



# HUNT FOR THE PROMETHEUS

READ THIS FIRST!



**WARCRADLE**  
STUDIOS®

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## WELCOME TO THE DYSTOPIAN AGE!

Within this booklet, you will find instructions on how to build your ships, Unit Cards for you to use when you play and quick reference sheets to help you with your first few games.

These instructions will allow you to build the cruisers for both fleets.

We recommend using Warcradle Plastic Glue to assemble the miniatures on the sprue frame (plastic) and Warcradle Super Glue for the larger ships (resin). You will also need some clippers and a hobby knife. If you would prefer to take a look at all the different ships you can build instead with the Frontline Squadron plastic sprues included in this box please go to [www.dystopianwars.com](http://www.dystopianwars.com) and check out the various factions. On the site you can also find lots more Unit Cards and your Force building guide known as an Order of Battle or ORBAT.

For starting players we recommend building and using the versions of the models to match the unit cards featured in this booklet for playing through the Hunt for the Prometheus campaign.

The Prometheus has a rules card later in this guide. The Prometheus

miniature is actually a Hypatia Class Generator ship. Using the rules online model in this box can represent either the Prometheus or as a Hypatia class ship that you name yourself. In addition to the Prometheus, it's a Borodino, Kutsov Cruisers and Rurik Frigates for the Commonwealth and a Descartes, Lovelace Cruisers and Merian Frigates for the Enlightened. Experienced hobbyists should feel free to experiment with some different build options. After all, they are your models and this is now your game!

We hope you enjoy assembling and painting these miniatures as well as playing Dystopian Wars. Remember to join us on the Sturginium Lounge on Facebook ([wrcdl.com/sturginiumlounge](http://wrcdl.com/sturginiumlounge)) and show us your painted fleets. You can meet and chat to our community champions, each known as a ~~WAR~~HOST. A really nice bunch of enthusiastic hobbyists, just like you!

Welcome Aboard!

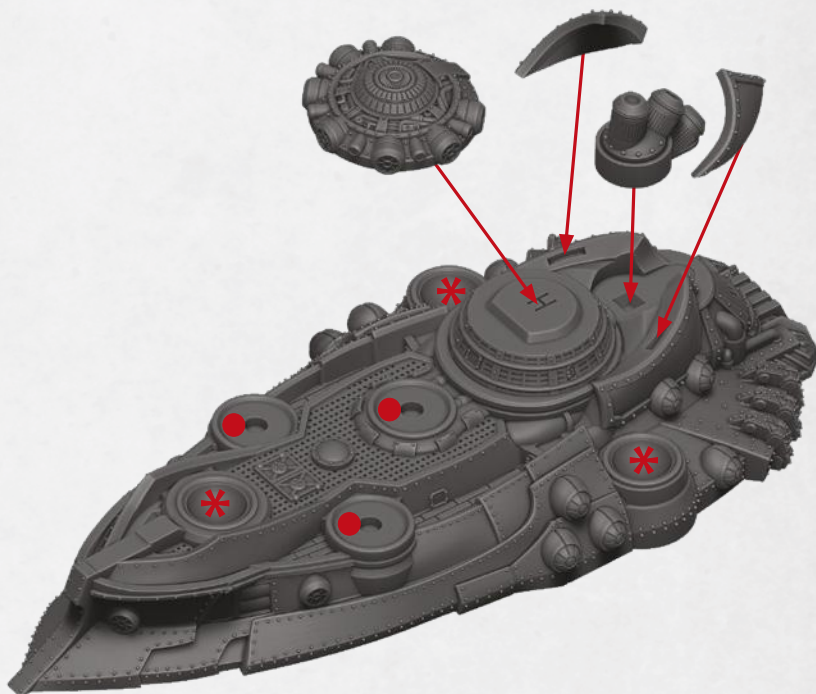


**DYSTOPIANWARS.CO.UK**





# THE PROMETHEUS / HYPATIA CLASS GENERATOR SHIP



● PLACE GENERATORS HERE.  
GENERATORS ARE FOUND ON THE COMMONWEALTH FRONTLINE SPRUES.  
NOT COMPATIBLE WITH SHIELD GENERATOR OPTION.

PARTICLE  
BEAMER

PULSE  
EMITTER



10-16



17-19

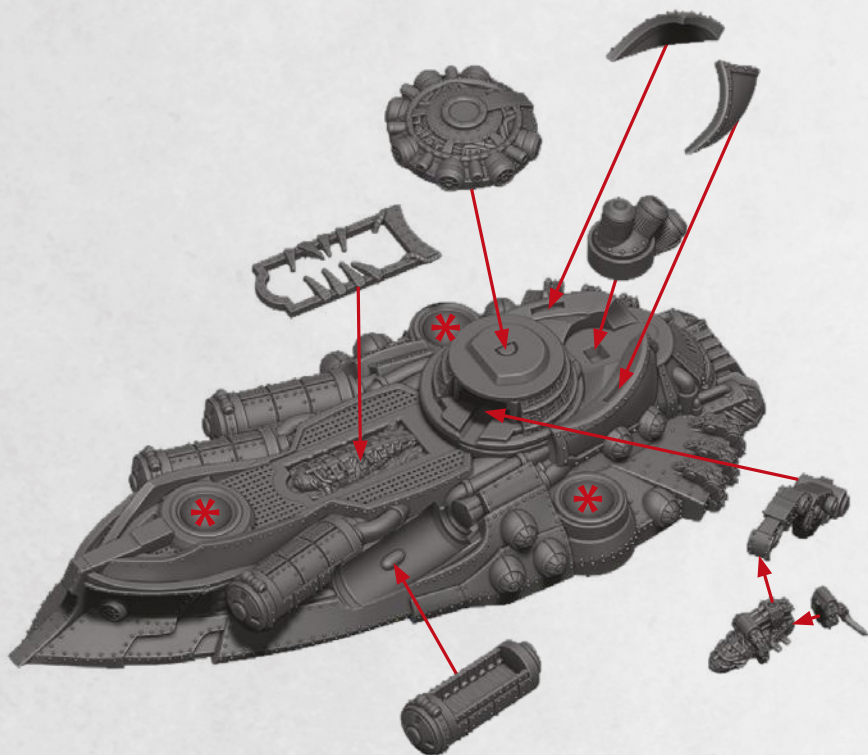


\* ALL TURRETS ARE INTERCHANGEABLE



v1.01

# DESCARTES CLASS CONTROL SHIP



**PARTICLE  
BEAMER**



**10-16**

**PULSE  
EMITTER**

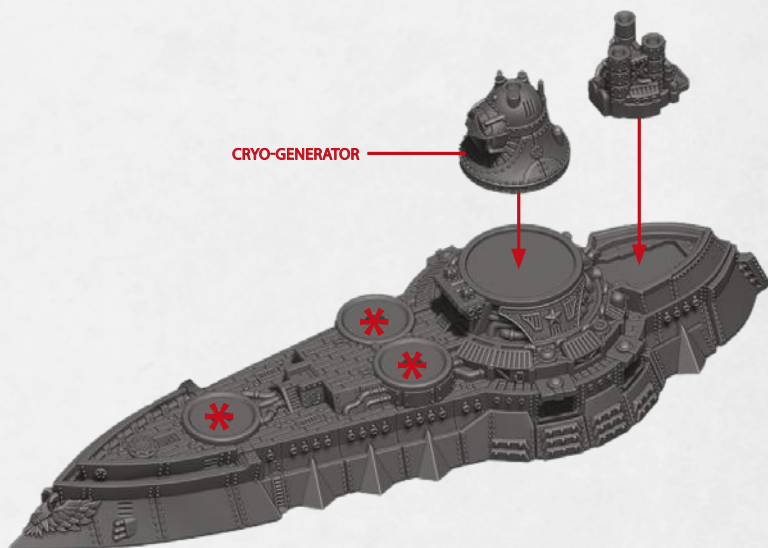


**17-19**

**\* ALL TURRETS ARE INTERCHANGEABLE**



# BORODINO CLASS CONTROL SHIP



**HEAVY GUN  
BATTERY**



**28-30**

**TRI-  
RAILGUN**



**25-27**

**ROCKET  
BATTERY**



**17-19**

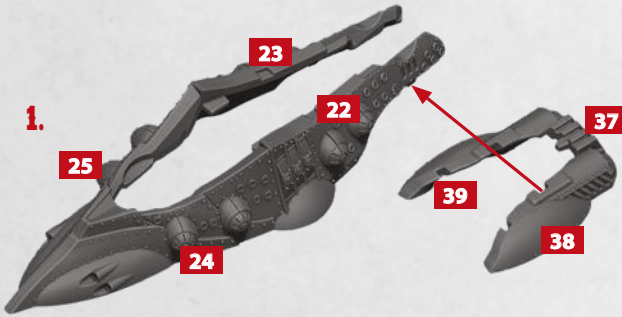
**\* ALL TURRETS ARE INTERCHANGEABLE**





v1.01

# LOVELACE CLASS CRUISER



PARTICLE  
BEAMER

PULSE  
EMITTER



10-16

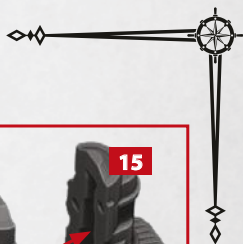


17-19

\* ALL TURRETS ARE INTERCHANGEABLE



# KUTSOV CLASS CRUISER



37/38/41/42

13

10

1

14

9

4

5

6

20

21

18

17

15

16

19

HEAVY GUN  
BATTERY



28-30

TRI-  
RAILGUN



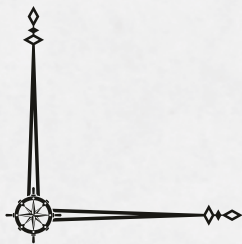
25-27

ROCKET  
BATTERY



17-19

\* ALL TURRETS ARE INTERCHANGEABLE





v1.01

## MERIAN CLASS FRIGATE

17/18/19

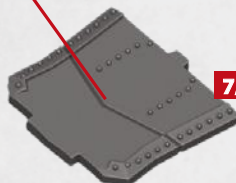


1/2/3



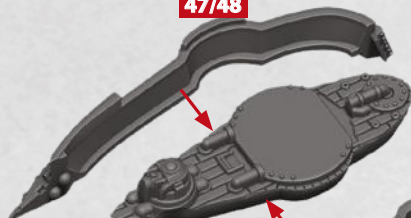
4/5/6

7/8/9



## RURIK CLASS FRIGATE

47/48



43/44



45/46

51/52

49/50

TRIM TO FIT



37/38/41/42







ENLIGHTENED, GENERATOR SHIP,  
FLAGSHIP, HYPATIA CLASS, UNIQUE



FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	6(5)	4(3)	4(3)
F/P	6(5)	4(3)	4(3)
F/S	6(5)	4(3)	4(3)
P & S	8(4)	5(3)	-(-)

PARTICLE BEAMER SUSTAINED, GUNNERY  
PARTICLE BEAMER SUSTAINED, GUNNERY  
PARTICLE BEAMER SUSTAINED, GUNNERY  
HEAVY AETHERIC BROADSIDE SUSTAINED

## SPECIAL RULES

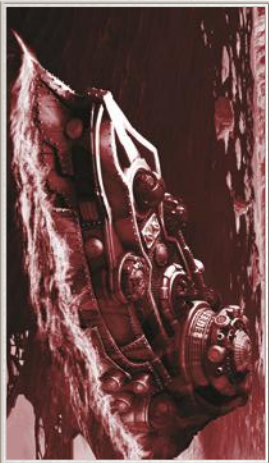
**WAVELURKER** Unless it has a Navigation Lock Critical Damage Marker, any Unit with this rule may plunge into a shallow dive during Special Operations Step of its Activation. When using this rule, this Unit may Move through (or be moved through by) any Models during its Movement without causing a Collision. After its Movement is complete, Models in this Unit must not be touching any other Models or terrain features. This Unit gains the Submerged Trait until the Special Operations Step of their next Activation. Unless using Torpedoes, this Unit gains only a single Hit from each Heavy Hit result while it has the Submerged Trait. A Unit may not use an Internal Shield Generator while they have the Submerged Trait. Weapons do not gain the Submerged Quality when this Unit has the Submerged Trait.

**ENLIGHTENED SCIENCE** When a Battle Ready Model in this Unit makes a Repair roll, any Exploding Hits results remove a point of damage from that Model. A Crippled Model cannot remove damage in this manner. Furthermore, instead of receiving a Generator Shutdown Critical Damage Marker, Models in any Unit with this rule may receive a Disorder Condition.

**INTERNAL SHIELD GENERATOR** A Model with this Generator removes 2 Action Dice from the Dice Pool of each Attack against this Model. The Shield Generator cannot be used against attacks with the Submerged, Arc or Bomb Qualities.

**TEMPERAMENTAL DESIGN** This Unit counts any Heavy Counter rolled as a Counter instead whilst making Repair Tests.





PARTICLE BEAMERS SUSTAINED, GUNNERY  
PARTICLE BEAMER SUSTAINED, GUNNERY  
PARTICLE BEAMER SUSTAINED, GUNNERY  
HEAVY AETHERIC BROADSIDE SUSTAINED

SPECIAL RULES

**WAVELUNKER** Unless it has a Navigation Lock Critical Damage Marker, any Unit with this rule may Plunge into a shallow dive during Special Operations Step of its Activation. When using this rule, this Unit may Move through (or be moved through by) any Models during its Movement without causing a Collision. After its Movement is complete, Models in this Unit must not be touching any other Models or terrain features. This Unit gains the Submerged Trait until the Special Operations Step of their next Activation. Unless using Torpedoes, this Unit gains only a single Hit from each Heavy Hit result while it has the Submerged Trait. A Unit may not use an Internal Shield Generator while they have the Submerged Trait. Weapons do not gain the Submerged Quality when this Unit has the Submerged Trait.

ENLIGHTENED, GENERATOR SHIP,  
FLAGSHIP, HYPATIA CLASS, UNIQUE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	4(3)	2(1)	2(1)
F/P	4(3)	2(1)	2(1)
F/S	4(3)	2(1)	2(1)
P & S	5(3)	4(2)	(-)

**ENLIGHTENED SCIENCE** When a Battle Ready Model in this Unit makes a Repair roll, any Exploding Hits results remove a point of damage from that Model. A Crippled Model cannot remove damage in this manner. Furthermore, instead of receiving a Generator Shutdown Critical Damage Marker, Models in any Unit with this rule may receive a Disorder Condition.

**INTERNAL SHIELD GENERATOR** A Model with this Generator removes 2 Action Dice from the Dice Pool of each Attack against this Model. The Shield Generator cannot be used against attacks with the Submerged, Arc or Bomb Qualities.

**TEMPERAMENTAL DESIGN** This Unit counts any Heavy Counter rolled as a Counter instead whilst making Repair Tests.







ENLIGHTENED, CONTROL SHIP,  
FLAGSHIP, DESCARTES CLASS

- PARTICLE BEAMER SUSTAINED, GUNNERY
- PARTICLE BEAMER SUSTAINED, GUNNERY
- PARTICLE BEAMER SUSTAINED, GUNNERY
- HEAVY AETHERIC BROADSIDE SUSTAINED

FIRE	POINT	CLOSING	LONG
ARC	BLANK		
F/P/S	6(5)	4(3)	4(3)
F/P	6(5)	4(3)	4(3)
F/S	6(5)	4(3)	4(3)
P & S	8(4)	5(3)	-(-)



SPECIAL RULES

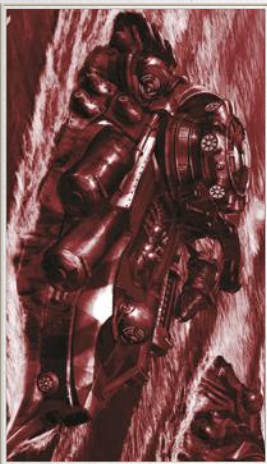
**SPECIAL SRS CAPACITY 3** Each Model in this Unit may launch 3 Special SRS Tokens each Round. These tokens may only be placed up to 15" from this Unit, rather than the normal 20".

**PHYSETER CONSTRUCTS** These are Special SRS Tokens (see page 30 of the DW Rulebook). Physeter Constructs have the Submerged and Piercing Qualities and attack with 4 Action Dice (Instead of the usual 3 dice for Special SRS). They cannot be placed in base contact with Aerial Units or Ground Units. Physeter Constructs can only be intercepted if there are no other SRS Tokens remaining to make an Attack Run on the same target. They cannot combine with other SRS Tokens and are resolved separately. The Attack Run is defended against using the Target's SDV.

**ENLIGHTENED SCIENCE** When a Battle Ready Model in this Unit makes a Repair roll, any Exploding Hits results remove a point of damage from that Model. A Crippled Model cannot remove damage in this manner. Furthermore, instead of receiving a Generator Shutdown Critical Damage Marker, Models in any Unit with this rule may receive a Disorder Condition.



DESCARTES CONTROL SHIP v1.02A



ENLIGHTENED, CONTROL SHIP,  
FLAGSHIP, DESCARTES CLASS

- PARTICLE BEAMERS SUSTAINED, GUNNERY
- PARTICLE BEAMER SUSTAINED, GUNNERY
- PARTICLE BEAMER SUSTAINED, GUNNERY
- HEAVY AETHERIC BROADSIDE SUSTAINED

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	4(3)	2(1)	2(1)
F/P	4(3)	2(1)	2(1)
F/S	4(3)	2(1)	2(1)
P & S	5(3)	4(2)	-(1)

SPECIAL RULES

**SPECIAL SRS CAPACITY 2** Each Model in this Unit may launch 2 Special SRS Tokens each Round. These tokens may only be placed up to 15" from this Unit, rather than the normal 20".

**PHYSETER CONSTRUCTS** These are Special SRS Tokens (see page 30 of the DW Rulebook). Physeter Constructs have the Submerged and Piercing Qualities and attack with 4 Action Dice (instead of the usual 3 dice for Special SRS). They cannot be placed in base contact with Aerial Units or Ground Units. Physeter Constructs can only be intercepted if there are no other SRS Tokens remaining to make an Attack Run on the same target. They cannot combine with other SRS Tokens and are resolved separately. The Attack Run is defended against using the Target's SDV.



**ENLIGHTENED SCIENCE** When a Battle Ready Model in this Unit makes a Repair roll, any Exploding Hits results remove a point of damage from that Model. A Crippled Model cannot remove damage in this manner. Furthermore, instead of receiving a Generator Shutdown Critical Damage Marker, Models in any Unit with this rule may receive a Disorder Condition.

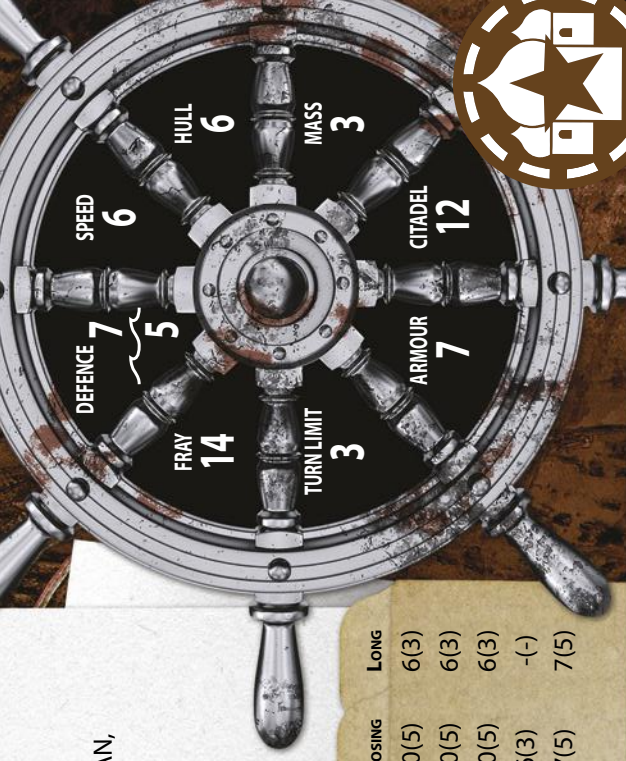


# BORODINO BATTLESHIP

v1.02A



COMMONWEALTH, RUSSIAN,  
BATTLESHIP, FLAGSHIP,  
BORODINO CLASS



	FIRE ARC	POINT BLANK	CLOSING	LONG
HEAVY GUN BATTERY GUNNERY	F/P/S	6(3)	10(5)	6(3)
HEAVY GUN BATTERY GUNNERY	F/P/S	6(3)	10(5)	6(3)
HEAVY GUN BATTERY GUNNERY	F/P/S	6(3)	10(5)	6(3)
HEAVY BROADSIDE FUSILLADE	P & S	10(5)	6(3)	-(-)
TORPEDO SALVO SUBMERGED, TORPEDO	F	7(2)	7(5)	7(5)

## SPECIAL RULES

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**INTERNAL CRYO GENERATOR** This Unit is equipped with an internal Cryo Generator. It may not be upgraded or replaced. This Generator may be used in the Shooting Phase. The controlling player of this Model rolls an Action Die. On a result of an Exploding Hit, you may place a 2" long Mass 2 Iceberg obstacle within 20" of a Model in this Unit. On a Hit or Heavy Hit, place a 1" Mass 1 Iceberg obstacle within 20" of a Model in this Unit. On a Counter or Heavy Counter place a 1" Mass 1 Iceberg obstacle within 10" of a Model in this Unit. On a Blank, no Iceberg forms.





**BORODINO BATTLESHIP** v1.02A



COMMONWEALTH, RUSSIAN,  
BATTLESHIP FLAGSHIP  
BORODINO CLASS

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	4(2)	6(3)	4(2)
F/P/S	4(2)	6(3)	4(2)
F/P/S	4(2)	6(3)	4(2)
P & S	6(3)	4(2)	-(-)
F	5(-)	5(3)	5(3)

**SPECIAL RULES**

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

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# LOVELACE CRUISER

VI.02A



ENLIGHTENED, CRUISER,  
LOVELACE CLASS



FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	6(5)	4(3)	4(3)
A/P/S	6(5)	4(3)	4(3)
P & S	5(3)	4(2)	-(-)
F	4(2)	4(3)	3(3)

PARTICLE BEAMER SUSTAINED, GUNNERY

PARTICLE BEAMER SUSTAINED, GUNNERY

AETHERIC BROADSIDE SUSTAINED

SEEKER TORPEDO SALVO SUBMERGED, TORPEDO, HOMING

## SPECIAL RULES

**WAVELURKER** Unless it has a Navigation Lock Critical Damage Marker, any Unit with this rule may plunge into a shallow dive during Special Operations Step of its Activation. When using this rule, this Unit may Move through (or be moved through by) any Models during its Movement without causing a Collision. After its Movement is complete, Models in this Unit must not be touching any other Models or terrain features. This Unit gains the Submerged Trait until the Special Operations Step of their next Activation. Unless using Torpedoes, this Unit gains only a single Hit from each Heavy Hit result while it has the Submerged Trait. A Unit may not use an Internal Shield Generator while they have the Submerged Trait. Weapons do not gain the Submerged Quality when this Unit has the Submerged Trait.

**ENLIGHTENED SCIENCE** When a Battle Ready Model in this Unit makes a Repair roll, any Exploding Hits results remove a point of damage from that Model. A Crippled Model cannot remove damage in this manner. Furthermore, instead of receiving a Generator Shutdown Critical Damage Marker, Models in any Unit with this rule may receive a Disorder Condition.

**INTERNAL SHIELD GENERATOR** A Model with this Generator removes 2 Action Dice from the Dice Pool of each Attack against this Model. The Shield Generator cannot be used against attacks with the Submerged, Arc or Bomb Qualities.



**LOVELACE CRUISER** v1.02A



ENLIGHTENED, CRUISER,  
LOVELACE CLASS

- PARTICLE BEAMER SUSTAINED, GUNNERY
- PARTICLE BEAMER SUSTAINED, GUNNERY
- AETHERIC BROADSIDE SUSTAINED
- SEEKOR TORPEDO SALVO SUBMERGED, TORPEDO, HOMING

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	4(3)	2(1)	2(1)
A/P/S	4(3)	2(1)	2(1)
P & S	3(2)	2(1)	-(-)
F	3(1)	3(2)	2(1)



**SPECIAL RULES**

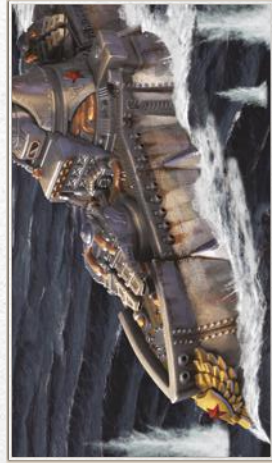
**WAVELUNKER** Unless it has a Navigation Lock Critical Damage Marker, any Unit with this rule may Plunge into a shallow dive during Special Operations Step of its Activation. When using this rule, this Unit may Move through (or be moved through by) any Models during its Movement without causing a Collision. After its Movement is complete, Models in this Unit must not be touching any other Models or terrain features. This Unit gains the Submerged Trait until the Special Operations Step of their next Activation. Unless using Torpedoes, this Unit gains only a single Hit from each Heavy Hit result while it has the Submerged Trait. A Unit may not use an Internal Shield Generator while they have the Submerged Trait. Weapons do not gain the Submerged Quality when this Unit has the Submerged Trait.

**ENLIGHTENED SCIENCE** When a Battle Ready Model in this Unit makes a Repair roll, any Exploding Hits results remove a point of damage from that Model. A Crippled Model cannot remove damage in this manner. Furthermore, instead of receiving a Generator Shutdown Critical Damage Marker, Models in any Unit with this rule may receive a Disorder Condition.

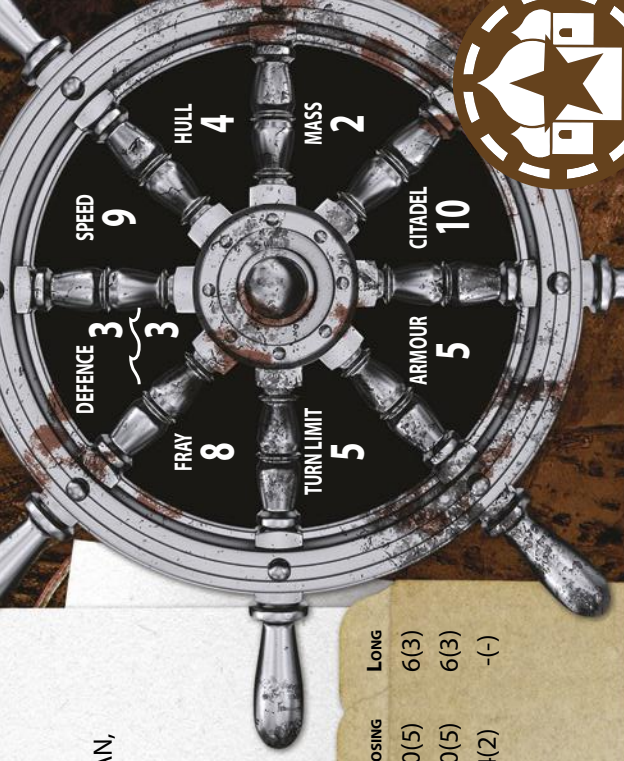
**INTERNAL SHIELD GENERATOR** A Model with this Generator removes 2 Action Dice from the Dice Pool of each Attack against this Model. The Shield Generator cannot be used against attacks with the Submerged, Arc or Bomb Qualities.



# KUTSOV CRUISER v1.02A



COMMONWEALTH, RUSSIAN,  
CRUISER, KUTSOV CLASS



FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	10(5)	6(3)
A/P/S	6(3)	10(5)	6(3)
P & S	6(3)	4(2)	-(-)

HEAVY GUN BATTERY GUNNERY

HEAVY GUN BATTERY GUNNERY

BROADSIDE FUSILLADE

## SPECIAL RULES

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**KUTSOV CRUISER** v1.02A



COMMONWEALTH, RUSSIAN,  
CRUISER, KUTSOV CLASS

HEAVY GUN BATTERY GUNNERY  
HEAVY GUN BATTERY GUNNERY  
BROADSIDE FUSILLADE

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	4(2)	6(3)	4(2)
A/P/S	4(2)	6(3)	4(2)
P & S	4(2)	2(1)	-(-)

**SPECIAL RULES**

**HAMMER SWEEP** During its Activation, this Unit may increase its Speed by 1" and gains +2 to its Ramming Dice Pool provided that it makes no turns during this Movement.

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.





# MERIAN FRIGATE v1.02



ENLIGHTENED, FRIGATE, MERIAN  
CLASS, AUTOMATA



FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	8(6)	3(2)	-(-)
P & S	4(3)	3(2)	-(-)
F	2(1)	4(2)	-(-)

PULSE EMITTER SUSTAINED, GUNNERY

PULSE BROADSIDE FUSILLADE, -

MICRO TORPEDO SALVO SUBMERGED, TORPEDO, HOMING

## SPECIAL RULES

**WAVELURKER** Unless it has a Navigation Lock Critical Damage Marker, any Unit with this rule may plunge into a shallow dive during Special Operations Step of its Activation. When using this rule, this Unit may Move through (or be moved through by) any Models during its Movement without causing a Collision. After its Movement is complete, Models in this Unit must not be touching any other Models or terrain features. This Unit gains the Submerged Trait until the Special Operations Step of their next Activation. Unless using Torpedoes, this Unit gains only a single Hit from each Heavy Hit result while it has the Submerged Trait. A Unit may not use an Internal Shield Generator while they have the Submerged Trait. Weapons do not gain the Submerged Quality when this Unit has the Submerged Trait.

**MECHANICAL SOUL** This Unit ignores the effects of the Emergency Disorder Condition, but counts has having the Level.

**PACK HUNTER** This rule applies when the Unit numbers three or more Models. Each Model in the Unit gains +1 to its Attack and Assault Action Dice Pools if it contributes to the same Dice Pool as at least two other Models.

**RURIK FRIGATE** v1.02



COMMONWEALTH, RUSSIAN,  
FRIGATE, RURIK CLASS

**GUN BATTERY GUNNERY**  
**LIGHT BROADSIDE FUSILLADE**

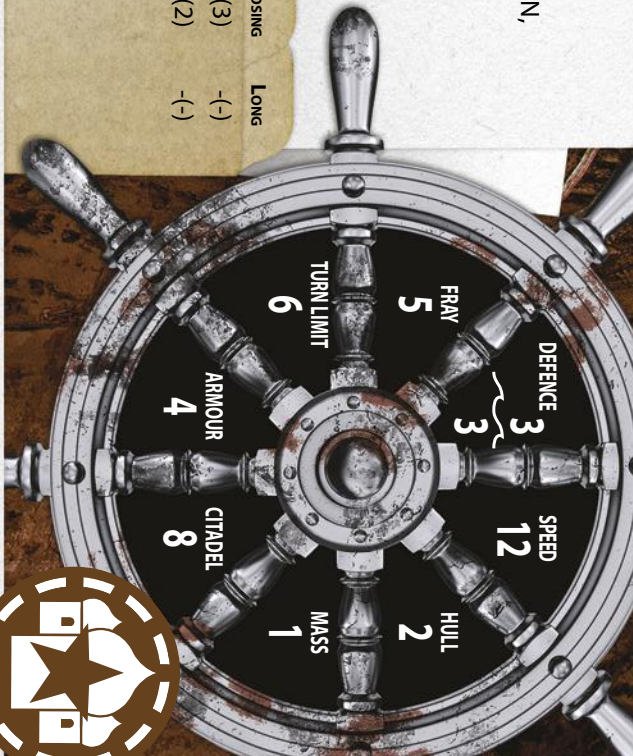
FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)
P & S	5(3)	4(2)	-(-)

**SPECIAL RULES**

**ABLATIVE ARMOUR** Remove one Action die from the Attack Dice Pool each time an attack is made against this Unit. Attacks with the Aerial Quality ignore this rule.

**SHALLOW DRAUGHT** This Unit treats Treacherous Water as Open Water.

**PACK HUNTER** This rule applies when the Unit numbers three or more Models. Each Model in the Unit gains +1 to its Attack and Assault Action Dice Pools if it contributes to the same Dice Pool as at least two other Models.







## CRITICAL DAMAGE

**MASS 1 MODELS:** A Model with a Mass of 1 does not suffer Critical Damage and is instead immediately destroyed should an effect or rule mean that it sustains Critical Damage.

**CATASTROPHIC EXPLOSION:** Should the number of Hits of an Attack be enough to double (or more) the value of its Citadel, the affected Model suffers a Catastrophic Explosion instead of Critical Damage. A Model suffering a Catastrophic Explosion suffers a further two Points of Damage and gains a Disorder Condition. *See Disorder Conditions (Rule Book p.28)*

**LASTING EFFECTS:** Players may attempt to remove any Critical Damage Markers on a Model by making a Repair Test during the End Phase. Models that begin their Round with any Critical Damage Markers from a previous Round increase their risk of receiving a duplicate Critical Damage Marker when attacked.

In addition to the effects below, when a Model receives Critical Damage it also receives a Disorder Condition. *See Disorder Conditions (Rule Book p.28)*

**SHREDDED DEFENCES:** The Model receives a Shredded Defences Critical Damage Marker. While a Model has this Marker, it has a Defence Attribute (both Aerial and Submerged Defences) of 0.



**STURGINIUM FLARE:** This Model and all other Models within 3" have any SRS Tokens in base contact with them removed. This Model suffers a Point of Damage and is pushed 3" directly forwards. The Model receives the Sturginium Flare Critical Damage Marker. Resolve any collisions before continuing the Activation. *See Collisions and Rams (Rule Book p.29)*



**NAVIGATION LOCK:** This Model receives a Navigation Lock Damage Marker. Models with this Marker are considered to have Turn Limit 0. As such Models with this Marker may not make any turns during their Movement Step.



**REACTOR LEAK:** This Model receives a Reactor Leak Critical Damage Marker. While a Model has this Marker, it receives -1 to its Citadel and Speed Attributes.



**MAGAZINE EXPLOSION:** This Model and all others within 3", including Escorts and Corvettes, suffer a Point of Damage. This Model receives a Magazine Explosion Critical Damage Marker.



**GENERATOR SHUTDOWN:** This Model receives a Generator Shutdown Critical Damage Marker. While it has the Marker, any effects from the Model's Generators are ignored. If the Model does not have a Generator, re-roll this result. *See Generators (Rule Book p.35)*

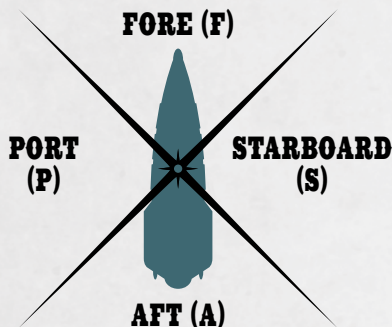


**ATTRIBUTES**

(A) ARMOUR	(H) HULL
(C) CITADEL	(M) MASS
(D) DEFENCE	(S) SPEED
(F) FRAY	(T) TURN LIMIT

**RANGE BANDS & FIRE ARCS**

POINT BLANK (0" - 10")	CLOSING (10" - 20")	LONG (20" - 30")
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**WEAPON QUALITIES**

**AERIAL:** Attacks made with this Quality cannot usually be used against Initial Targets that are Submerged Units (unless the Attack also has the Submerged Quality). The Initial Target may use Aerial Defences against Attacks from this weapon.

**ARC:** Shield Generators are ignored when making Attacks with this weapon. Should the Initial Target suffer a Critical Hit from this weapon it also gains a Disorder Condition.

**BLAST:** This weapon uses the circular Blast Template. The centre point of the template must be placed over any part of the Initial Target. All Models touched by the template (excluding the Attacking Model) are automatically Hit. Roll the Action Dice Pool and apply the result to every Model touched by the template, including friendly ones! Models that have their Line of Sight to the Attacker completely blocked can still be damaged by the blast.

**BOMB:** Attacks made with this Quality cannot be used against Aerial Units. Furthermore, bombs ignore the Initial Target's Shield Generators.

**DEVASTATING:** Attacks made with this Quality treat a roll of an Exploding Hit on an Action Die as three Hits rather than the usual two.

**EXTREME RANGE:** Attacks made with this quality treat the Long Range Band as 20" - 40".

**FUSILLADE:** Attacks made at Point Blank Range with this weapon may re-roll Heavy Counter and Counter results. This Quality has no effect on Aerial Units unless this Attack also has the Aerial Quality.

**GUNNERY:** Attacks made with this Quality count Models with a Mass of 1 as Obscured.





**HAZARDOUS:** Should the Initial Target suffer one or more Points of Damage in an Attack made by a weapon with this quality it gains a Disorder Condition.

**HIGH VELOCITY:** Heavy Counter results add a single Counter rather than the usual two in the Defence Action Dice Pool against Attacks with this Quality.

**HOMING:** Models cannot be considered Obscured from Attacks with the Homing Quality. Furthermore, Attacks made with this Quality may re-roll Blanks.

**INDIRECT:** Attacks made with this Quality do not require Line of Sight and may select any non-Aerial enemy Unit within range and Fire Arc as an Initial Target. Attacks by Indirect Weapons count their target as Obscured for the duration of that Attack.

**LIMITED:** As the name implies, these weapons may only be used in a finite or limited fashion. Each time a Model uses a weapon with this Quality roll an Action Die. On a roll of a blank it may no longer use this Weapon for the remainder of the Encounter.

**MAGNETIC:** Models cannot be considered Obscured from Attacks with the Magnetic Quality. Furthermore, Attacks made with this Quality that cause at least one Point of Damage inflict a Navigation Lock Critical Damage Marker on the target in addition to any other effects. Models with the Non-Magnetic Special Rule are unaffected by this Quality.

**PIERCING:** The Initial Target suffers a Critical Damage roll if it receives one or more Points of Damage in an Attack made by a weapon with this Quality. This is in addition to any Critical Damage rolls caused by the Attack.

**RAMMING:** A Model equipped with a weapon with this Quality may Ram enemy Models. Next to the Quality is a value which indicates the number of Action Dice added to the pool when making a Ram.

**SUBMERGED:** Attacks with this Quality cannot usually be used against Aerial Units (unless the Attack also has the Aerial Quality). The Initial Target may use Submerged Defences against Attacks made from this weapon. Furthermore, Submerged weapons ignore the Initial Target's Shield Generators.

**SUSTAINED:** An Attack made with this Quality can re-roll any of its Action Dice Pool (except for dice generated by Exploding Hits as normal).

**TORPEDO:** Attacks made with this Quality can only be used against Initial Targets that are 5" or more away. Furthermore, an Initial Target does not gain benefit from being Obscured against Attacks from Torpedoes. Torpedoes have no effect against Aerial Units or Ground Units and cannot choose them as an Initial Target.

**TORRENT:** This weapon uses the Torrent template. The narrow end of the template is placed touching any point of the front of the Model with the Lead Weapon and the centreline touching any part of the Initial Target. All Models touched by the template are automatically Hit. Roll the Action Dice Pool and apply its result to every Model touched by the template. This does not include the firing Model but may include friendly Models! Models that have their Line of Sight to the Attacker completely blocked can still be damaged by the torrent. You cannot Support with Torrent weapons.



## QUICK REFERENCES

### ACTION DICE

- 1 **Exploding Hit**
- 2 **Heavy Hit**
- 3 **Hit**
- 4 **Heavy Counter**
- 5 **Counter**
- 6 **Blank**

### PHASE

1: Initiative

2: Activation

3: End

### ACTIONS

- Determine Initiative
- Draw Victory & Valour cards

- Operations
- Launch SRS Tokens
  - Special Operations
  - Reserves

#### Movement

- Shooting
- Declare Target
  - Shooting Resolution

- Assault
- Launch Assault
  - Assault Resolution

- SRS Resolution
- Repair
  - Check Victory
  - Maintenance

### VICTORY & VALOUR CARD HAND SIZE

FORCE POINT LIMIT	HAND SIZE
750 or less	4
751 to 1500	5
1501 to 2000	6
Every Additional 1000	+1

### DISORDER CONDITIONS



Hazard



Emergency

Chaos &  
Disarray

### ASSAULT RESULTS TABLE

THE GREATER RESULT	RESULT
Draw or 1 to 3 Counters	<b>Driven Back:</b> No Effect to either participant.
4+ Counters	<b>Counter Assault:</b> The Assaulting Model suffers a Point of Damage.
1 to 2 Hits	<b>Havoc:</b> The Target receives a Disorder Condition.
3 to 4 Hits	<b>Brutal:</b> The Target receives a Critical Damage roll.
Each Additional Hit	<b>Carnage!:</b> In Addition to a single Critical Damage roll, the Target suffers a Point of Damage for the fifth and subsequent Hits.