



# ALLIANCE

## QUICK START FORCE LIST





**VISIT: [BIT.LY/HOW-TO-PLAY-DYSTOPIAN-WARS](https://bit.ly/how-to-play-dystopian-wars)**

## OnTableTop.com

This series of Quick Start Force Lists were created for an **OnTableTop** Themed Week dedicated to Dystopian Wars.

They are a fast and simple way for new players to get a fleet on the table top quickly and start to experience the game!

Where possible in these guides we have signposted where to look for more in depth options and information in the Rulebook or the ORBATS (Army Books) so you can explore the remarkable depth on offer.

Finally be sure to check out the collection of video content we have produced for the week, covering faction information, product unboxings, painting tutorials, and how to play the game!

## GAME PLAY



## PAINTING



## DISCOVER THE FACTIONS



DOWNLOAD RULES, UNIT CARDS & MORE TODAY AT: [DYSTOPIANWARS.COM](https://dystopianwars.com)





ALLIANCE

## WHAT TO BUY TO BUILD THIS LIST

Here is a quick way to prepare a force for your games of Dystopian Wars. If this is your first step into the game then you can follow this guide to give you a ready to go Force of around 1200 points.

To build this ALLIANCE list you will need one of each of the following products, Magenta Battlefleet Set & Oriflamme Battlefleet Set.



Of course, if you're an experienced gamer or just want to use the Units that take your fancy then feel free to build whatever you like. It's your game after all. Please check out the Imperium Order of Battle to discover all your options. [www.dystopianwars.com](http://www.dystopianwars.com)





Below is the recommended list for you to build. It might be the case that there are miniatures that you don't use, this is to make sure the points are at the 1200 point mark. Feel free to build those extra minis for added choice and to have a larger force in the future.

### Magenta Battlefleet Set

VESSEL	QUANTITY	POINTS EACH	TOTALS
Saint-Michel Levant Battle Carrier	1	258	258
★ <b>UPGRADE:</b> Heat Lance	1	8	8
Chasseur Levant Strike Cruiser	2	130	260
Epaulard Artillery Submarine	2	37	74
			<b>SET TOTAL: 600</b>

### Oriflamme Battlefleet Set

VESSEL	QUANTITY	POINTS EACH	TOTALS
Oriflamme Grand Battlecruiser	1	235	235
Charlemagne Heavy Cruiser	2	125	250
Ecuyere Frigate	4	25	100
			<b>SET TOTAL: 585</b>

**FLEET TOTAL: 1185**



**ALLIANCE**

## **TOP TIPS TO PLAY THIS LIST!**

Your Saint-Michel Levant Battle Carrier and Chasseur Levant Strike Cruiser are Skimming Units and as such they can manoeuvre across land.

The Oriflamme Grand Battlecruiser and Charlemagne Heavy Cruisers have the Ablative Flank Armour Special Rule so make sure you have your sides facing the enemy for some added toughness.

The Saint-Michel Levant Battle Carrier pairs well with the Epaulard Artillery Submarine. The Carrier can launch Short Range Squadron (SRS) Tokens and if you place them in contact with the enemy the Submarine can use the Spotter rule to great effect.



A top-down view of a workspace for building Star Wars model kits. The surface is covered with numerous unpainted plastic parts from various kits, including figures, vehicles, and large circular pieces with textured details. Tools like a pair of red-handled pliers, a pair of side cutters, and a blue-handled tool are scattered among the parts. In the top left corner, there are two bottles of glue, one labeled 'SUPER GLUE' and the other 'EPOXY'. The text 'LET'S BUILD THE FLEET' is overlaid in the center in a bold, white, sans-serif font.

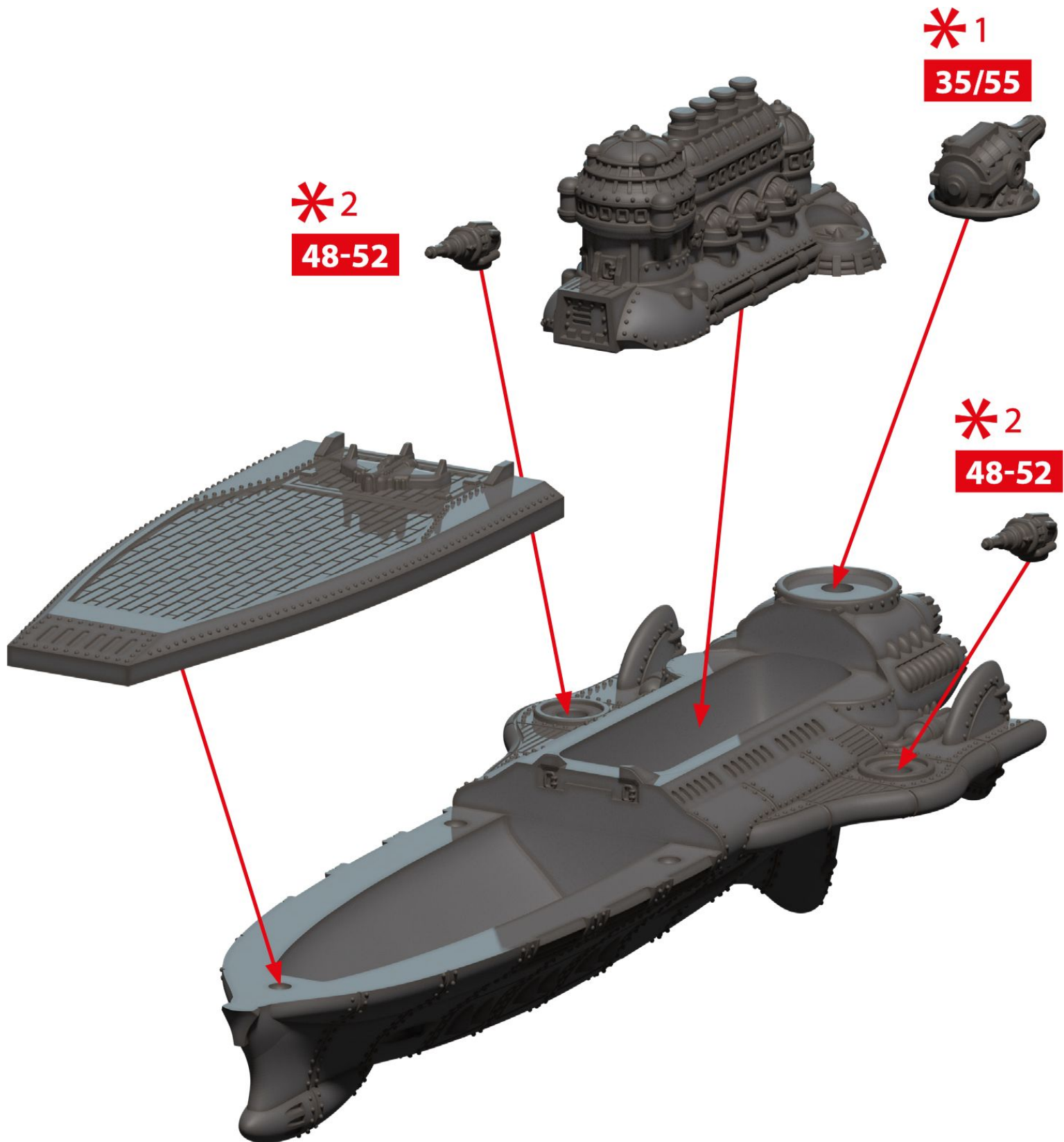
**LET'S BUILD THE FLEET**





ALLIANCE

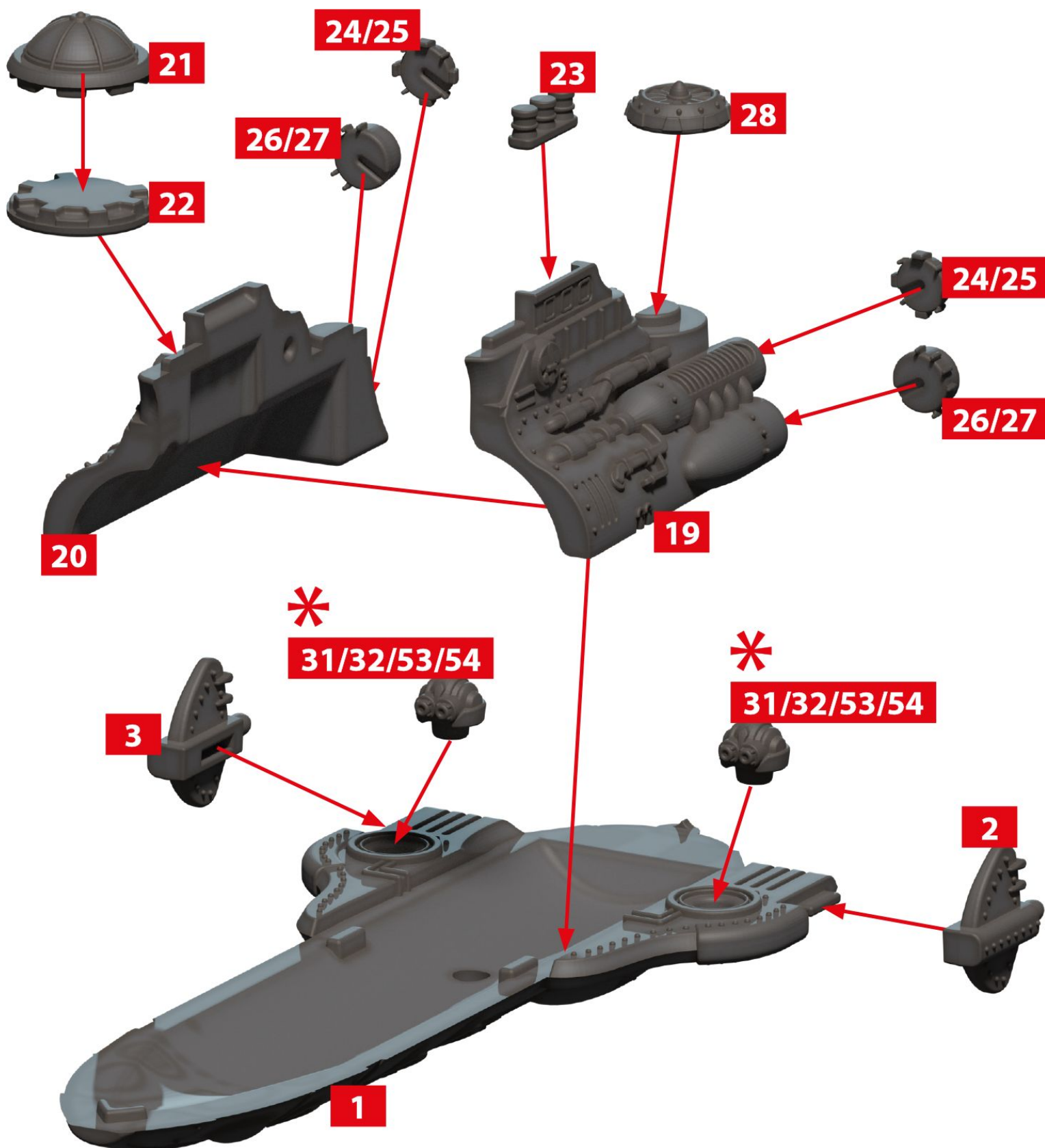
## BUILD 1 X SAINT-MICHEL LEVANT BATTLE CARRIER





ALLIANCE

## BUILD 2 X CHASSEUR LEVANT STRIKE CRUISERS - STAGE 1







ALLIANCE

## BUILD 2 X CHASSEUR LEVANT STRIKE CRUISERS - STAGE 2

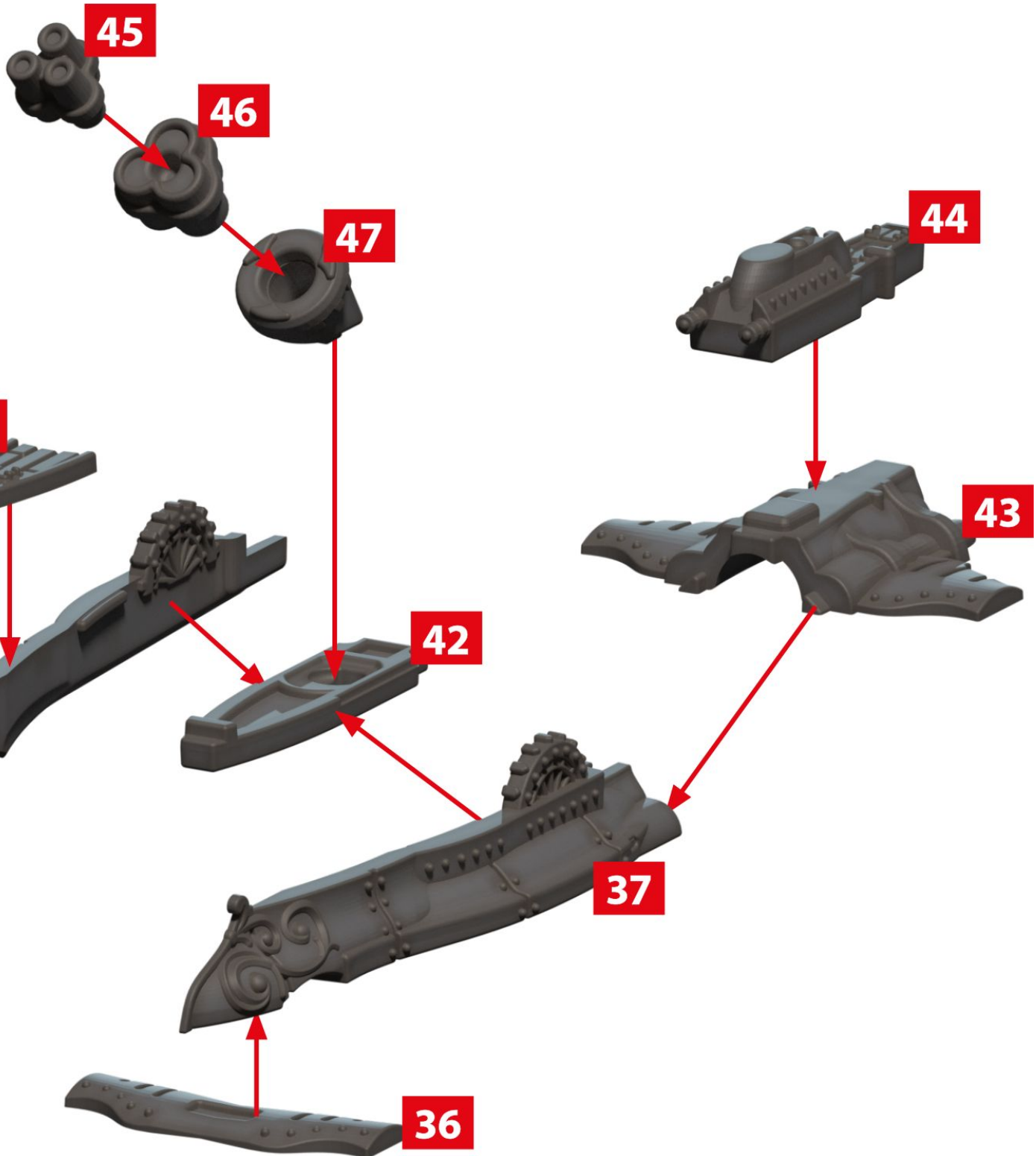






ALLIANCE

## BUILD 2 X EPAULARD ARTILLERY SUBMARINES

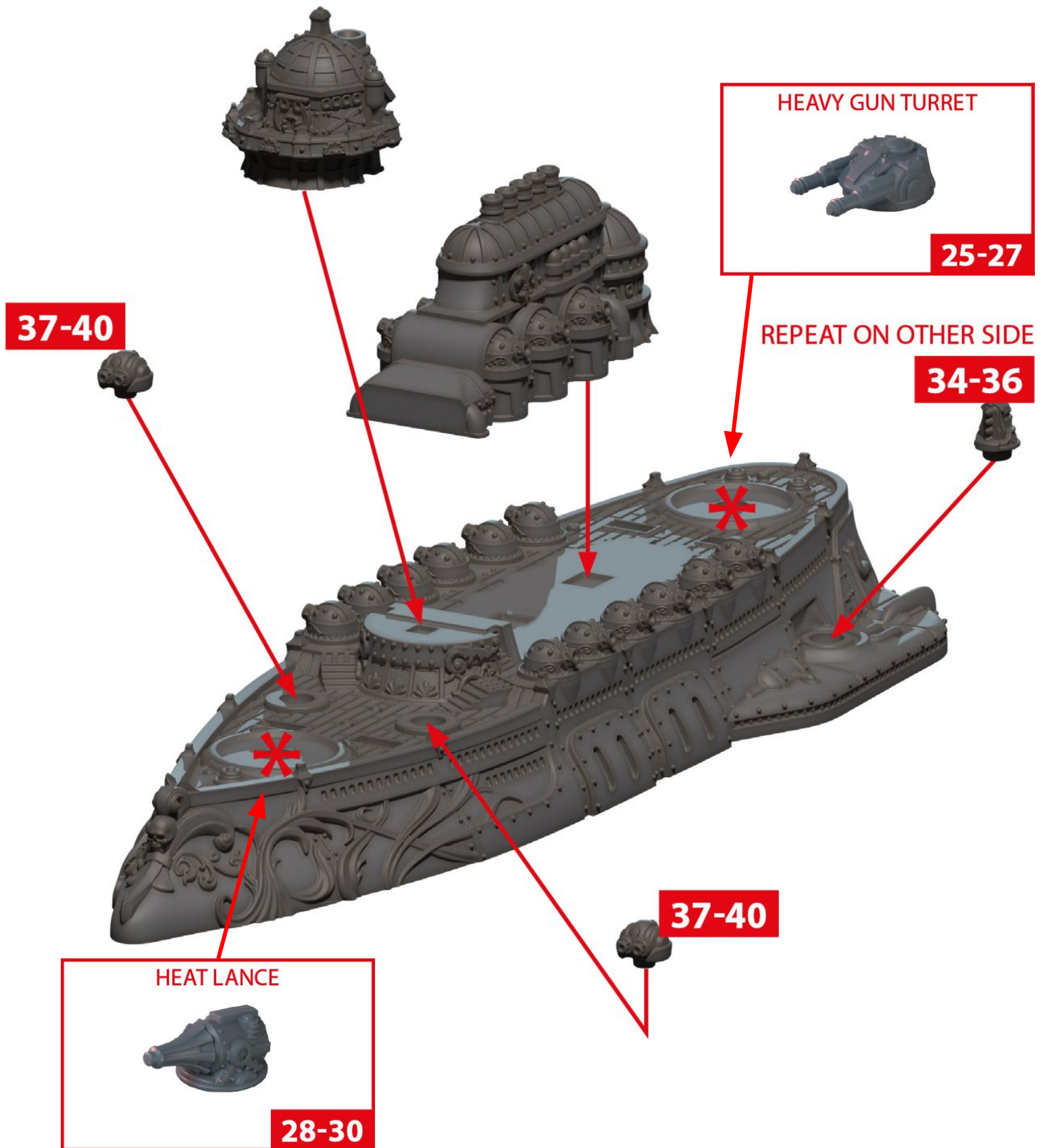






ALLIANCE

## BUILD 1 X ORIFLAMME GRAND BATTLECRUISER

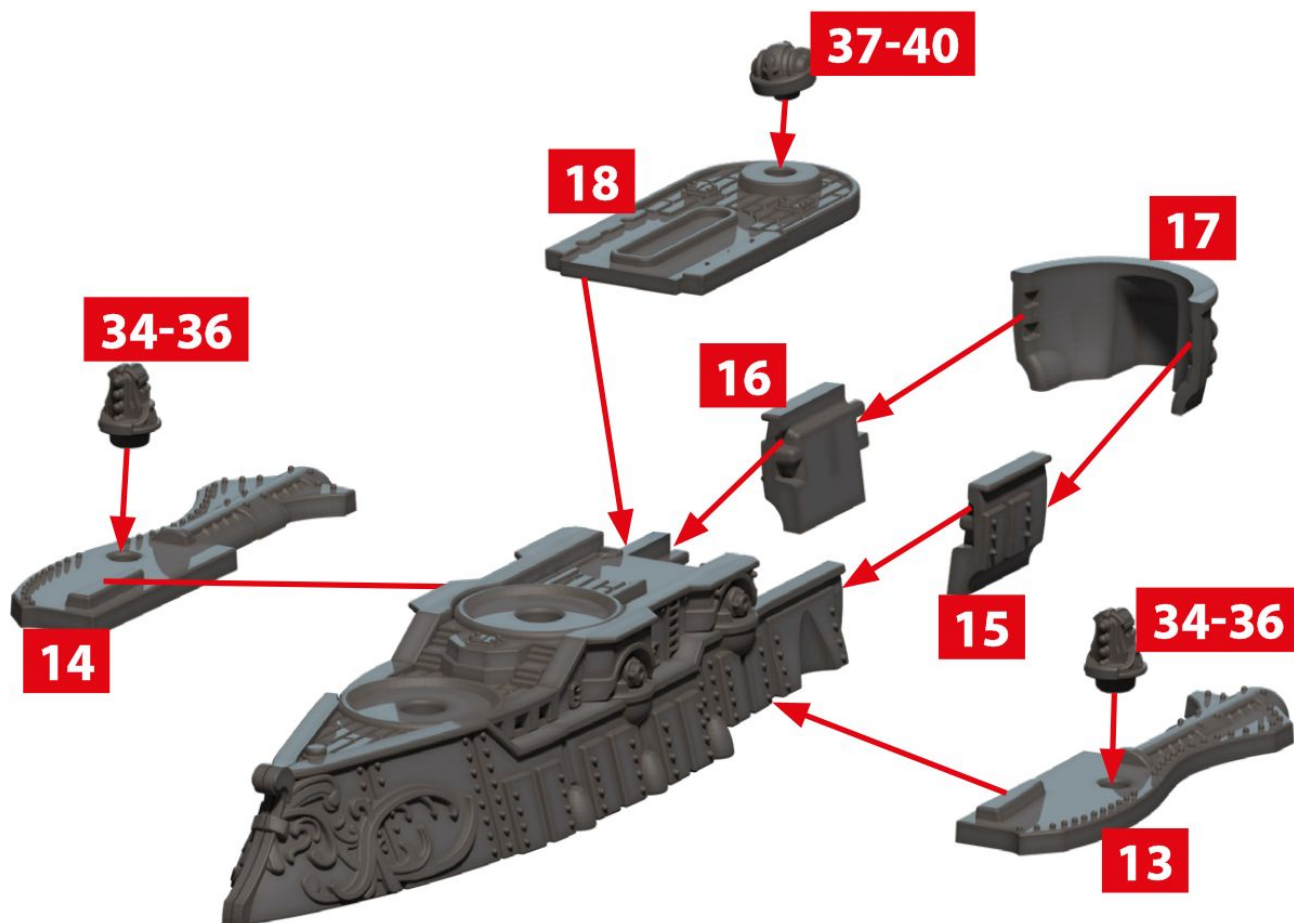
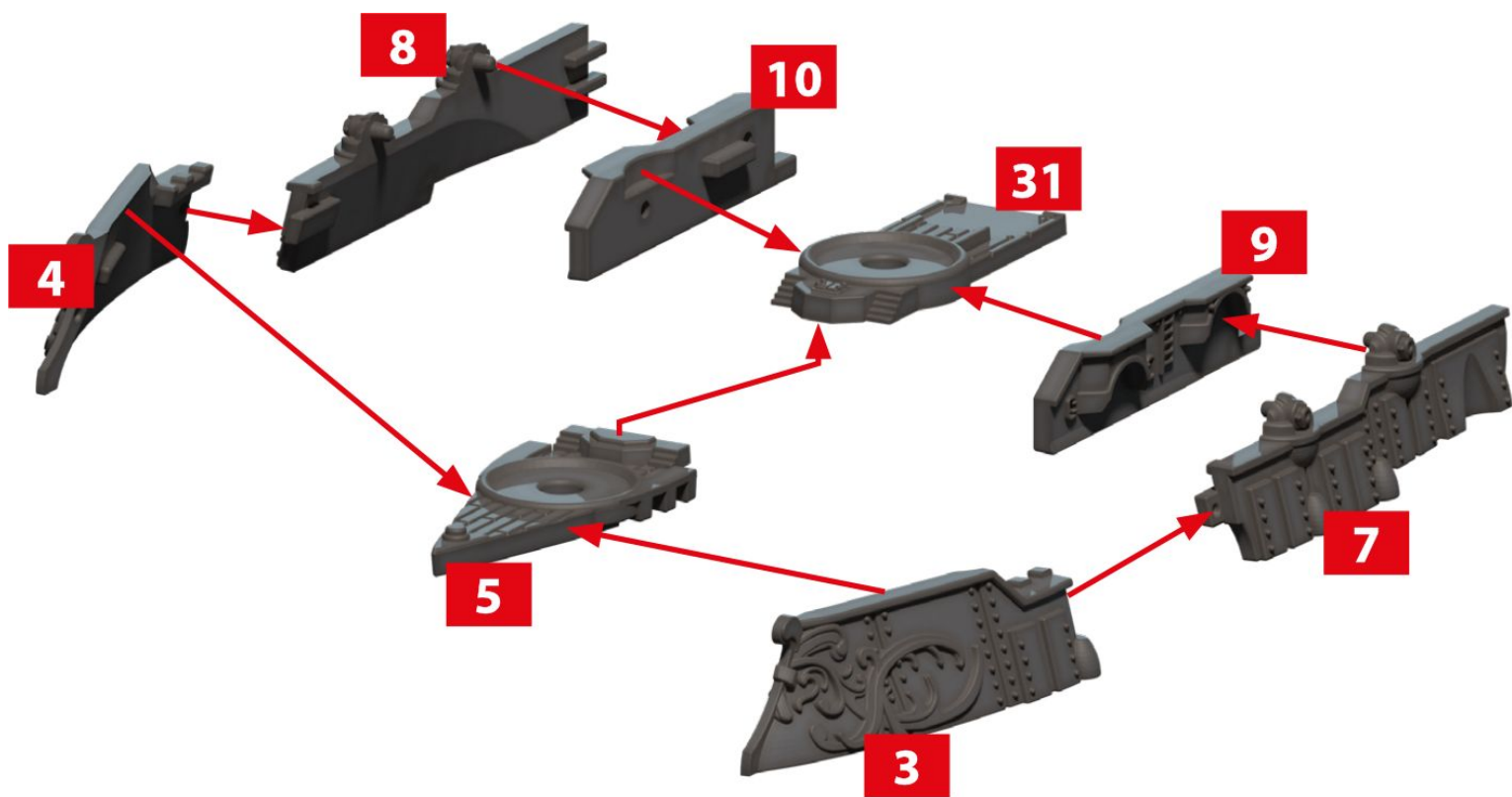






ALLIANCE

## BUILD 2 X CHARLEMAGNE HEAVY CRUISERS - STAGE 1

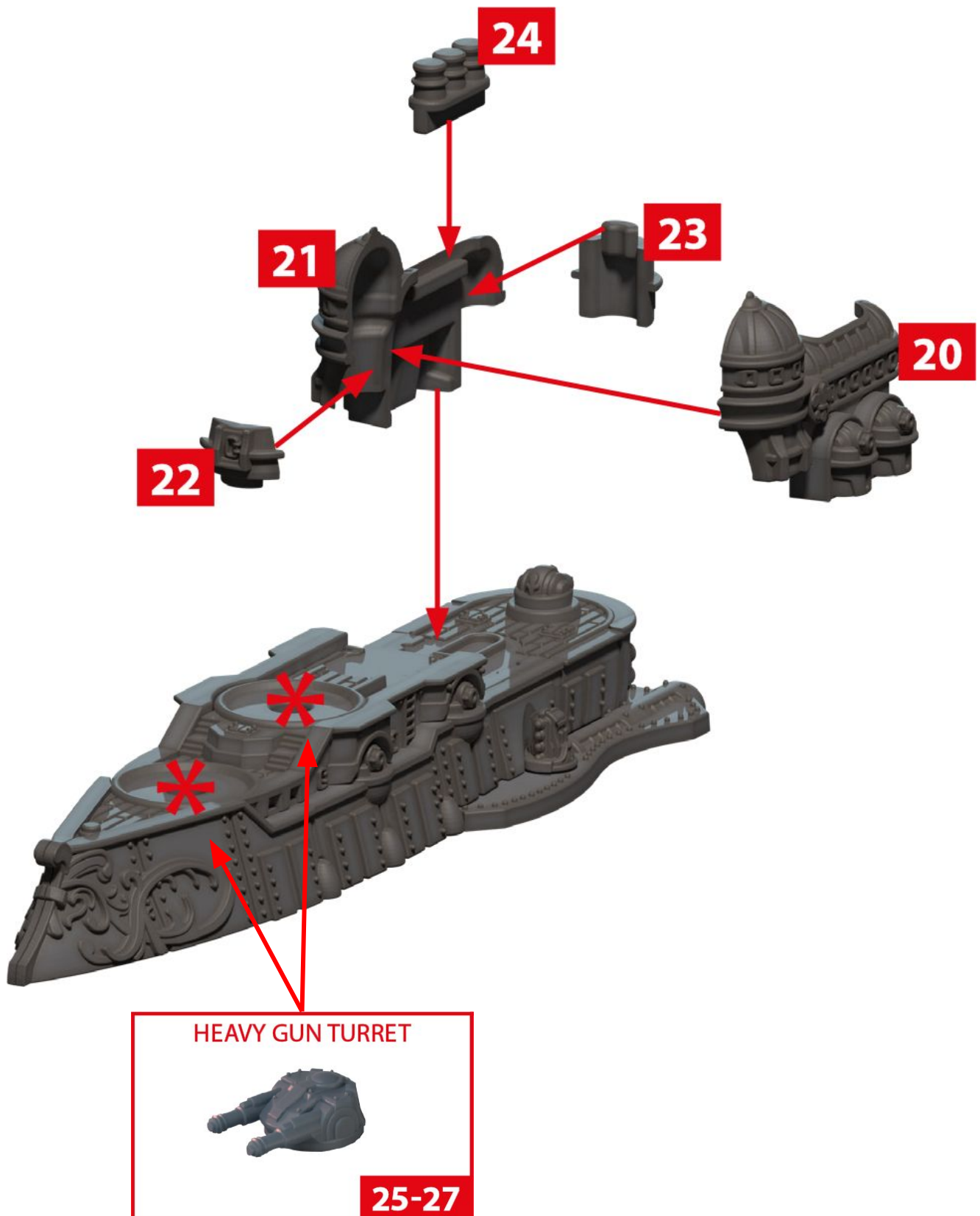






ALLIANCE

## BUILD 2 X CHARLEMAGNE HEAVY CRUISERS - STAGE 2







ALLIANCE

BUILD 4 X ECUYERE FRIGATES

37-40

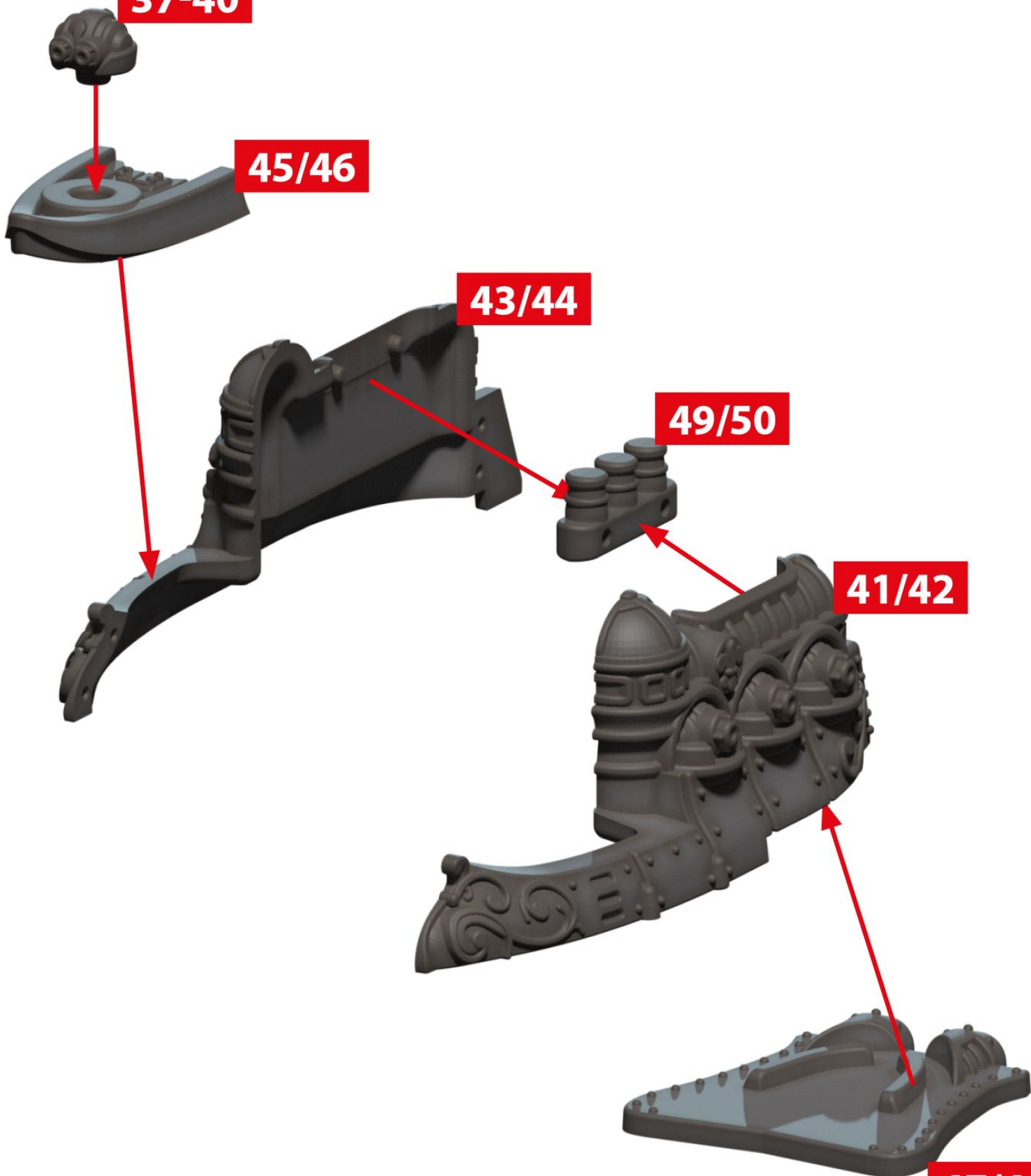
45/46

43/44

49/50

41/42

47/48







# **VESSEL ATTRIBUTES & SPECIAL RULES**





## SAINT-MICHEL LEVANT BATTLE CARRIER 258 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	3	6	4	7	13	4	5	7	6
CRIPPLED	3	5	3	6	12	3	4	7	4

*An ardent patron of the sciences, President Louis-Napoleon Bonaparte provided a safe haven for the scientists and researchers, the fortress laboratory of Mont Saint-Michel. It was here that the Levant Generator was invented, and this class was named in its honour. These Levant Battle Carriers have proven worthy of such a name, directing war from on high.*

### UNIT COMPOSITION

1 Saint-Michel Levant Battle Carrier

### WEAPONS

Heat Lance – A/P/S

Heat Lancette – F/P/A

Heat Lancette – F/S/A

### TRAITS

Alliance

French

Skimming Unit

Levant Battle Carrier

Saint-Michel Class

Flagship

### SPECIAL RULES

Agile

Combat Air Patrol

Coordinated Support

For Valour!

Fortunes of War

Heavy Firepower

Levant Surge

Malinois Strike Fighters

SRS Capacity 6/4

SRS Mine Clearance

SRS Recon Flight

### OPTIONS:

Any Model in the Unit may replace any Heat Lancette for a Gun Battery or a Torpedo Turret for free. The replacement weapon retains the Fire Arc of the weapon it replaces.

This Unit may replace any Heat Lance weapon with a Heavy Gun Battery, Heavy Rocket Battery, or a Heavy Magnetic Bombard for free. The replacement weapon retains the Fire Arc of the weapon it replaces.

**AGILE:** Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

**COMBAT AIR PATROL:** Units with this rule may Launch SRS Tokens in the First Round of the Encounter against any Enemy Unit in the Play Area rather than the usual range.

**FORTUNES OF WAR:** You may Cancel Valour Effects in an Encounter where this Unit has at least one Battle Ready Model in the Play Area.

**LEVANT SURGE:** In the Special Operations phase of the round, while battle Ready, this Unit may make a Levant Surge. For the remainder of that Round, the Unit gains +3 Movement, ceases to be a Skimming Unit and instead becomes an Aerial Unit. A Unit cannot make a Levant Surge if it has already done so the previous Round or if it is part of an Attached Unit where not all Models have this rule.



## SAINT-MICHEL LEVANT BATTLE CARRIER CONT. 258 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	3	6	4	7	13	4	5	7	6
CRIPPLED	3	5	3	6	12	3	4	7	4

*An ardent patron of the sciences, President Louis-Napoleon Bonaparte provided a safe haven for the scientists and researchers, the fortress laboratory of Mont Saint-Michel. It was here that the Levant Generator was invented, and this class was named in its honour. These Levant Battle Carriers have proven worthy of such a name, directing war from on high.*

### UNIT COMPOSITION

1 Saint-Michel Levant Battle Carrier

### WEAPONS

Heat Lance – A/P/S

Heat Lancette – F/P/A

Heat Lancette – F/S/A

### TRAITS

Alliance

French

Skimming Unit

Levant Battle Carrier

Saint-Michel Class

Flagship

### SPECIAL RULES

Agile

Combat Air Patrol

Coordinated Support

For Valour!

Fortunes of War

Heavy Firepower

Levant Surge

Malinois Strike Fighters

SRS Capacity 6/4

SRS Mine Clearance

SRS Recon Flight

**SRS MINE CLEARANCE:** During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

**SRS RECON FLIGHT:** During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.





## CHASSEUR LEVANT STRIKE CRUISER

130 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	2	7	4	6	11	4	5	7	4
CRIPPLED	2	6	3	5	10	3	4	7	3

*With the creation of the Magenta class, a new generation of levant cruiser was required to act as part of a levant battlefleet or independently as a powerful strike vessel or squadron. The Chasseur was developed with the latest in Emmanuelle Voliere's engineering breakthroughs to create the most manoeuvrable and heavily armed levant cruiser.*

### UNIT COMPOSITION

1 Chasseur Levant Strike Cruiser

### WEAPONS

Gun Battery – F/P/S  
Heavy Rocket Battery – F/P/S  
Gun Battery – F/P/A  
Gun Battery – F/S/A  
Rolling Broadside P&S

### TRAITS

Alliance  
French  
Skimming Unit  
Levant Strike Cruiser  
Chasseur Class

### SPECIAL RULES

Agile  
Coordinated Support  
For Valour!  
Levant Surge

### SQUADRON

This Unit may include up to two additional models at a cost of +130pts per Model.

### OPTIONS:

Any Model in the Unit may replace any Gun Battery with a Torpedo Turret for free or Heat Lancette for +7pts. The cost is for per weapon and the replacement weapon retains the Fire Arc of the weapon it replaces.

Any Model in the Unit may replace its Heavy Rocket Battery weapon with a Heavy Gun Battery or Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.

Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Shield, Shroud or Solex Generator.

**AGILE:** Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

**LEVANT SURGE:** In the Special Operations phase of the round, while battle Ready, this Unit may make a Levant Surge. For the remainder of that Round, the Unit gains +3 Movement, ceases to be a Skimming Unit and instead becomes an Aerial Unit. A Unit cannot make a Levant Surge if it has already done so the previous Round or if it is part of an Attached Unit where not all Models have this rule.



## EPAULARD ARTILLERY SUBMARINE

74 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	1	8	7	4	10	1	3	3	3

*The tactical counterpart to the Sirene class, the Epaulard uses its secretive deployment to surface at a distance and employ its magnetic bombard to deadly effect.*

### UNIT COMPOSITION

2 Epaulard Artillery Submarines

### WEAPONS

Magnetic Bombard – F

### TRAITS

Alliance  
French  
Submerged Unit  
Artillery Submarine  
Epaulard Class

### SPECIAL RULES

Agile  
Coordinated Support  
For Valour!  
Spotter

### SQUADRON

This Unit may include up to two additional models at a cost of +37pts per Model.

**AGILE:** Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

**SPOTTER:** This Unit gains the Sustained Quality to any weapons with the Extreme Range Quality if the Initial Target has at least one SRS Token friendly to this Unit in base contact with it. Furthermore, the Initial Target cannot benefit from being Obscured.





## ORIFLAMME GRAND BATTLECRUISER

235 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	3	6	3	7	14	6	5	13	7
CRIPPLED	3	5	2	7	13	4	3	12	4

*At the heart of the Alliance battleline can be found the Oriflamme Grand Battlecruiser. Thoroughly modernised from the hulls of aging Prince de Joinville class Battleships, the Oriflamme are the pride of the Republique.*

### UNIT COMPOSITION

1 Oriflamme Grand Battlecruiser

### WEAPONS

Heat Lance – F/P/S

Gun Battery – F/P

Gun Battery – F/S

Heavy Gun Battery – A/P/S

Heavy Rolling Broadside – P & S

Torpedo Turret – F/P/A

Torpedo Turret – F/S/A

### TRAITS

Alliance

French

Surface Unit

Grand Battlecruiser

Oriflamme Class

Flagship

### SPECIAL RULES

Ablative Flank Armour

Coordinated Support

For Valour!

Heavy Firepower

Maritime Patrol

Reinforced Waterline

### OPTIONS:

The Unit may replace its Heat Lance for a Heavy Gun Battery, Heavy Rocket Battery, or a Heavy Magnetic Bombard for free. The replacement weapon retains the Fire Arc of the weapon it replaces.

The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.

Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion Field, Shield, Shroud or Solex Generator.

The Unit may take up to three Escort Tokens for +8pts each.

**ABLATIVE FLANK ARMOUR:** When an attack against a Model in this Unit originates from a point in this Model's Port or Starboard, it uses this rule. Remove an Action die from the Attack Dice Pool for each weapon with the Gunnery or Fusillade Quality that Supports an attack against the Model. Attacks with Rail or Piercing Quality ignore this rule.

**MARITIME PATROL:** Models with this rule may ignore the Submerged Unit Position Trait when making Attacks on any Initial Targets within 10" of this Unit, or against Initial Targets with at least one SRS Token in base contact that is friendly to this Unit.



## CHARLEMAGNE HEAVY CRUISER

125 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	2	6	4	6	12	3	3	8	4
CRIPPLED	2	6	3	6	11	2	2	8	4

*The Charlemagne heavy cruisers are amongst the most powerful class seagoing vessels in the French Navy. Successful Captaincy of a Charlemagne is seen by the French Admiralty as essential for future promotion prospects.*

### UNIT COMPOSITION

1 Charlemagne Heavy Cruiser

### WEAPONS

Heavy Gun Battery – F/P/S

Heavy Gun Battery – F/P/S

Gun Battery – A/P/S

Rolling Broadside – P&S

Torpedo Turret – F/P/A

Torpedo Turret – F/S/A

### TRAITS

Alliance

French

Surface Unit

Heavy Cruiser

Charlemagne Class

### SPECIAL RULES

Ablative Flank Armour

Coordinated Support

For Valour!

Reinforced Waterline

### SQUADRON

This Unit may include up to two additional models at a cost of +125pts per Model.

### OPTIONS:

Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts, a Heavy Magnetic Bombard for +5pts or a Heat Lance for +8pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.

Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Repulsion Field, Shield, Shroud or Solex Generator.

**ABLATIVE FLANK ARMOUR:** When an attack against a Model in this Unit originates from a point in this Model's Port or Starboard, it uses this rule. Remove an Action die from the Attack Dice Pool for each weapon with the Gunnery or Fusillade Quality that Supports an attack against the Model. Attacks with Rail or Piercing Quality ignore this rule.



# ECUYERE FRIGATE

100 PTS



	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	1	11	8	5	10	3	2	4	2

*Named after the Ecuere, a fast courier ship that brought Louis Napoleon back to Arenenberg from New York to see his mother before she died. Multiple squadrons of these stalwart craft often accompany Alliance Battlefleets.*

## UNIT COMPOSITION

4 Ecuere Frigates

## WEAPONS

Gun Battery – F/P/S

Picket Broadside – P&S

## TRAITS

Alliance

French

Surface Unit

Frigate

Ecuere Class

## SPECIAL RULES

Attached Unit

Coordinated Support

For Valour!

Giant Slayer

Reinforced Waterline

## SQUADRON

Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +25pts per Model.

**ATTACHED UNIT (FRENCH):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**GIANT SLAYER:** Each Model in the Unit may re-roll Blank Results in Attacks against an Initial Target with a Mass of 3 or more.



Some Units in the Alliance have special rules that are different to those found in the rulebook. Units that have one or more of these rules will have them detailed in their Unit profiles in this ORBAT. The rules common to the Alliance are listed here:

**COORDINATED SUPPORT:** This Model may add +2 to its Defence Action Dice Pool if it is within 10" of one or more other friendly Battle-Ready Models with the Flagship trait.

**FOR VALOUR!:** After this Unit uses a Valour effect (or has one cancelled by rules such as Fortunes of War), roll an Action Die. On an Exploding Hit, do not discard the card and instead return it to your hand. You cannot use this rule for Valour effects that do not directly involve this Unit. You may only roll once per card.

**HEAVY FIREPOWER:** Once per Activation, this Unit may make the following Valour Effect. When this Unit makes an Attack, up to three weapons may contribute their Lead value to the Action Dice Pool, rather than the normal single Lead weapon value. They still only have a single Lead weapon for Disorder purposes etc.

**MALINOIS STRIKE FIGHTERS:** SRS Tokens launched by Units with this rule may Scramble up to 10". Attack Runs by SRS Tokens from Units with this rule have the Hazardous and Piercing Qualities. This rule does not apply to FrelonLevant Bomber SRS Tokens.

**REINFORCED WATERLINE:** Attacks with the Submerged Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule. Attacks with the Piercing Quality ignore this rule.



**ALLIANCE****ALLIANCE WEAPON PROFILES FOR THIS LIST**

WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Gun Battery	3 (1)	5 (2)	-	Gunnery
	2 (1)	4 (1)	-	Gunnery
Heat Lance	9 (6)	7 (5)	5 (3)	Gunnery, Hazardous, Devastating
	7 (5)	5 (3)	3 (2)	Gunnery, Hazardous, Devastating
Heat Lancette	7 (4)	5 (3)	-	Gunnery, Hazardous, Devastating
	5 (3)	3 (2)	-	Gunnery, Hazardous, Devastating
Heavy Gun Battery	6 (3)	9 (4)	6 (3)	Gunnery
	4 (1)	6 (3)	4 (1)	Gunnery
Heavy Rocket Battery	9 (2)	9 (4)	9 (4)	Aerial
	6 (-)	6 (2)	6 (2)	Aerial
Heavy Rolling Broadside	6 (5)	3 (3)	-	Fusillade, Broadside, Sustained
	4 (4)	2 (2)	-	Fusillade, Broadside, Sustained
Magnetic Bombard	-	5 (3)	6 (4)	Aerial, Magnetic, Extreme Range
	-	3 (2)	5 (3)	Aerial, Magnetic, Extreme Range
Picket Broadside	3 (2)	-	-	Fusillade, Broadside, Sustained
	-	-	-	-
Rolling Broadside	4 (3)	-	-	Fusillade, Broadside, Sustained
	3 (3)	-	-	Fusillade, Broadside, Sustained
Torpedo Turret	5 (2)	5 (3)	5 (3)	Submerged, Torpedo, Extreme Range
	3 (-)	3 (2)	3 (2)	Submerged, Torpedo, Extreme Range



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

**BROADSIDE:** Actions with this Quality may be used multiple times in the same Activation – once in each Fire Arc specified. Furthermore, a weapon with this Quality must be the Lead weapon when Crossing the T. See Crossing the T ( p.19)

**DEVASTATING:** Actions made with this Quality treat all Exploding Hit rolls on its Action Dice as three Hits rather than the usual two.

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

**FUSILLADE:** Actions may re-roll Counter and Heavy Counter results provided the lead weapon in the Action is at Point Blank Range. This Quality has no effect on Aerial Units or Submerged Units unless this Action Dice Pool also has the relevant Aerial or Submerged Quality.

**GUNNERY:** Actions 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 action with this Quality, it gains a Level of Disorder in addition to any other effects.





ALLIANCE

## ALLIANCE WEAPON QUALITIES FOR THIS LIST

**SUBMERGED:** Actions with this Quality cannot usually be used against Aerial Units or Ground Units. The Initial Target may use Submerged Defences against Actions made from this Quality. Furthermore, Actions with the Submerged Quality ignore the Initial Target's Shield Generators.

**TORPEDO:** Actions 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 Actions from Torpedoes.



## THE GAME ROUND BREAKDOWN RULEBOOK PG: 14

PHASE	ACTIONS
1. INITIATIVE	<b>DETERMINE INITIATIVE</b>
	<b>DRAW VICTORY &amp; VALOUR CARDS</b>
2. ACTIVATION	OPERATIONS: <b>LAUNCH SRS TOKENS</b>
	OPERATIONS: <b>SPECIAL OPERATIONS</b>
	OPERATIONS: <b>RESERVES</b>
	<b>MOVEMENT</b>
	SHOOTING: <b>DECLARE TARGET</b>
	SHOOTING: <b>SHOOTING RESOLUTION</b>
	ASSAULT: <b>LAUNCH ASSAULT</b>
	ASSAULT: <b>ASSAULT RESOLUTION</b>
3. END	<b>REPAIR</b>
	<b>SRS RESOLUTION</b>
	<b>JURY RIGGED REPAIR</b>
	<b>CHECK VICTORY</b>
	<b>MAINTENANCE</b>

## VICTORY &amp; VALOUR CARD HAND SIZE RULEBOOK PG: 12

FORCE POINT LIMIT	HAND SIZE
749 OR LESS	<b>4 CARDS</b>
750 TO 1499	<b>5 CARDS</b>
1500 TO 1999	<b>6 CARDS</b>
EVERY ADDITIONAL 1000 POINTS	<b>+1 CARDS</b>

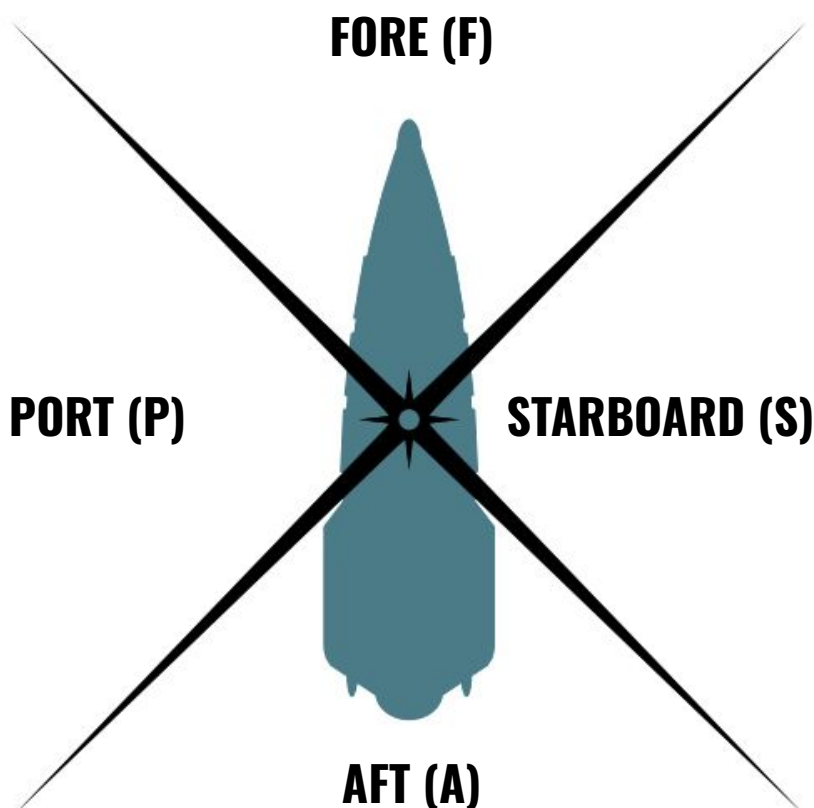




## ASSAULT RESULT TABLE RULEBOOK PG: 25

RESULT	ASSAULT OUTCOME
3+ Counters	<b>Counter Assault:</b> The Assaulting Model suffers a Point of Damage and a Disorder Condition.
Draw or 1 to 2 Counters	<b>Driven Back:</b> Both Models suffer a Disorder Condition.
1 to 3 Hits	<b>Havoc:</b> The Target receives a Point of Damage and a Disorder Condition.
4 to 5 Hits	<b>Brutal:</b> The Target receives a Critical Damage roll, a Point of Damage and a Disorder Condition.
6 to 7 Hits	<b>Catastrophic:</b> The Target receives a Critical Damage roll and a Catastrophic Explosion.
8+ Hits	<b>Carnage:</b> The Target receives a Critical Damage roll and two Catastrophic Explosions.

## FIRE ARCS &amp; RANGE BANDS RULEBOOK PG: 9



POINT BLANK	<b>0" - 10"</b>
CLOSING	<b>10" - 20"</b>
LONG	<b>20" - 30"</b>



ALLIANCE

## QUICK REFERENCE: ATTRIBUTES, DICE & TOKENS

### VESSEL ATTRIBUTES RULEBOOK PG: 6

<b>M</b>	MASS	RULEBOOK PG: 7
<b>S</b>	SPEED	RULEBOOK PG: 7, 18
<b>T</b>	TURN LIMIT	RULEBOOK PG: 7
<b>A</b>	ARMOUR	RULEBOOK PG: 6
<b>C</b>	CITADEL	RULEBOOK PG: 6
<b>ADV</b>	AERIAL DEFENCE VALUE	RULEBOOK PG: 23
<b>SDV</b>	SUBMERGED DEFENCE VALUE	RULEBOOK PG: 23
<b>F</b>	FRAY	RULEBOOK PG: 7
<b>H</b>	HULL	RULEBOOK PG: 7

### ACTION DICE

**1**



**EXPLODING HIT**

**4**



**HEAVY COUNTER**

**2**



**HEAVY HIT**

**5**



**COUNTER**

**3**



**HIT**

**6**



**BLANK**

### DISORDER CONDITIONS



**HAZARD**



**EMERGENCY**



**CHAOS &  
DISARRAY**





**CRITICAL DAMAGE MASS 1 MODELS:** A Model with a Mass of 1 is immediately destroyed should an Attack against it cause a number of Hits equal to or greater than its Citadel Attribute.

**CATASTROPHIC EXPLOSION:** Should the number of Hits of an Attack be enough to double (or more) the value of its Citadel, in addition to Critical Damage caused by the Attack, affected Model suffers a Catastrophic Explosion. A Model suffering a Catastrophic Explosion receives two points of Damage and a Level of Disorder. It is possible for a Model to suffer from multiple Catastrophic Explosions as the Attack may also generate duplicate Critical Damage Markers. See Levels of Disorder (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 Activation 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.

**SHREDDED DEFENCES:** The Model receives a Shredded Defences Critical Damage Marker. While a Model has this Marker, it has a Defence Attribute (ADV and SDV) of zero. The Defence Attribute cannot be changed from zero while it has the Shredded Defences Critical Damage Marker.

**STURGINIUM FLARE:** The Model receives the Sturgium Flare Critical Damage Marker. Resolve any collisions before continuing the Activation. This Model suffers a Point of Damage and moves a number of inches equal to their Mass directly forward. Any Tokens in base contact with this Model are Replaced to remain in base contact. This unexpected movement may move the Model outside of declared weapon's Fire Arcs and cause them to automatically miss. 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 and a Disorder Condition. While a Model has this Marker, it receives -2 to its Citadel and Speed Attributes.

**MAGAZINE EXPLOSION:** This Model and all other Models within 4" 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 and a Level of Disorder. While it has the Marker, any effects from the Model's Generators are ignored. If the Model does not have a Generator, it receives an additional Level of Disorder. See your Faction's ORBAT for details on Generators.