes, towering research outposts). A model cannot move through these areas, even if they are otherwise able to move across islands. If a model is capable of ignoring terrain features entirely, it can still move through impassable ground.

A large island (at least 6" across) is referred to as a **territory**.

Structures

All parts of the play area within 1" of a structure count as **treacherous water**.

A structure can be chosen as the target of an attack action, as though it were an enemy model, and has an **ARMOUR** of 3 (unless the admirals agree otherwise). If a structure accumulates damage equal to its **MASS**, removed it from play and replace it with a wreck marker.

Icebergs

All parts of the play area that are within 1" of an iceberg count as **treacherous water**.

An Iceberg can be chosen as the target of an attack action, as though it were an enemy model, and has an **ARMOUR** of 3 (unless the admirals agree otherwise). An iceberg's **MASS** is reduced by 1 for each point of damage it suffers. Represent this with damage tokens, or replace the iceberg with a smaller iceberg. If its **MASS** reaches 0, remove it from play.

MARKERS

Unless otherwise stated, markers do not have a **MASS**, and do not block or obscure visibility. Models cannot collide with a marker.

Strategic objective markers

An admiral **controls** a strategic objective marker if they have at least 1 scoring model in contact with it, and there are no enemy scoring models in contact with it.

Minefield markers

A minefield marker is **triggered** if a **SURFACE** or **UNDERWATER** model moves into contact with it. Each model within its proximity immediately gains a level of disorder.

The closest model to the marker (usually the moving model) is then subject to a **minefield detonation**. The opposing admiral rolls action dice equal to the model's **MASS**, and the model suffers 1 damage for each , and 2 damage for each  or . The model then continues its move if applicable.

A minefield marker is removed after it is triggered, or if a rule states that it is cleared.

Wreck markers

If a **SURFACE** model moves into contact with a wreck marker during its movement step, the active admiral rolls a **critical damage die** at the end of its move. If the result is a **breach** or **navigation lock**, that effect is immediately inflicted on the model and the wreck marker removed from play. On any other result, there is no effect.

VICTORY AND DEFEAT

A game lasts for 5 rounds, unless otherwise specified. At the end of the fifth round, the admiral who scored the most **victory points** (VPs) is the victor.

If the victor's score is at least double their opponent's score, they claim a **devastating victory**. On a tie, the game ends in a **stalemate**, with no victor declared.

There are 3 main ways to score VPs: completing objectives, crippling enemy models, and playing **V&V** cards to claim minor victories.

ROUND OVERVIEW

1. READY PHASE

In the first round, skip the ready phase.

1. DETERMINE INITIATIVE

In turn order, both admirals play a V&V card facedown in front of them, then both are revealed and discarded. The admiral with the highest **value** takes the initiative (and the **initiative dial**). On a tie, the initiative changes hands.

The admiral taking the initiative may choose to **hold their nerve** and give the initiative to their opponent.

Instead of choosing a card, either admiral can **surrender the initiative**. Do not play a card, but count as having played one with a value of 0. If the second admiral chooses to surrender the initiative after the first admiral has chosen a card, the first admiral takes their own card back into their hand.

2. DRAW CARDS

Admirals may discard any number of V&V cards, then draw up to their **hand limit** (5 for small engagements, 6 for medium, 7 for large). Draw an additional card for each **bonus card** available to you, then remove 1 card for each bonus card you drew (shuffle these and place them on the bottom of your deck).

3. DEPLOY RESERVES

One at a time in turn order, admirals may nominate a unit in **reserve**, then make a **reserve roll**: dice equal to the current round number. If the unit is AIRBORNE, double the number of dice.

If there are no  or  results, the unit is delayed and will not arrive this round (give it an **activated status token**).

Otherwise, deploy the **incoming unit** (give it an **incoming status token**). It must be deployed in coherency, with all of its models in contact with an edge and not within 5" of an enemy model.

Incoming models must be deployed within their own deployment zone, unless the roll contained at least 1 , in which case they can be deployed along any edge, but with no model in the opposing admiral's deployment zone.

2. LAUNCH PHASE

In turn order, each admiral may launch **SRS tokens** from their CARRIER units, 1 unit at a time.

3. ACTIVATION PHASE

In turn order, admirals alternate activating one of their units in the play area that does not have an **activation token**.

If the active admiral has any **SRS tokens** in play, they may choose to resolve an **SRS mission** with one of their stacks before choosing a unit to activate.

Once an admiral has activated all of their units that are not incoming, they can activate any **incoming units**.

1. WITHDRAWAL STEP

You may voluntarily **withdraw** (remove from play) any number of *crippled* models from the activated unit.

2. MOVEMENT STEP

Move each model in the activated unit, one at a time, at least a number of inches equal to its **MINIMUM SPEED**, and no further than its **MAXIMUM SPEED**. A *crippled* model halves its **MAXIMUM SPEED** rating (round up).

Once per move, once it has moved its minimum speed, a model can **come about** using the turning template. You can move a number of segments up to the model's **TURN LIMIT**, with each costing 1" of movement. If a model can make **additional manoeuvres**, each allows it to **come about** again.

Some models may **pivot** (counts as coming about). Rotate up to 90° about the centre point at a cost of 2" of movement.

A model may engage **full reverse** instead of moving normally. It gains a level of disorder (a model with 3 levels of disorder suffers a point of damage instead). The model moves backwards, its **MINIMUM SPEED** is 0, its **MAXIMUM SPEED** is halved (round up), and its **TURN LIMIT** is increased by 2 (max 4).

A model may make an **emergency manoeuvre** at any point during its move. This allows it to make an additional manoeuvre, but it gains a level of disorder (a model with 3 levels of disorder suffers a point of damage instead).

If a unit is **out of coherency** at the end of its movement step, any model not in the largest formation gains 1 level of disorder.

If a unit is **out of coherency** at the start of its movement step, any model not in the largest formation that is not in the largest formation at the end of its movement step is **abandoned**.

Collisions and passing through

If a SURFACE model moves into a different unit's SURFACE model, its move immediately ends and a **collision** is resolved. A SURFACE model can move through another model in its own unit, but they collide if they are in contact at the end of the move.

If a SURFACE or UNDERWATER model moves into a terrain feature, its move immediately ends and a collision is resolved.

If a model is allowed to **pass through** other models and it stops overlapping another model, it continues to move directly forwards until it is not in contact with any models. It then gains 1 level of disorder.

3. ACTION STEP

Make actions with the unit up to its **ACTION LIMIT**. Each unused action grants a benefit in the consolidation step. If a unit can make **special actions**, they count towards its limit.

Each time a unit makes an action, choose which models in the unit **participate**. If the unit is out of coherency, only models from one of its formations of your choice can participate.

If you wish to nominate any *crippled* models to participate, you must pass a **group crew check** for the unit. If this is failed, the action immediately ends.

4. CONSOLIDATION STEP

A model can **rally** as long as it is not breaking coherency, is not within proximity of a terrain feature, and is not within proximity of a model in a different unit (friendly or enemy). A model cannot rally if its unit contains any *crippled* models.

When a model rallies, it loses a level of disorder, plus an additional level of disorder for each action that its unit did not use in the preceding action step.

After a unit has had a chance to rally, any appropriate **critical damage effects** are resolved.

4. END PHASE

1. COMPLETE OBJECTIVES

Each admiral checks to see if they have completed any of the encounter's objectives, and updates their VP tally.

2. CLEAN UP

Remove all activated status tokens from units in the play area and those still in reserve.

Each SRS stack still in play performs **aerial reconnaissance**.

If this is the fifth round, the game ends and a victor is determined. Otherwise, the next round begins.

If an admiral has no models in the play area in this step, the game comes to an end even if it is not the fifth round. Their opponent has claimed **superiority** and scores 5 bonus VPs.

ROUND OVERVIEW

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In turn order, both admirals play a V&V card facedown in front of them, then both are revealed and discarded. The admiral with the highest **value** takes the initiative (and the **initiative dial**). On a tie, the initiative changes hands.

The admiral taking the initiative may choose to **hold their nerve** and give the initiative to their opponent.

Instead of choosing a card, either admiral can **surrender the initiative**. Do not play a card, but count as having played one with a value of 0. If the second admiral chooses to surrender the initiative after the first admiral has chosen a card, the first admiral takes their own card back into their hand.

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One at a time in turn order, admirals may nominate a unit in **reserve**, then make a **reserve roll**: dice equal to the current round number. If the unit is AIRBORNE, double the number of dice.

If there are no  or  results, the unit is delayed and will not arrive this round (give it an **activated status token**).

Otherwise, deploy the **incoming unit** (give it an **incoming status token**). It must be deployed in coherency, with all of its models in contact with an edge and not within 5" of an enemy model.

Incoming models must be deployed within their own deployment zone, unless the roll contained at least 1 , in which case they can be deployed along any edge, but with no model in the opposing admiral's deployment zone.

2. LAUNCH PHASE

In turn order, each admiral may launch **SRS tokens** from their CARRIER units, 1 unit at a time.

3. ACTIVATION PHASE

In turn order, admirals alternate activating one of their units in the play area that does not have an **activation token**.

If the active admiral has any **SRS tokens** in play, they may choose to resolve an **SRS mission** with one of their stacks before choosing a unit to activate.

Once an admiral has activated all of their units that are not incoming, they can activate any **incoming units**.

1. WITHDRAWAL STEP

You may voluntarily **withdraw** (remove from play) any number of *crippled* models from the activated unit.

2. MOVEMENT STEP

Move each model in the activated unit, one at a time, at least a number of inches equal to its **MINIMUM SPEED**, and no further than its **MAXIMUM SPEED**. A *crippled* model halves its **MAXIMUM SPEED** rating (round up).

Once per move, once it has moved its minimum speed, a model can **come about** using the turning template. You can move a number of segments up to the model's **TURN LIMIT**, with each costing 1" of movement. If a model can make **additional manoeuvres**, each allows it to **come about** again.

Some models may **pivot** (counts as coming about). Rotate up to 90° about the centre point at a cost of 2" of movement.

A model may engage **full reverse** instead of moving normally. It gains a level of disorder (a model with 3 levels of disorder suffers a point of damage instead). The model moves backwards, its **MINIMUM SPEED** is 0, its **MAXIMUM SPEED** is halved (round up), and its **TURN LIMIT** is increased by 2 (max 4).

A model may make an **emergency manoeuvre** at any point during its move. This allows it to make an additional manoeuvre, but it gains a level of disorder (a model with 3 levels of disorder suffers a point of damage instead).

If a unit is **out of coherency** at the end of its movement step, any model not in the largest formation gains 1 level of disorder.

If a unit is **out of coherency** at the start of its movement step, any model not in the largest formation that is not in the largest formation at the end of its movement step is **abandoned**.

Collisions and passing through

If a SURFACE model moves into a different unit's SURFACE model, its move immediately ends and a **collision** is resolved. A SURFACE model can move through another model in its own unit, but they collide if they are in contact at the end of the move.

If a SURFACE or UNDERWATER model moves into a terrain feature, its move immediately ends and a collision is resolved.

If a model is allowed to **pass through** other models and it stops overlapping another model, it continues to move directly forwards until it is not in contact with any models. It then gains 1 level of disorder.

3. ACTION STEP

Make actions with the unit up to its **ACTION LIMIT**. Each unused action grants a benefit in the consolidation step. If a unit can make **special actions**, they count towards its limit.

Each time a unit makes an action, choose which models in the unit **participate**. If the unit is out of coherency, only models from one of its formations of your choice can participate.

If you wish to nominate any *crippled* models to participate, you must pass a **group crew check** for the unit. If this is failed, the action immediately ends.

4. CONSOLIDATION STEP

A model can **rally** as long as it is not breaking coherency, is not within proximity of a terrain feature, and is not within proximity of a model in a different unit (friendly or enemy). A model cannot rally if its unit contains any *crippled* models.

When a model rallies, it loses a level of disorder, plus an additional level of disorder for each action that its unit did not use in the preceding action step.

After a unit has had a chance to rally, any appropriate **critical damage effects** are resolved.

4. END PHASE

1. COMPLETE OBJECTIVES

Each admiral checks to see if they have completed any of the encounter's objectives, and updates their VP tally.

2. CLEAN UP

Remove all activated status tokens from units in the play area and those still in reserve.

Each SRS stack still in play performs **aerial reconnaissance**.

If this is the fifth round, the game ends and a victor is determined. Otherwise, the next round begins.

If an admiral has no models in the play area in this step, the game comes to an end even if it is not the fifth round. Their opponent has claimed **superiority** and scores 5 bonus VPs.

ATTACK ACTIONS

1. Choose an enemy model to be the initial target

It must be visible to at least 1 model in the active unit.

2. Nominate participating models

A model cannot participate if the initial target is not visible to it.

3. Declare the participating models' contributing weapons

The target must be in one of the weapon's targeting arcs, and each weapon can only contribute to 1 action per activation.

4. Make the action roll

Each contributing weapon adds action dice equal to its **FIREPOWER**, depending on the range.

The opposing admiral makes a **resistance roll**: dice equal to the initial target's **DEFENCES**. For each participating model that has obscured visibility to the initial target, add dice equal to the **MASS** of the largest obscuring model or terrain feature.

- +2 dice for each participating model whose visibility is hampered by **fog**.
- +1 die for each **escort** with the initial target's unit.
- If the opposing admiral has an SRS stack **supporting** the initial target's unit, they can discard any number of tokens from the stack. Each adds bonus dice equal to its **SUPPORT**.

Unconventional target: When an **AIRBORNE** model is the target, any **✳** or **✳** in the resistance roll are converted to **●**.

Success threshold: The initial target's **ARMOUR**.

Vulnerable stern: If at least half of the participating models are in the initial target's aft arc, it suffers -1 **ARMOUR**.

5. Inflict damage

For each success scored, the target suffers 1 damage. If the target suffers damage equal to or greater than its **MASS** from 1 attack action, it also gains 1 level of disorder.

ADDITIONAL ACTIONS

MAINTENANCE ACTION

1. Nominate participating models in the active unit

2. Make repair rolls

Make a **repair roll** for each participating model. Roll dice equal to its **REPAIR**. For each **✳** or **●**, remove 1 critical damage effect.

Before rolling, you can declare **jury-rigged repairs**. If so, **✳** in the repair roll also allow critical damage effects to be removed, but each **blank** causes the model to gain a level of disorder.

If a unit has any **escort tokens**, add a bonus die to repair rolls made for models in the unit.

An **UNDERWATER** unit can make a maintenance action, but **breach** and **structural failure** effects cannot be removed as a result.

BROADSIDE ACTION

A unit can only make 1 broadside action per activation.

1. Nominate participating models

Nominate any number of models in the active unit that will participate in the action.

2. Choose a target

3. Determine contributing batteries

Determine which models' flank batteries are contributing. The models must be participating, and these criteria must be met:

- The target has the same positional trait as the model.
- The target is within the model's port or starboard arc.
- The target is within 4" of the model.
- The target is visible to the model, and is not obscured.

4. Make the broadside roll

Roll **action dice** equal to the total **BROADSIDE** ratings of all models whose flank batteries are contributing to the action.

The target suffers 1 damage for each **✳**, and 2 damage for each **✳** and **●**. **●** do not allow additional dice to be rolled. If the target suffers at least 1 damage, it also gains 1 level of disorder.

If at least 1 contributing model has 2 levels of disorder, **✳** only inflict 1 damage. If at least 1 contributing model has 3 levels of disorder, **✳** and **●** only inflict 1 damage.

5. Resolve additional targets

Repeat stages 2 to 4 as desired. Each enemy model can only be chosen to be the target once per broadside action.

BOARDING ACTION

A unit can only make a **boarding action** if it has the right property.

1. Choose an enemy model to be the target

It must be within 4" of at least 1 model in the active unit.

2. Nominate participating models in the active unit

A model cannot be further than 4" from the target, or have already participated in a boarding action this action step.

3. Make the action roll

Each participating model adds action dice as determined by the boarding action property.

The opposing admiral makes a **resistance roll**: dice equal to the target's **DEFENCES**. Add 1 die for each **escort token** with the target's unit. If there is an SRS stack supporting the target unit, the opposing admiral can discard any number of tokens. Each adds bonus dice equal to its **SUPPORT**.

Success threshold: The target's **CREW**.

4. Resolve outcomes

The target suffers a **critical damage effect** for each success. Instead of rolling critical damage dice, the active admiral can choose the specific effects applied. Unless the action roll scored no successes, the target gains 1 level of disorder.

DAMAGE & DISORDER

If the amount of damage a model has equals or exceeds its **HULL**, the model is **crippled**. Replace the damage tokens with a **crippled model token**. The opposing admiral immediately scores VPs equal to the model's **VICTORY POINTS RATING**.

While a model is **crippled**, it suffers these penalties:

- A model cannot rally if any models in its unit are **crippled**. If you want any **crippled** models to participate in an action or an SRS launch they must make a **group crew check**. If it is failed, the action immediately ends.
- A **crippled** model's **MAXIMUM SPEED** is halved.
- A **crippled** model never counts as a scoring model.
- Whenever a **crippled** model would suffer a point of damage, it suffers a critical damage effect instead.

If an attack targets a **battle-ready** model, and inflicts more than enough damage to cripple it, each point of damage left over inflicts a critical damage effect.

Models can also gain up to 3 levels of **disorder**:

Demoralised (all levels): -1 **CREW** for each level of disorder.

Panicking (level 2): If an action roll is made for this model, any **✳** are converted to **✳** after re-rolls have been resolved.

Mutinous (level 3): If an action roll is made for this model, any **✳** and **●** are converted to **✳** after re-rolls have been resolved. If the model makes a **full reverse** or **emergency manoeuvre**, it gains 1 point of damage instead of disorder.

A model cannot have more than 3 levels of disorder. If a model gains another, it spreads to the closest friendly model within 4".

ATTACK ACTIONS

1. Choose an enemy model to be the initial target

It must be visible to at least 1 model in the active unit.

2. Nominate participating models

A model cannot participate if the initial target is not visible to it.

3. Declare the participating models' contributing weapons

The target must be in one of the weapon's targeting arcs, and each weapon can only contribute to 1 action per activation.

4. Make the action roll

Each contributing weapon adds action dice equal to its **FIREPOWER**, depending on the range.

The opposing admiral makes a **resistance roll**: dice equal to the initial target's **DEFENCES**. For each participating model that has obscured visibility to the initial target, add dice equal to the **MASS** of the largest obscuring model or terrain feature.

- +2 dice for each participating model whose visibility is hampered by **fog**.
- +1 die for each **escort** with the initial target's unit.
- If the opposing admiral has an SRS stack **supporting** the initial target's unit, they can discard any number of tokens from the stack. Each adds bonus dice equal to its **SUPPORT**.

Unconventional target: When an **AIRBORNE** model is the target, any **✳** or **✳** in the resistance roll are converted to **●**.

Success threshold: The initial target's **ARMOUR**.

Vulnerable stern: If at least half of the participating models are in the initial target's aft arc, it suffers -1 **ARMOUR**.

5. Inflict damage

For each success scored, the target suffers 1 damage. If the target suffers damage equal to or greater than its **MASS** from 1 attack action, it also gains 1 level of disorder.

ADDITIONAL ACTIONS

MAINTENANCE ACTION

1. Nominate participating models in the active unit

2. Make repair rolls

Make a **repair roll** for each participating model. Roll dice equal to its **REPAIR**. For each **✳** or **●**, remove 1 critical damage effect.

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2. Nominate participating models in the active unit

A model cannot be further than 4" from the target, or have already participated in a boarding action this action step.

3. Make the action roll

Each participating model adds action dice as determined by the boarding action property.

The opposing admiral makes a **resistance roll**: dice equal to the target's **DEFENCES**. Add 1 die for each **escort token** with the target's unit. If there is an SRS stack supporting the target unit, the opposing admiral can discard any number of tokens. Each adds bonus dice equal to its **SUPPORT**.

Success threshold: The target's **CREW**.

4. Resolve outcomes

The target suffers a **critical damage effect** for each success. Instead of rolling critical damage dice, the active admiral can choose the specific effects applied. Unless the action roll scored no successes, the target gains 1 level of disorder.

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