Dystopian Wars 2.0 Summary Tables

SET UP	
1: Strategic / Operational Advantage	**Opposed 2D6** test + # of Squadrons in players **Force** with the **Spotter Model Assigned Rule**. **Winner** has **Strategic Advantage** during Setup, **other player** has **Operational Advantage**.
2: Board Size	**4' x 2'** for each **500** Game Points per side
3: Terrain Placement	Divide Board into **24" x 24"** sections. Each player rolls for each section; a player will place a piece of terrain if they roll a **5** or **6**. Player with **Strategic Advantage** determines who places Terrain first.
4: Board Edges	Player with **Strategic Advantage** picks **Long Board** edge; player with **Operational Advantage** picks **Flanking** edge
5: Deployment	**Advance Deployment**: Player with **Strategic Advantage** picks who places a Squadron first in **Advance Deployment Zone** (8" to 16" from centre line) **Main Deployment**: Player with **Operational Advantage** picks who places a Squadron first in **Main Deployment Zone** (16" from centre line) **Flanking Units**: Arrives on Turn **D3** – Player with **Operational Advantage** may **re-roll D3** **Reserve Units**: Arrives on Turn **D3** – Player with **Strategic Advantage** may **re-roll D3**
6: Field Orders	**Randomly** draw **Field order** – player may reject Field order and **Take Field Order 1** instead, player must tell opponent if they do this. If **Field Order 6** is chosen; discard card, advise Opponent and pick another Field Order.
7: Choose TACs	Select up to **2 TAC Cards** plus **1 Card** per full **250** points Game points, up to **10**.

ORDER OF PLAY – AT START OF EACH TURN			
1. TAC Cards	**2. Late Arrivals Segment**	**3. Determine Initiative**	**4. First Activation**
Players may play TAC a single card from their hand. Player with Strategic Advantage determines order cards are played.	Models that arrive this turn are placed so their Aft 90 degree arc is touching the board edge of the zone they are entering from. Player with Operational Advantage decides which player must deploy a squadron first.	Opposed 2D6 test. Player who rolls Highest is first in Initiative order.	Player who is first in Initiative order Activates first Squadron. Other players Activate squadrons in Initiative Order.

SQUADRON ACTIVATIONS – EACH SQUADRON GOES THROUGH THESE SEGMENTS				
1. Command Segment	**2. Movement Segment**	**3. Firing Segment**	**4. Boarding Segment**	**5. Disorder**
Command Coherency	Movement Declarations	Declaring Attacks	Nominate Targets and Assault Groups	Disorder Test Resolution
Command & Control	Movement and Manoeuvre	Declaring Counter Attacks	Anti-Boarding Declarations	
Command Consolidation	Movement Consolidation	Resolve Auxiliary Fire	Anti-Boarding Fire	
		Resolve Ordnance Fire	Close Quarters Battle	
		Firing Consolidation	Determine the Victor!	
			Boarding Consolidation	

LOW SPEED MANOEUVERS (Movement Declarations Phase) Place Marker on Model - +1 To Hit Model		
Dead Slow: Up to 2" move forwards or backwards with turning allowed	**Static Turn**: Rotate about centre point of model up to 90 degrees	Burrow Beneath the Ground (if available to Model)

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COLLISION/RAM EFFECTS	
Result Rolled	Effect on Model
1, 2 or 3	No Effect
4	Model suffers Weapon Damage Critical Effect
5	Model suffers Engine Failure Critical Effect
6	Model suffers Chaos and Disarray Critical Effect

SWIFT MANOEUVRE TEST	
Model Size	Achieve On
Large and Massive	6
Medium	5 or 6
Small and Tiny	4, 5 or 6

LINE OF SIGHT (From Weapon drawing Line of Sight and in Firing Arc)		
Situation	Requirement	Result
Targets In The Open	Can see **Middle Key Point** and either **End Key Points**	Fire at Full Effect
	Fixed Channel Fire Arc has **both edges** of Fire Arc passing through **Target** and **No Obstructions**	
Targets Partially Blocked	Can see **Middle Key Point OR** only both **End Key Points**	Fire Partially Blocked (Halve AD)
	Fixed Channel Fire Arc has **one unobstructed edge** of Fire Arc passing through **Target**	
Targets Blocked	Cannot see **Any Key Point** or **ONLY One End Key Point**	No Firing Allowed
	Firing Weapon has **NO edge** of **Fixed Channel Fire Arc** passing through **Target**	

BASIC TO HIT NUMBERS					
Height Level of Target/Firer	Stratospheric	Obscured	Surface or Flying	Submerged	Deep Diving
To Hit Value	RED (6)	5, RED (6)	4, 5, RED (6)	5, RED (6)	RED (6)
Infantry	BLUE (6)	5, BLUE (6)	4, 5, BLUE (6)	5, BLUE (6)	BLUE (6)
Defending AA Against Rockets	5 or RED (6)		Defending CC Against Torpedoes		5 or RED (6)
General Detonation Effects	4, 5, RED (6)		Clearing Mines		4, 5, RED (6)
Anti-Boarding Fire	5 or RED (6)		Non SAS Models To Hit SAS		4, 5 BLUE (6)
Anti-Boarding Fire Against Robots	4, 5 of RED (6)		SAS vs SAS (Dogfights)		5 or BLUE (6)
Target Jammer Generator	4, 5 of RED (6)		SAS Attack Runs		4, 5 or RED (6)
Shield Generator vs Gunnery Attacks	4, 5 or RED (6)		Shield Generator vs Rockets or Torpedoes		4, 5 or BLUE (6)

TO HIT MODIFIERS			
NEGATIVE		**POSITIVE**	
Elusive Target (From Non-Capital Models)	-1	Target Painter Hit on Target Model	+N
Difficult Target (From Capital Models)	-2	Fire has Hunter (Target Model)	+N
Small Target (From Capital Models)	-1	Target is Spotted (IDF Only, 4+ at best)	+N
Primary (P) Weapon at Range Band 1	-1	Firing at a Structure	+1
Primary (P) Weapon Firing Indirectly	-2	Target has Low Speed Manoeuvre Game Marker	+1
Bombards or Mortars Firing Indirectly	-1	**Needing 7s or More to Hit**	
Target covered by Cloud Generator	-1	**(RED) 6** is still considered a Hit but all dice used in roll change from **Exploding (RED)** to **Heavy (BLUE)**	
Target is Wave Lurking	-1		
External Generator Strike	-1		

INDISCRIMINATE ATTACKS	
They are:	They Ignore:
Attacks using templates	All To Hit Modifiers
Collisions and Rams	Armour MARs
Mines	Defensive Generators
They use Basic To Hit values, or as noted for weapons	

CARRIER ACTIONS	
Action	Carrier Points
Re-Arm	2 per Squadron
Re-Task	3 per Squadron
Replenish	1 per Wing Recovered
Relaunch (Drones Only)	1 per Wing Launched

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THE BOARDING SEQUENCE					
1. Nominate Targets & Assault Groups	2. Anti Boarding Declarations	3. Anti Boarding Fire	4. Close Quarters Battle	5. Determine Victors	6. Boarding Consolidation
Each Model forms ONE Assault Group, which may be Aggressive, Re-Crewing or Repair if allowed.					

BOARDING TO HIT TABLE		
Crew Type	Attackers To Hit Number	Defenders To Hit Number
Elite	**3, 4, 5, (RED) 6**	**3, 4, 5, (RED) 6**
Aggressive	**3, 4, 5, (RED) 6**	**4, 5, (RED) 6**
Reckless	**3, 4, 5, (RED) 6 (+1 to To Hit to Defender)**	**3, 4, 5, (RED) 6 (+1 To Hit to Attacker)**
Regular	**4, 5, (RED) 6**	**4, 5, (RED) 6**
Stoic	**4, 5, (RED) 6**	**3, 4, 5, (RED) 6**
Defensive	**5, (RED) 6**	**4, 5, (RED) 6**
Conscripted	**5, (RED) 6**	**5, (RED) 6**
Non-Combatant	**(RED) 6**	**(RED) 6**

BOARDING SUCCESS TABLE		
Result	Effect	Description
Defender rolls more Hits	Attack Routed	Target Model AA's/CC's attack Retreating AP before they return to their models
Both Attacker and Defender roll the same number of Hits and both sides have AP remaining	Attack Repelled	Remaining Attacking AP return to their Models
Attacker rolls more Hits but does not wipe out the Defender's AP OR Both sides have been wiped out	Sabotage*	Remaining Attacking AP return to their Models and Sabotage their Target
Defender AP is wiped out and Attacker AP remains	Victorious	Attackers may Sabotage/Derelict their Target and return to their Models, or may Prize Capital, non Robot Models
* Sabotage: Attacking AP retreat and target model takes a Critical hit during Boarding Consolidation		

ROBOT BOARDING	
Robot Attacking: Anti Boarding AA/CC against Attacker's DR/CR. Attacker's AP rolls against Target's DR/CR. Defender's AP Does Not Fight!	**Robot Defending**: Defender's AA/CC as Normal. Attacker's AP rolls against Target's DR/CR. Defender's AP Does Not Fight!
Robot vs Robot: AA/CC is directed against the Attacker's DR/CR. Both roll AP vs Opposing DR/CR simultaneously	

APPLYING DAMAGE		
1. Determine form of damage, if any	2. Apply all DR damage results	3. Apply CR damage results, one at a time

DISORDER TESTS		
In Disorder segment, no more than one per Activation. Roll 3 **RED D6** requiring 1+ to pass (see below)		
Disorder Test needed if:	**Extra pass needed if:**	**Modifications to disorder Test**
Model in squadron is Lost	Squadron at or under Half Strength	Fearless MAR – Auto Pass
Commodore Lost	Commodore Lost	Die Hard MAR: +1 die for Test
Out of Coherency in Disorder Segment	Out of Coherency	In Commodore Range: +1 die for Test
Disordered Squadrons **CANNOT** have **TAC** cards played upon them by their controlling player, initiate **ANY Boarding Action**, use **ANY Firing Options** other than **Standard Fire**, perform **Carrier Actions**, have a **Combat Patrol** or **Disembark Units**		

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\	CRITICAL HIT TABLE			
2D6 Dice Roll	**Result**	**HP Loss**	**Critical Effect**	**Repair?**
2	Magazine Explosion	D3+2	If this Model is **Scrapped** as a result of the **HP** loss from this **Critical Hit**, any Models within **4"** of any point of the Model, regardless of **Height Level**, are subjected to an **Indiscriminate Attack** with a To Hit roll of **4, 5 or (RED) 6**. The number of **AD** is equal to **DOUBLE** the initial **HP** value of the **Scrapped** model.	NO
3	Raging Fire	2	This Model loses **1 AP** and gains **D3 Raging Fire Persistent Effect Makers**.	YES
4	Shredded Defences	2	This Model has its **AA** and **CC** reduced to **0**. Place the **Shredded Defences Critical Effect Marker** on the model.	YES
5	Generators Offline	2	This Model cannot use any of its **Generators**. Place the **Generators Offline Critical Effect Marker** on the model.	YES
6	Weapons Damage	2	The **AD** Value of all **(P)** and **(S)** weapons on this Model are reduced by **HALF**. Place the **Weapons Damage Critical Effect Marker** on the Model.	YES
7	Hard Pounding	2	This Model loses **D3 AP**	NO
8	Engine Failure	2	The **MV** of the Model is reduced by **HALF**. Place the **Engine Failure Critical Effect Marker** on the Model.	YES
9	Navigational Lock	2	This Model can only move **DIRECTLY** ahead. Place the **Navigational Lock Critical Effect Marker** on the Model.	YES
10	Chaos and Disarray	2	This Model cannot use **Tertiary Weaponry**, deploy **Mines**, Initiate any **Boarding Actions**, or perform **Carrier Actions**. Place the **Chaos and Disarray Critical Effect Marker** on the Model.	YES
11	Fusion Leak	2	This Model gains **D3 Corrosion Persistent Effect Markers**.	YES
12	Sturginium Flare	D3+1	The Model **Teleports** in a random direction using the **Random Displacement Template**, moving the Model **3D6"** in the direction indicated. The Model is then placed facing in a random direction using the **Random Displacement Template** once more. A Model **automatically Collides** if, as part of a **Teleportation**, it is placed touching a Model or touching Terrain that is considered to be **Treacherous** to it. A Model is **automatically Scrapped** if, as part of a **Teleportation**, it is placed touching Terrain that is considered to be **Impassable** to it. A Model that is **Scrapped** due to **HP Loss** does not **Teleport** and is removed from play instead.	NO