

Dystopian Wars 2.0 Model Classifications

SIZE

Tiny

Small

Medium

Large

Massive

TYPE

Aerial

Armoured

- Land Surface Height Level only

Naval

- Water Surface Height Level only

CAPITAL

- Only **Capital** Models may be the target of **Spotting Actions**
- Only **Capital** Models may be **Prized** or **Salvaged**

FUNCTIONS

Burrowing

- **Burrowing** Models may occupy the **Submerged Height Level** on **Land** or the **Surface Height Level**.
- When on the **Land Major Surface**, **Burrowing** models can **Surface** or **Submerge** during the **Movement Declarations Segment** of its **Activation**.
- **Burrowing** Models may only **Submerge** if they have a **Low Speed Manoeuvre Game Marker** and may **NOT** attempt a **Swift Manoeuvre** under any circumstances.
- A Model occupying the **Diving Height Band** on the **Land Major Surface** that suffers a **Critical Hit** must **IMMEDIATELY** move to the **Surface Height Level**.
- Any Model occupying the **Submerged Height Level** can **ONLY** use its **CC** to mount **Attacks** and may **ONLY** be targeted with **CC** or **Concentrated Bombing**.
- A **Burrowing** Model occupying the **Submerged Height Level** on the **Land Major Surface** can **ONLY** use its **CC**.

- No **Boarding Actions** may be launched by or against a Model occupying the **Submerged Height Level** unless a specific condition or **MAR** applies.
- When determining **Terrain Quality**, a Model with the **Burrowing Model Function** refers to the **Burrowing** entry and ignores the **Armoured** Entry in Terrain Tables.

Diving

- Model is capable of occupying the **Diving Height Band** in **Water**.
- **Diving Models** may choose to occupy either the **Surface Height Band** or the **Diving Height Band** while occupying the **Water Major Surface**.
- **Surface** Models may not use an **Ordnance Weapon** to target a Model occupying the **Diving Height Band** in **Water** at Range Band 1 unless a specific **MAR** applies.
- Any Model occupying the **Surface** or **Aerial Height Bands** is always counted as being **Partially Blocked** when firing an **Ordnance Weapon** at a Model occupying the **Diving Height Band** in **Water** unless a **MAR** applies.
- A Model occupying the **Diving Height Band** in the **Water Major Surface** can **ONLY** use its **CC**, **Torpedoes** or **Particle Accelerator**.
- A Model occupying the **Diving Height Band** in the **Water Major Surface** that suffers any **Critical Hit** must **IMMEDIATELY** move to the **Surface Height Level**.
- No **Boarding Actions** may be launched by or against a Model occupying the **Submerged Height Level** unless a specific condition or **MAR** applies.
- Models attacking from the **Diving Height Band** in **Water** may be subject to an **Aggressive Counter Attack** from **CC**
- When determining **Terrain Quality**, a Model with the **Diving Model Function** refers to the **Diving** Entry and ignores the **Naval** Entry in the Terrain Tables.

Escort

- **Escort** Models attached to a **Parent Model** count as the **ONE** allowed **Attachment Group** under the mixed Squadron rules.
- The **Parent Models** of this Mixed Squadron do not need to test for **Disorder** if any **Escort** Models are **Scrapped**.
- In **ALL** other respects, the **Escort** Models function as normal members of the Squadron.

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Landing Craft

During an **Amphibious Landing Scenario**, a player **MUST** take a **Landing Craft Model** in the **Force** for all **Armoured Squadrons** in the **Landing Force** that lack the **Multi-Purpose** or **Surface Skimming Model Functions**.

The **Landing Craft MUST** be used to transport the Squadron for which it has been purchased.

- All **Landing Craft** have the **Controlled Contact MAR**
- If a **Landing Craft** has no Models **Embarked** upon it, it gains the **Rear Echelon MAR**
- A **Landing Craft MAY NOT** initiate **Attacks** or **Boarding Actions**
- A **Landing Craft** is considered to have **AA** and **CC** Values determined by **Linking** the **AA** and **CC** Values of **Embarked** Models on-board with the **Landing Craft** being the **LEAD** Model.
- The **AP** Value of the **Landing Craft** is determined by combining the **AP** of the **Embarked** Models. When the **Embarked** Models are **Deployed**, any **AP** losses suffered by the **Landing Craft** are distributed as evenly as possible amongst them.
- **Type, Size** and **Number** of Models that may count as an **Embarked Squadron** will depend on the **Size** of the **Landing Craft** listing in its **Profile**.

Multi-Purpose

- **ALWAYS** treats **ALL Major/Minor Surfaces** as having a **Terrain Quality** of **Clear**.
- This Model always refers to its Listed Type for purposes of Terrain interaction

Surface Skimming

- **Surface Skimming Models** treat any **Terrain Features** occupying the **Surface Height Level** as **Clear** unless the Terrain is **Impassable** to both **Naval** and **Armoured** Models, in which case the Model treats the Terrain as **Impassable**.
- **Surface Skimming Models MAY** move over other Models occupying the **Surface Height Level** without causing a **Collision** or **Ram**, providing it does not finish its move on top of any Model. This has no effect on other Models **Colliding** with or **Ramming** the **Surface Skimming Model**.
- **Surface Skimming Models** do not **Detonate Armed Surface Mines** if the Model passes by them, but will **Detonate** them if it finishes its Activation within 1" of **ANY Armed Mine Marker**.

- A Model with the **Surface Skimming Model Function** is considered to have an **Elevation Bonus** of +1.

Low Level Flyer

- Model may occupy the **Surface Height Level** rather than **Aerial Height Level**.
- At **Surface Height Level**, Model is considered to have the **Surface Skimmer Model Function** and the **Vulnerable MAR**
- At **Surface Height Level**, **Low Level Flyers** may not drop **Bombs**, may not be targeted by **AA** and may **NOT** make **Swift Manoeuvres**.
- **Low Level Flyers** change height levels in the same way as changing between **Aerial Height Levels**.

Repair

- Models with this Function may choose to perform a **Friendly Boarding Action** against a **Target Model** at the same **Height Level** as the **Initiating Model**
- A Model can only be the target of **ONE Repair** attempt per **Squadron Activation** but multiple Models may attempt to **Repair** the same Model as part of a single **Repair** attempt.
- Each model in any single **Repair** attempt allocates its entire current **AP** to the **Repair** attempt.
- Total number of **AP** allocated to each **Target Model** is the number of **AP Focused Repair Dice** rolled for the target Model.
- Repair Dice require a **4, 5 or (RED) 6** to hit
- If the number of Hits is equal to or exceeds the **DR** of the **Target Model** remove **1 HP** of **Damage** from the **Target Model**.
- If the number of Hits is equal to or exceeds the **CR** of the **Target Model**, recover **2 HP** of **Damage** suffered from the **Target Model AND** automatically remove one **Critical Effect** or **Persistent Effect Marker** present on the Model.

Wave Lurker

- Placing the bridge section of the Model into the Perspex outline denotes the Model has chosen to activate the **Wave Lurker Function**.
- **Wave Lurker** models are considered to occupy the **Surface Height Level** except where noted below
- **Wave Lurkers** can move between being fully on the **Surface Height Level** and **Wave Lurking** in the same way as a **Diving Model** moves between **Surface** and **Submerged Height Levels**, including using **Swift Manoeuvres**.

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- A **Wave Lurking** Model uses **AA**, **CC** and any weapons listed as 'Raised' in their **Profile** normally.
- For a **Wave Lurking** Model, any Lower weapons are **ALWAYS** considered to be **Partially Blocked** unless otherwise specified.
- A **Wave Lurking** Model uses Torpedoes and Particle Accelerators as if it were occupying the **Submerged Height Level** and for these weapons only, is governed by the targeting rules, To Hit rolls and modifiers as if were occupying the **Submerged Height Level**.
- Any model occupying the **Surface** or **Aerial Height Bands** targeting a **Wave Lurking** Model suffers a -1 To Hit modifier unless using a weapon with the **Sub Killer MAR**
- A **Wave Lurking** Model counts as a **Small Size** Model on the **Surface Height Level** for the purposes of **Line of Sight**
- For the purposes of **ALL** measurements, **Rams** and **Collisions**, the Perspex Template is considered to be part of the Model.

DESIGNATIONS

Fortifications

- **Universal Fortifications** can be deployed on either **Land** or **Water Major Surface**, on top of Terrain Features that are **NOT** impassable to **Armoured** Models (if deployed on the **Land Major Surface**) or **Naval** Models (if deployed on the **Water Major Surface**)
- **Land Fortifications** may only be deployed on the **Land Major Surface**, on **Terrain Features** that are **NOT** impassable to **Armoured** Models.
- **Water Fortifications** may only be deployed on the **Water Major Surface** and may never be placed on **Terrain Features**.
- **Fortifications** are **ALWAYS** considered to the **Non-Core** for purpose of **Force Composition**.
- **ALL Fortifications** are part of your **Advance Force**, so can be deployed anywhere in the **Main** or **Advance Deployment Zones** on any permitted **Terrain Type**.
- **Fortifications CANNOT** be **Damaged** by **Rocket** or **Torpedo Ordnance Attacks** or any **MAR** associated with them.
- If left **Derelict**, **Fortifications** do not lose any **Hull Points** in the **End Phase**.
- All **Attacks** against **Fortifications** have a +1 To Hit modifier.
- **Fortifications** cannot move or be moved, if a **Fortification** would be **Teleported** it is automatically **Scrapped** instead.

Infantry

- A **base** of **Infantry** represents one **Company** with each **HP** representing a single **Platoon**
- Infantry may **NOT** be bought directly – they can only be obtained through **Squadron Support** or **Combat Deployment MARS**, a **Specialist Group Squadron** includes them, a **Scenario** dictates their use or **Armoured Core Forces** gaining **Free Local Infantry Support**
- Each base has a **White** Die representing **HP**, with the **Green** Die representing **AP**.
- An **Infantry Formation** is composed of between **ONE** and **THREE** Companies of **Infantry** and performs a **Squadron Activation** as a single entity.
- **Infantry Formations** must always be made up of the same type of **Infantry**
- **Targeted Attacks** against Infantry used the **Heavy (BLUE) Dice**, not **Exploding (RED) Dice**
- **Infantry** always have the **Controlled Contact**, **Difficult Target** (unless **Mechanised**), **Elusive Target** and **Inert MARS**
- **Infantry** may **NEVER** have any **Persistent Damage Markers** on them.
- **Infantry Formations** are considered to be a single entity for the purposes of **Range** and **Measurement**
- **Infantry MUST** used the **Combined Fire** option with **ALL Ordnance** and **Auxiliary Weapons**, unless another condition applies.
- **Infantry NEVER** collide with any form of **Terrain**.
- **Infantry** that find themselves on **Impassable** terrain for any reason are automatically **Lost**.
- When engaging in a **Boarding Action**, an **Infantry Formation** must allocate all of their **AP** as a single **Assault Group**

Robots

- Models with the Robot Classification are considered to have the **Controlled Contact** and **Fearless MAR**
- If the number of Hits equals or exceeds the **CR** then roll as normal for the **Critical Hit**.
- Weapons with the **Piercing Munitions** rule **CANNOT** use the **Indirect Fire Firing Option**.

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Support Aircraft Squadrons

- **Support Aircraft Wings (SAWs) form Support Aircraft Squadrons (SAS)**
- A **SAS MAY** only contain **ONE** type of **SAW**
- Fighter Plane, Dive Bomber or Torpedo Bomber **SAS MUST** contain between **3** and **5 SAWs**
- Reconnaissance Plane Squadron **MAY ONLY** contain **ONE SAW**
- **SAS** are treated as single entity for **Line of Sight**, measuring **Ranges** and **Firing**
- **ALL Attacks** and **Counter Attacks** by **SAS** use the **Combined Fire Firing Option**
- Fighters have the **Hunter (Aerial,+1) MAR**, allowing them to benefit against all Models that occupy the **Aerial Height Band**, ranging from other **SAS** to Massive Sky Fortresses. Fighters have a range of **4"**
- Torpedo Bombers have the **Hunter (Diving,+2) MAR** meaning these **SAS** can hit Models at the **Submerged Height Level** on **3** or more and Model at the **Deep Diving Height Level** on **4** or more. Torpedo Bombers have a **Fore Fixed Channel Fire Arc** using the combined width of **SAS** and a range of **4"**
- Dive Bombers have the **Hunter (Surface,+1) MAR**. One **SAW** must be touching the **Target Model** during the Attack unless a **MAR** applies.
- Dive Bombers and Torpedo Bombers making an **Attack Run** have a To Hit number of **4, 5 or (RED) 6** and are affected by modifiers as normal.
- Recon Planes have the **Spotter (Regular) MAR** unless they are Ace Recon Planes, then they have the **Spotter (Expert) MAR**
- **SAS** can never be the target of **Boarding Actions**.
- **SAS** are always considered to have the **Fearless MAR**
- All **AA** fire against **SAS** use the **Heavy (BLUE) Dice** mechanic unless a **MAR** applies
- Maximum Range for **Aggressive Counter Attacks** and **Dogfights** against **SAS** is always **4"** unless a **MAR** applies
- Maximum Range for **Interception Attacks** against **SAS** is always **8"** unless a **MAR** applies
- **SAS** are targeted as a single entity and is always measured to the closet point of the Squadron with casualties applied across the entire **SAS**
- After all **Attacks** on the **SAS** have been resolved, casualties are removed and the Squadron must remain in a **Valid Wing Formation**.
- **Non-SAS** Models targeting **SAS** always hit with **AA** on a **4, 5 or (BLUE) 6**
- Dogfight attacks between two **SAS** have a starting To Hit Number of **5 or (BLUE) 6** with **AA**.
- Ace **SAWs** allow a player to re-roll **ONE INITIAL die** rolled in the **Dice Pool**
- Ace **SAWs** are always removed last from an **SAS** and are worth **+25 VPs**