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DYSTOPIAN WARS

SETUP

Choose or roll an **encounter**, follow its instructions, and set up scenery. Encounters of up to 1000 points are best on a 48"x48" area, and 1000-2000 points a 48"x72" area.

Agree on a **points limit**, then choose a **faction** each. Battlefleets must have the trait of the chosen faction. Units available to a force are found in its **order of battle** (ORBAT). Each force consists of 1 or more **battlefleets**: a group of units usually by a FLAGSHIP.

You cannot include more than 1 of any specific unit, or more than 1 unit with the FLAGSHIP trait, or more than 1 unit with the AERIAL trait and more than 1 unit with the SUBMERGED trait in addition to the flagship. Any units forming attached units must come from the same battlefleet. Each unit with the UNIQUE trait can only be included once in your force. **Upgrades** may be purchased at the specified cost per model, and must be applied to every model in the unit. Each upgrade may only be taken by a unit once.

Both players shuffle their V&V decks and reveal a card. The player with the highest card number chooses who is player A. Player A retains their card until after deployment; player B discards theirs.

Starting with player A, players alternate deploying AERIAL units into their deployment zones. Then, starting with player B, alternate deploying other units except SUBMERGED units. Then, starting with player A, alternate deploying SUBMERGED units. Finally, starting with player B, VANGUARD units alternate taking a move action. When deploying, players may deploy up to half the number of their units to **reserves** (and some must be kept in reserve). Units containing models with a **SPEED** of 0 may not be placed in reserve.

Unless otherwise indicated, player A has initiative for the first round. However, if player B was the first to finish deploying their units, they may draw a V&V card and compare its number to the card player A retained during deployment. If it is equal or higher, player B may take initiative for the first round. In any case, both players discard their V&V card facedown to their discard piles.

Always measure between the closest points of models, units, or tokens. Players may measure distances at any time. Always round up when halving values. No die may be rerolled more than once.

INITIATIVE PHASE

1. DETERMINE INITIATIVE

On each round after the first, both players choose a V&V card from their hand and place it facedown in front of them. These are revealed simultaneously, and the player with the highest number in the top left-hand corner gets initiative this round. On a tie, the player who did not have initiative last round gets the initiative. Discard both cards.

If you do not have any cards or don't want to place one, you are assumed to have placed a card with a 0 value. If you do not wish to place a card, you must announce this before cards are revealed and allow your opponent the opportunity to place a different card.

2. DRAW VICTORY & VALOUR CARDS

Both players draw V&V cards from their decks up to the maximum hand size, as determined by the game's force point limit:

Force point limit	Hand size
749 or less	4
750 to 1,499	5
1,500 to 1,999	6
Every additional 1,000	+1

When a player has initiative and is about to activate their first unit, they may **hold their nerve** by drawing a V&V card (you may exceed your hand limit) and allowing their opponent to activate instead.

ACTIVATION PHASE

Players alternate activating a unit and performing actions with it.

The active player activates a **ready** unit (the **in play** unit), then performs each step with every model in the unit, before moving on to the next step, until all steps are completed in order.

If a player has no ready units, the other player may continue to activate units until they are done.

The active player may also play as many V&V cards as they have in hand at any time during the unit's activation.

1. OPERATIONS

1. LAUNCH SRS TOKENS

A unit may launch a number of **SRS tokens** equal to its current SRS CAPACITY. Any number of the available tokens, divided into as many stacks as desired, may be placed in base contact with a friendly or enemy model within 40" of the unit (with a maximum of 1 stack per target model).

2. SPECIAL OPERATIONS

Units may conduct any available **special operations actions**.

Full reverse: A unit performing this special ops action immediately receives a disorder condition. For the rest of its activation, it has a drift distance of 0 and may move up to half its SPEED in reverse. Models with a MASS of 3+ have a turn limit of 1, MASS 2 models have a turn limit of 2, and MASS 1 models do not have a limit.

3. RESERVES

A unit in **reserve** may only be activated once all the activated player's other in play units have been activated. Roll an action die:

In the first round, on any result other than a 🌑 the unit's activation immediately ends and it stays in reserve. On a 🌑 deploy the unit with the rear of each model in contact with any edge of the play area (except the opponent's deployment zone edges).

From the second round onwards, on a **blank** or 🔵 the unit's activation immediately ends and it stays in reserve. On a 💥 the unit is immediately deployed with the rear of each model in contact with the edge of the play area. On a 💥 or 💥 deploy the unit from any edge of the play area except the opponent's deployment zone edges. On a 🌑 you may deploy the unit from *any* edge of the play area.

2. MOVEMENT

All models in the activated unit move. Models may move different distances and directions as long as they maintain **coherency** by staying within 4" of another model in the unit.

At the start of the unit's movement, each model must **drift** by moving directly forward a number of inches equal to their MASS (unless a special rule says otherwise). Each model may then move up to its SPEED in inches in a straight line (unless turning).

A model may make a maximum number of **turns** during its movement step equal to its **TURN LIMIT (T)**.

Most units use the **turning template**; each pip around its edge is a **navigation point**. Place the template next to the edge of the model closest to its centre (**the turning point**) and lined up with a navigation point. Advance the model 1" around the turning template, lined up with the next navigation point; this is a **turn**, and uses 1" of the model's remaining SPEED. A model may turn less than the angle, but always uses 1" doing so.

Unless a victory condition allows it, if any part of a model leaves the play area, it is **withdrawing** and is considered destroyed by the closest enemy unit for victory point purposes.

Once a model's move is complete, it cannot be taken back, and it cannot end its move in contact with a terrain feature or another model. If a collision is triggered, the model must be repositioned the minimum distance to avoid contact.

A model outside of coherency at the end of the movement step gains a disorder condition. During its next activation it must attempt to get back into coherency. If a unit stays out of coherency for 2 consecutive movement steps, all the models gain a disorder condition until they restore coherency.

3. SHOOTING

Declare a model in the targeted unit as the **initial target** of every weapon being used by the in play unit. Also declare if any other weapons are supporting the attack, or are firing separately. You must have range and line of sight (LOS) to the target.

Measure range from the closest point of the attacking model to the closest part on the target model (including any bases).

Point blank: 0-10"	**Closing:** 10-20"	**Long:** 20-30"

Draw LOS from the centre of the attacking model to the centre of the initial target. LOS is blocked by another model or piece of terrain with a MASS that equals or exceeds the target's MASS. If LOS to the centre of the target is blocked, but it can be drawn to another part of the target, the target is **obscured**. AERIAL units never block LOS, and only have their LOS blocked by aerial terrain. SUBMERGED units only block LOS to to and from other submerged units, and have their LOS blocked by any terrain except aerial terrain.

The firing weapon is the **lead weapon**, and any other weapons adding their firepower are **supporting weapons**. Each weapon may only be used once per activation as a lead or supporting weapon, but not both. However, broadside weapons may be used once in each fire arc (but not in the same arc).

A support weapon must be mounted on the same model, or on a model within the same unit as the lead weapon, and they must have exactly the same weapon qualities. They must be in range and LOS of the target. **Obscured** or other LOS effects are only determined from the model with the lead weapon.

Attacks are not simultaneous. You may resolve a unit's shots in any order, but cannot change its declared targets or supporting weapons once shooting resolution begins.

Crossing the T: Any SURFACE or SKIMMING unit may make this action as a valour effect in their activation. In attacks where the lead weapon has the BROADSIDE quality and is in the fore or aft arc of the initial target, the attacking unit may only support with weapons that have the GUNNERY quality. In such an attack, ignore all the qualities stated for the GUNNERY and BROADSIDE weapons; the dice pool instead has the SUSTAINED quality.

1. DETERMINE ACTION DICE

Take the lead weapon's first value for the range band that contains the initial target (if exactly on the border, treat it as in the closer band). AERIAL models are usually considered 1 range band further away, unless being attacked by other AERIAL units.

Add the bracketed number for each support weapon. The total is the attacker's action dice pool.

2. DECLARE DEFENCES

The initial target may declare it is using its **defences**: the incoming attack must have the AERIAL quality to use **AERIAL DEFENCE** (ADV), or the SUBMERGED quality to use **SUBMERGED DEFENCE** (SDV). This value is the defender's action dice pool.

Each model in the same unit within 4" of the initial target (and with the relevant defence) adds +1 die to the defensive action dice pool (and may still defend themselves in the same activation).

The initial target may discard 1 or more friendly SRS tokens in base contact with it to receive +3 dice per token discarded.

3. ATTACKER ROLLS DICE AND TOTALS HITS

Total the number of **hits** 💥 rolled. Heavy hits 💥 count as 2 hits. Exploding hits 🌑 count as 2 hits and **explode**: roll an extra action dice and add it to the pool (new results may also explode).

Exploding hits rolled against an obscured model count as 2 hits but do not explode (SUBMERGED units are always obscured).

4. DEFENDER ROLLS DICE AND DEDUCTS COUNTERS

Each **counter** 🔵 rolled in defence removes a hit from the attack action dice pool. Each **heavy counter** 🔵 removes 2 hits.

5. APPLY TOTAL HITS AGAINST TARGET'S ARMOUR

If the attack has enough hits to equal or exceed the initial target's **ARMOUR**, the target suffers 1 damage. If the number of hits is double or more than the **ARMOUR**, the target suffers a further 1 damage for each multiple of this value.

Once the initial target has received damage equal to or greater than its **HULL**, it changes **status**. Battle ready models change to **crippled** (excess damage from the attack carries forwards). Models already crippled (or battle ready MASS 1 models) are destroyed and removed from play. Critical damage still applies even if the target causes enough damage to destroy the target.

Once an initial target is destroyed, any declared attacks that remain may be reallocated to another model in the unit if it is within LOS of the attacker and within 5" of the initial target.

6. CHECK FOR CRITICAL DAMAGE

A model of MASS 2 or larger that takes hits equal to or exceeding its CITADEL also suffers **critical damage**. The attacker rolls a black critical damage die and applies a **critical damage marker** to the affected model. Treat duplicate critical damage results as a **catastrophic explosion** instead.

Regardless of the source, when a critical damage marker is applied to a model that already has that specific marker, cancel the duplicated result and apply a **catastrophic explosion** instead.

MASS 1 models are immediately destroyed when they take hits equal to or greater than their CITADEL.

Catastrophic explosion: If the number of hits is double (or more) than the target's CITADEL, the target suffers a catastrophic explosion instead of critical damage. It takes a further 2 damage and gains a disorder condition.

4. ASSAULT

Any activated unit with a model (the **assaulting model**) within 4" of an enemy model (the **initial target**) may launch an assault against it. A model may only launch 1 assault during its activation, and if it does so it may not support an assault in that activation.

All models in an assault must have matching position traits. However SUBMERGED units can assault SURFACE units, SKIMMING units can assault SURFACE and GROUND units, and AERIAL units can assault all units except SUBMERGED units.

Form an action dice pool by taking a number of dice equal to the assaulting model's **FRAY**. You may discard friendly SRS tokens in base contact with it to receive +1 dice per token discarded. Any model in the same unit within 4" of the initial target may **support** the assault, adding +2 dice.

Roll the dice and total the number of 💥 rolled. 💥 count as 2 hits, and 🌑 count as 2 hits and **explode**.

The initial target forms a defence action dice pool by taking a number of dice equal to the model's CITADEL and the *higher* of its ADV or SDV (if the assaulting model is an AERIAL or SUBMERGED unit, that corresponding DEFENCE value must be used, even if it is not the higher value). **The initial target may discard friendly SRS tokens in base contact with itself to receive +3 dice per token discarded.** Each escort token provides +1 action dice to an escorted model's dice pool when it is defending in an assault.

Roll all of the dice in the action dice pool: each 💥 counts as 1 counter and each 🔵 counts as 2 counters. Both players total the hits and counters rolled, deduct the lowest value from the highest, and check the **ASSAULT RESULTS TABLE** *(see the reference sheet).*

5. REPAIR

Repairs are made at the end of each unit's activation. Make a repair test for each model that has a critical damage marker or a level of disorder by rolling action dice equal to its **MASS**. For every 🔵 or 🔶 rolled you may either remove a critical damage marker or reduce its disorder level by 1.

END PHASE

Players alternate to complete these steps; during each step the player with initiative goes first.

1. SRS RESOLUTION

Starting with the player with initiative, any SRS tokens that are no longer in base contact with a model may immediately be moved into base contact with another model within 5". If they cannot reach another model they are removed from the play area.

Each of your models with enemy SRS tokens in base contact is an **attack run target**.

Scramble: Friendly SRS tokens in base contact with a friendly model that is not itself an attack run target and is within 5" of any attack run targets may be placed so they are now in contact with an attack run target. Form single stacks of friendly SRS tokens by each model.

Interception: Create an interception dice pool using the **ADV** of the attack run target and the usual bonuses to defence action dice pools. Each SRS token defending the attack run target and in base contact contributes 3 dice. Roll the dice: for every 3 **counters** remove an attacking SRS token from base contact with the attack run target. Finally, remove all friendly SRS tokens in base contact with the attack target.

Attack run: Each attacking SRS token in the stack making the attack run adds 3 dice to the action dice pool, and the attack has PIERCING. Roll and resolve hits as normal against the target, then discard all SRS tokens in the attack run.

Weight of fire: If the number of SRS tokens in the attack run is double or greater than the **MASS** of the attack run target, you may reroll blank results in the action dice pool.

Torpedo attack: All the SRS tokens making an attack run may choose to make a special **torpedo attack**. This is resolved exactly like a normal attack run except the attack has the PIERCING, TORPEDO and SUBMERGED qualities. The attack run target counts as being more than 5" away from the SRS tokens for the purposes of the TORPEDO quality. Attack run targets may use their **SDV** against the torpedo attack.

2. JURY-RIGGED REPAIR

In initiative order, players may attempt a jury-rigged repair. For each marker or level of disorder, roll 1 action die. On a **blank** result, the model takes a point of damage. On a 🔶, the marker or level is removed. On any other result, the marker or level is removed and the model suffers 1 point of damage.

A jury rigged repair may only be attempted on each marker or level once per round. If the damage causes the model to be crippled or destroyed, the result is considered caused by the closest enemy model for the purposes of victory conditions.

3. CHECK FOR VICTORY

The encounter specifies how to earn VPs in addition to completing V&V card objectives. **After 5 rounds, the encounter ends and the player with the most VPs wins.** From the third round onwards, if one player has no models left in the play area by this step, their opponent scores +5 VPs and the game immediately ends.

4. MAINTENANCE

Starting with the player with initiative, both players take it in turns to discard any number of their unwanted V&V cards, facedown.

FIRE ARCS

Each fire arc is measured as 90º from the model's centre point.

If an initial target is in 2 fire arcs, declare which arc the target is considered to be in for each of the models in the in play unit.

360º: The weapon can fire in any 1 fire arc.

P & S: These fire arcs permit a model to fire this weapon twice in the same activation; once to the port and once to the starboard.

F/P/S or A/P/S: The weapon may normally fire in only 1 of the given fire arcs per activation; fore/aft, port, or starboard.

F or A: This weapon may only fire in the given fire arc per activation; fore or aft.

COLLISIONS AND RAMS

COLLISIONS

A **collision** occurs during movement when an activated model collides with another model (even one in the same unit) or a piece of terrain.

A unit can usually only collide with a unit that has the same position trait. AERIAL units, SUBMERGED units and models without matching position traits should pass through each other unimpeded but may not end the movement step in contact with another model.

SKIMMING models may move over any terrain or models without causing a collision, but cannot end their move touching any models. They may be placed on top of terrain (this terrain is ignored when determining LOS to or from the model).

In a collision, **the moving model gains a disorder condition.**

If it collides with another model with an equal or lower **MASS**, that model also gains a disorder condition.

If it collides with a terrain feature or obstacle, roll dice equal to the model's **MASS** and suffer 1 damage for each 💥 and 2 damage for each 💥💥 or 🔴.

RAMMING

Any model may choose to **ram** another model. A unit can usually only ram or be rammed by another unit that shares the same position trait. A model may only ram once per activation.

A moving model may only ram a point of impact in its forward fire arc, and must have moved at least 3" in its activation (including turns). If this is not the case, the ram is treated as a collision.

The moving model always receives a ramming action dice pool equal to its unmodified **HULL**. It receives a further action dice for each inch of movement it travelled before reaching the point of impact (max +5). If the moving model has a weapon with the RAMMING quality, it gains additional dice equal to that quality.

Roll the action dice in the same way as an attack.

Once a ram is complete, the moving model rolls an action die. On a 💥 or 🔴 the moving model suffers 1 damage from the ram. On a 🔴 it suffers 2 damage and a disorder condition.

Unless they have a weapon with the RAMMING quality, **MASS** 1 models that ram a model with a **MASS** of 2 or greater are destroyed on any result except a blank.

DISENGAGING

Following a collision or ram, if the moving model still has **SPEED** remaining it must immediately try to **disengage**. It may make a turn of up to 90º at a cost of 1" of **SPEED**. After this turn it may complete its move as normal.

If a disengaging model is unable to avoid contact with another model, resolve a new collision. This may happen repeatedly if it remains able to keep moving.

SHORT RANGE SQUADRONS

SRS tokens usually represent small aircraft. Some models deploy tokens that replicate their behaviours, but these are not SRS tokens and have specialist rules. When a model is damaged, it may suffer a reduction in its SRS CAPACITY, but this has no effect on SRS tokens already launched.

Token stacks remain in base contact with their target, even if it moves (move the stack back into base contact when the target stops). If there are already SRS tokens of the same type from a previously activated model, stack the new tokens with them to make a single attack. Players keep their token stacks separate.

ESCORTS

A unit with any **escort tokens** is an **escorted unit**. When an escorted unit moves, you may place the tokens within 3" of any of its models. Escort tokens do not block LOS, cannot be collided with or rammed, and may not be transferred from their unit. Units with any escort tokens in play receive these benefits:

- One of the escorted unit's **attack dice pools against an initial target within point blank range** receives +1 die for each escort token with it.

- The escorted unit's **defence dice pools** are increased by +1 for each escort token with it.

- The **assault dice pool** of one model in the escorted unit is increased by +1 for each escort token with it.

Each time an escorted unit suffers a **catastrophic explosion**, remove 1 escort token in addition to any other damage. Each time a SRS attack run against the escorted unit receives the **weight of fire** bonus, remove 1 escort token. If the escorted unit is destroyed, remove all its remaining escort tokens.

ATTACHED UNITS

When you build a force, some units are may become **joining units** to a specific **partner unit**. When the joining unit starts its activation in coherency with the partner unit, both may activate simultaneously as an **attached unit**. To do this, the partner unit cannot have already activated during the round.

Both units usually have the same position traits, although SUBMERGED units can be joining units to SURFACE units. They are an attached unit during deployment but once deployed remain distinct and separate until their activation.

Joining units and partner unit's defence action dice pools are increased by +1 while they are with in coherency of each other, regardless of whether they are an attached unit at the time.

All models in the attached unit are treated as being part of 1 unit during their joint activation phase, though each model retains its own rules. When attacking, if the units have different special rules that are applicable, **you always use the special rules of the unit containing the lead weapon.**

Models in attached units must try to retain coherency with each other during their activation as if they were part of the same unit. If they are not in coherency at the end of the shared activation, they are no longer an attached unit until they are. At the start of a round where the units are in coherency, they may form an attached unit once more.

Outside of their own activation phase, the units are not an attached unit, regardless of whether they are in coherency. Victory points scoring always treats them as 2 separate units.

SOLE SURVIVOR

If a unit that began the encounter with multiple models is **reduced to 1 model, it immediately receives a disorder condition**. It then acts as a single model unit and does not need to check for coherency.

VICTORY POINT BONUSES

Flagship bonus: Each unit with the FLAGSHIP trait is worth +1 VPs to its owner if it survives until the end of the encounter. Each flagship that is crippled or destroyed gives your opponent 1 VP.

Squadron killer bonus: You immediately receive +1 VP for each unit of multiple models you destroy in your opponent's force.

You can claim either the squadron killer bonus or the flagship bonus by destroying a unit, but not both.

VICTORY & VALOUR CARDS

V&V cards are kept secret until played. They can be played for their **victory** or **valour** effect, but never both, and are discarded after use.

Each player may only apply 1 valour effect to each action. A unit may only attempt a valour effect from a specific card or special rule once per round.

If a special rule allows you to cancel a valour effect, you must discard a number of V&V cards from your hand with combined **INITIATIVE** numbers that exceed the value of the **INITIATIVE** number on the card being cancelled.

TERRAIN

Players decide before the encounter which terrain features are treacherous, which are obstacles, and which are land. Any given 24" x 24" area should contain enough terrain to at least add up to **MASS** 7, but avoid deployment areas. Everything else is assumed to be open water. Sandbars and ice floes are usually **MASS** 2, and all other terrain features are usually **MASS** 5.

Open water: Any open, flat regions of the play area are open water and do not impede movement. Open water is impassable for GROUND units (unless they also have the AMPHIBIOUS special rule).

Treacherous water: Double movement costs for SUBMERGED or SURFACE models when moving through treacherous water (harbours, shallows, coral reefs, sunken wrecks). If they move over both open and treacherous water in the same movement phase, only the movement over treacherous water is doubled. If only some of a unit's models do so, move them first so coherency can be retained. Treacherous water is impassable for GROUND units (unless they also have the AMPHIBIOUS special rule).

Any model may treat treacherous water as open water, but if they do, its owner must roll an action dice once its movement is complete. It suffers 1 damage for each 💥 rolled (**heavy hits** 💥💥 and **exploding hits** 🔴 count as 2 hits).

Land: Land (islands **MASS** 4 or more, shores, beachheads) blocks LOS and is impassable for all models except GROUND units and AERIAL units.

Obstacles: Obstacles (islands **MASS** 3 or less, wreckage, sandbars, icebergs, minefields) usually affect all models (except AERIAL units), unless they only affect models with a specific noted trait. If a model collides with an obstacle, after resolving any damage, remove the obstacle from play if it was the same **MASS** or smaller than the model.

Minefields: A minefield is represented by a 2" circular **minefield marker**. The first model that moves within 2" of a minefield marker suffers an attack with the MAGNETIC quality and an attack dice pool equal to their **MASS** x10. Remove the marker after resolving the attack. Minefields cannot usually be triggered or affect AERIAL or GROUND units unless specific variants are deployed that have the matching trait.

Impassable: Impassable terrain cannot be traversed. If a piece of terrain is impassable for models with a specific trait, then such a model coming into contact with it immediately resolves a **collision**. Some areas (or even obstacles) are impassable to all models.

INITIATIVE PHASE

1. DETERMINE INITIATIVE
Players each choose a V&V card and reveal simultaneously; the highest number gets initiative.

2. DRAW V&V CARDS
If you have initiative and about to activate your first unit, you may draw a V&V card and allow your opponent to activate instead.

ACTIVATION PHASE

1. OPERATIONS
1. Launch SRS tokens: A unit may launch **SRS tokens** equal to its SRS CAPACITY. Stack tokens in base contact with friendly or enemy models within 40" of the unit.

2. Special operations: Units may conduct any available **special operations actions**. **Full reverse** special action: take a disorder condition and move up to half **SPEED** in reverse (no drift).

3. Reserves

2. MOVEMENT
All models in the activated unit move, maintaining **coherency** of 4". At the start of the unit's movement, each model must **drift** forward a number of inches equal to **MASS**. Each model may then move up to **SPEED**. **A model outside of coherency at the end of the movement step gains a disorder condition.**

3. SHOOTING
Declare the **initial target** of every weapon, within range and LOS. Check to see if the target is **obscured**.

   Point blank: 0-10"   **Closing:** 10-20"   **Long:** 20-30"

Crossing the T: Any SURFACE or SKIMMING unit may make this action in attacks where their lead weapon has BROADSIDE and is in the fore or aft arc of the initial target. Ignore all GUNNERY and BROADSIDE weapon qualities and apply SUSTAINED instead.

1. Determine action dice pool: Take dice equal to the lead weapon's value for the range band. AERIAL models are always considered 1 band further away (unless attacked by AERIAL models). Add the bracketed number for each support weapon.

2. Declare defence dice pool: Take dice equal to the initial target's **ADV** or **SDV** as appropriate. Each model in the same unit within 4" of the target (and with the relevant defence) adds +1 die to the pool. **The initial target may discard 1 or more SRS tokens in base contact with it for +3 dice per token.**

3. Attacker rolls dice: Total ✹. ✹ = 2 hits. ☢ = 2 hits and **explode**. Exploding hits rolled vs an **obscured** model count as 2 hits but don't explode (SUBMERGED units are always obscured).

4. Defender rolls dice: Each ⬤ removes a hit from the attack action dice pool. Each ⬤ removes 2 hits.

5. Apply total hits against target's armour: If the hits equal or exceed the initial target's **ARMOUR**, the target suffers 1 damage. If the number of hits is double or more than the **ARMOUR**, it suffers a further 1 damage for each multiple of this value.

Once the initial target has received damage equal to or greater than its **HULL**, **battle ready** models change to **crippled**, and models already **crippled** (or MASS 1 models) are destroyed.

Once an initial target is destroyed, any declared attacks that remain may be reallocated to another model in the unit if it is within LOS of the attacker and within 5" of the initial target.

6. Check for critical damage: A model of **MASS** 2 or larger that takes hits equal to or exceeding its **CITADEL** also suffers **critical damage**. MASS 1 models are instead immediately destroyed.

The attacker rolls a black critical damage die and applies a **critical damage marker**. Treat duplicate critical damage results as a **catastrophic explosion**. When a critical damage marker is applied to a model that already has that specific marker, cancel the duplicated result and apply a **catastrophic explosion** instead.

Catastrophic explosion: If the number of hits is double (or more) than the target's **CITADEL**, instead of critical damage, the target takes a further 2 damage and gains a disorder condition.

4. ASSAULT
Any unit with a model within 4" of an **initial target** enemy may launch an assault against it. Take action dice equal to the assaulting model's **FRAY**. **You may discard friendly SRS tokens in base contact with it for +1 dice per token.** Any model within 4" in the same unit may **support**, adding +2 dice.

Roll the dice and total the number of ✹. ✹ counts as 2 hits, and ☢ count as 2 hits and **explode**.

The initial target takes action dice equal to its **CITADEL** and the *higher* of its **ADV** or **SDV** (if the assaulting model is AERIAL or SUBMERGED, you must use that corresponding **DEFENCE**). **The initial target may discard friendly SRS tokens in base contact with itself for +3 dice per token.** Each escort token provides +1 action dice to a defending escorted model's dice pool.

Each ⬤ = 1 counter and each ⬤ = 2 counters. Total hits and counters and deduct the lowest value from the highest:

3+ ⬤ Counter: Assaulting model suffers 1 damage + disorder.

Draw / 1-2 ⬤ Driven back: Both models suffer a disorder level.

1-3 ✹ Havoc: Target suffers 1 damage + disorder level.

4-5 ✹ Brutal:
Target suffers a critical damage roll, 1 damage + disorder level.

6-7 ✹ Catastrophic:
Target suffers a critical damage roll + 1 catastrophic explosion.

8+ ✹ Carnage:
Target suffers a critical damage roll + 2 catastrophic explosions.

5. REPAIR
At the end of each unit's activation, make a **repair test** for each model: roll dice equal to its **MASS**. For every ⬤ or ⬤ either remove a critical damage marker or reduce its disorder level by 1.

END PHASE

Alternate completing these steps; during each the player with initiative goes first.

1. SRS RESOLUTION
SRS tokens no longer in base contact may be moved into contact with another model within 5", otherwise they are removed.

Each of your models with enemy SRS tokens in base contact is an **attack run target**. You may move friendly SRS tokens to attack run targets within 5". Then roll dice equal to the target's **ADV** + 3 dice for each defending SRS token: for every 3 ⬤ remove 1 attacking SRS token, then remove all defending SRS tokens. Each attacking SRS token adds 3 dice, and the attack has PIERCING. Roll dice and resolve hits as normal. If the number of attacking tokens is 2x the target's **MASS**, you may reroll blanks.Then discard all attacking SRS tokens.

SRS tokens may make a torpedo attack with PIERCING, TORPEDO and SUBMERGED qualities and using **SDV** as the defence value.

2. JURY-RIGGED REPAIR
In initiative order, players may attempt a jury-rigged repair. For each marker or level of disorder, roll 1 action die. On a **blank**, the model takes a point of damage. On a ☢, the marker or level is removed. On any other result, the marker or level is removed and the model suffers 1 point of damage.

3. CHECK FOR VICTORY
After 5 rounds, the player with the most VPs wins.

4. DISCARD UNWANTED V&V CARDS

CRITICAL DAMAGE

Shredded defences: The model receives a **shredded defences marker**. A model with this marker has a **DEFENCE** (**ADV** and **SDV**) of 0. Its **DEFENCE** cannot be changed from 0 while it has this marker.

Sturginium flare: The model suffers 1 point of damage, receives a **sturginium flare marker**, and moves a number of inches equal to their **MASS** directly forward (move any tokens in base contact to remain in base contact). Resolve any collisions before continuing the activation. This unexpected movement may move the model outside of declared weapon's fire arcs and cause them to miss.

Navigation lock: The model receives a **navigation lock marker**. A model with this marker has a turn limit of 0.

Reactor leak: The model receives a **reactor leak marker** and a disorder condition. A model with this marker has -2 **CITADEL** and -2 **SPEED**.

Magazine explosion: The model and all other models within 4" suffer 1 damage. This model then receives a **magazine explosion marker**.

Generator shutdown: The model receives a **generator shutdown marker** and a level of disorder. A model with this marker ignores any effects from its generators. If it has no generator, it receives an additional level of disorder.

DISORDER CONDITIONS

There are 3 **levels of disorder** of increasing seriousness. A model reducing its disorder level to 0 no longer has a level of disorder.

Any time a model would receive a second condition, its owner must either **increase the model's disorder level by 1** *or* **receive 1 damage, retaining the current disorder level**. Models already at level 3 do not get a choice and automatically receive 1 damage.

1. Hazard: A localised fire or other isolated issue.

2. Emergency: The model may not **ram**, cannot use weapons in support of other models, or have friendly weapons used in support of its own attacks. The model may temporarily ignore this condition's effects to attempt a ram, but if so it automatically raises its level to 3 once the ram has been resolved.

3. Chaos & disarray: The model may no longer take any actions during the operations step, may not initiate **rams** or **assaults**, cannot use weapons in support to other models or to itself, or have friendly weapons support its own attacks. The model may temporarily ignore this condition to attempt a ram, but if so it automatically suffers 1 damage once the ram has been resolved.

DICE POOL QUALITIES

AERIAL: This action cannot be made against SUBMERGED units (unless this action also has the SUBMERGED quality). The initial target may use AERIAL defences against this action.

ARC: Shield generators are ignored when making actions with this quality. If the initial target suffers critical damage from this action, it also gains an additional disorder condition.

BLAST: Place the centre point of the blast template over any part of the initial target and resolve the action as normal. Hits are applied to the initial target and to all models touched by the template automatically without further modification (friendly models are hit, but not the attacker). Models with their LOS to the attacker completely blocked can still be hit by the blast.

BOMB: This action cannot be used against AERIAL units. Bombs ignore the initial target's shield generators.

BROADSIDE: These actions may be used multiple times in the same activation (once in each fire arc specified). A weapon with this quality must be the lead weapon when **crossing the T**.

DEVASTATING: This action treats a roll of a ☢ on an action die as 3 hits instead of the usual 2.

EXTREME RANGE: This action treats long range as 20"-40". This quality need not match when supporting a lead weapon.

FUSILLADE: Actions may reroll 🔵 and 🔵 results provided the lead weapon is at point blank range. This quality has no effect on AERIAL or SUBMERGED units unless the action dice pool has the relevant quality.

GUNNERY: This action counts models with a **MASS** of 1 as **obscured**.

HAZARDOUS: Should the initial target suffer 1 or more damage in an action made by this weapon it gains a disorder condition.

HIGH VELOCITY: 🔵 results add a single counter rather than the usual 2 in the defence action dice pool against this action.

HOMING: Models cannot be considered **obscured** from this action. Also, this action may reroll **blanks**.

INDIRECT: This action does not require LOS and may select any non-AERIAL enemy unit within range and fire arc as an initial target. However, it counts its target as **obscured**.

LIMITED: Each time a model uses a action with this quality, roll an action die. On a **blank** it may no longer use this action or weapon with this quality for the rest of the encounter.

MAGNETIC: Models cannot be considered **obscured** from these actions. This action inflicts a **navigation lock critical damage marker** on the target (if it does not already have one) in addition to other effects or critical damage markers.

Models with the NON-MAGNETIC special rule are unaffected by this quality.

PIERCING: The initial target suffers a critical damage roll if it receives any damage from this action. This is in addition to any critical damage rolls caused by the action. Against **MASS** 1 targets, this also lowers their **CITADEL** by -1 for the action.

RAMMING: This model may **ram** enemy models. The value given is the number of action dice added to the pool when ramming.

SUBMERGED: These actions cannot usually be made against AERIAL or GROUND units. The initial target may use SUBMERGED defences against this attack. This attack ignores the initial target's shield generators.

SUSTAINED: This action can reroll any 1 result type of its action dice pool. You cannot reroll dice generated by ☢ .

If the quality specifies a trait, this action only gains the SUSTAINED quality against initial targets with that trait.

TORPEDO: This action may only be made against initial targets 5" or more away. The target does not gain the benefit of being **obscured**.

TORRENT: Use the full torrent template (if TORRENT (SMALL), use the smaller part). Place the narrow end with the centreline touching any point in the relevant fire arc of the attacking model and the centreline touching any part of the initial target.

Resolve the attack as normal. Hits are applied to the initial target and to all models touched by the template automatically without further modification (friendly models are hit, but not the attacking model). Models with their LOS to the attacker completely blocked can still be hit by the torrent.

Supporting weapons with this quality add to the dice pool but use the template from the lead weapon.