

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 (RED) 6 is still considered a Hit but all dice used in roll change from Exploding (RED) to Heavy (BLUE)	
Target covered by Cloud Generator	-1		
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
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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
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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	Sturgenium Flare	D3+1	<p>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.</p> <p>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.</p> <p>A Model that is Scrapped due to HP Loss does not Teleport and is removed from play instead.</p>	NO

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IDF (Indirect Fire) TABLE

Weapon	Range Bands Available for IDF	To Hit Modifier
Primary Gunnery (Not Bombard or Mortar)	Range Bands 3 + 4	-2
Bombard	Range Bands 2 + 3 + 4	-1
Mortar	Range Bands 1 + 2 + 3 + 4	-1

END PHASE – AT THE END OF EACH TURN

1: Compulsory Actions	2: Damage Repair	3: Persistent Effects	4: Restore Order	5: Check End of Game	6: Next Turn
<ul style="list-style-type: none"> • Derelicts lose HP or Crash • Derelicts, Prizes and Salvaged Models drift 	Attempt to fix Critical Hit Effect Markers – 4+ unless MAR applies	Attempt to fix Critical Hit Effect Markers – 4+ unless MAR applies	Any Disordered squadron Lose D3 AP or HP (any mixture) and regain Order	Check if either player has met their victory conditions	If no victory achieved move on to the next turn

MAJOR POWERS ALLEGIANCE TABLE

Major Powers	Faction	Minor Power Close Allies
Kingdom of Britannia	Grand Coalition	Dominion of Canada Indian Raj Royal Australian
Prussian Empire	Imperial Bond	Teutonic Order Kingdom of Denmark League of Italian States
Federated States of America	Grand Coalition	Dominion of Canada Royal Australia
Empire of the Blazing Sun	Imperial Bond	Chinese Federation Free Chilean Republic The Wani
Covenant of Antarctica	Free Nations	Commonwealth of Free Australia Ottoman – Separatists
Republique of France	Imperial Bond	Ottoman – Traditionalists
Russian Coalition	Grand Coalition	Polish-Lithuanian Commonwealth

MINOR POWERS ALLEGIANCE TABLE

Grand Coalition	Imperial Bond	Free Nations
Royal Australia	Free Chilean Republic	Commonwealth of Free Australia
Dominion of Canada	Chinese Federation	League of Italian States
Polish-Lithuanian Commonwealth	Kingdom of Denmark	Ottomans – Separatists
Free Hellenic Kingdom	Ottomans – Traditionalists	Socialist Union of South America
Republic of Egypt	Teutonic Order	
Portuguese Empire	The Wani	
Spanish Republican Confederacy		
Indian Raj		

MRCENARY FORCES TABLE

Mercenaries	Factional Alignment	Operational Assets
		Usable by Any Faction
Black Wolf	Any (Except Russian Coalition)	Landing Barges
Commonwealth of Free Australia	Imperial Bond	Merchant Fleet
East India Trading Company	Grand Coalition / Free Nations	Scenario Buildings
The Honourable Eclipse Company	Any	
Garibaldi's Legion	Grand Coalition / Free Nations	
The Order of Honourable Gentlemen	Imperial Bond	
League of Crimson	Any	