



COMMONWEALTH

QUICK START FORCE LIST



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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



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COMMONWEALTH

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 COMMONWEALTH list you will need COMMONWEALTH half of the Hunt For The Prometheus 2 Player Starter 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





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.

Hunt for the Prometheus: Commonwealth Half

VESSEL	QUANTITY	POINTS EACH	TOTALS
Borodino Battleship	1	261	261
★ UPGRADE: Tri Railguns	3	5	15
Norilsk Heavy Cruiser	5	121	605
★ UPGRADE: Tri Railguns	10	5	50
Rurik Frigate	5	27	135
Rurik Frigate	5	27	135

SET TOTAL: 663

FLEET TOTAL: 1196



Most of your ships have Tri-Railguns. These allow you to deal Critical Damage more easily so it may be worth not combining all your weapons for Supporting Fire to get the most out of them.

The Borodino Battleship's Cryo-Generator has the potential to create icebergs! Great for forcing your opponents ships where they don't want to be.

Your ships are comparatively tough, thanks to the Ablative Armour Special Rule. Don't be afraid of getting into a firefight.

The Borodino and Norilsk have the Hammer Sweep Special Rule. Time for ramming speed!

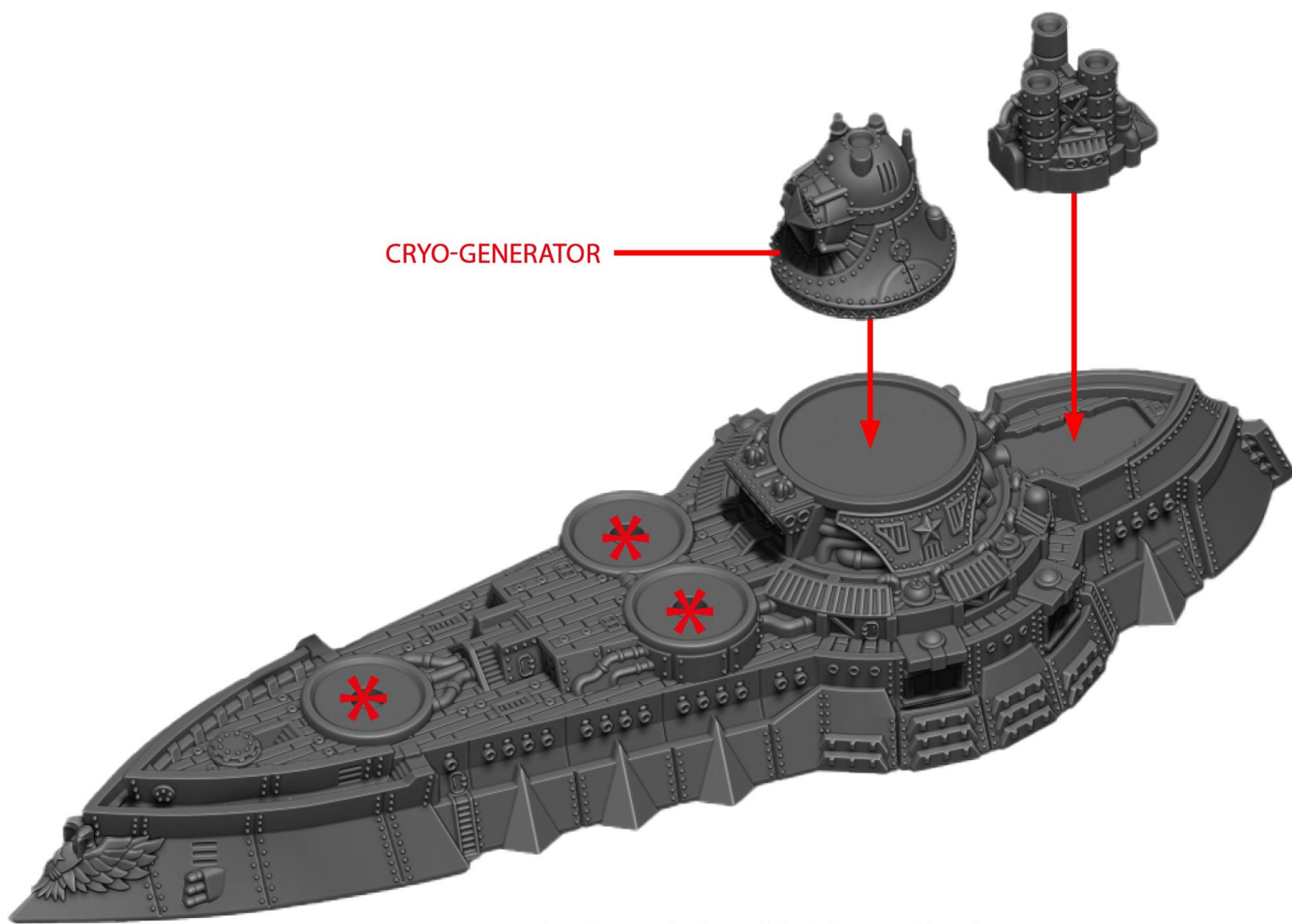
A top-down view of a workspace for building Star Wars model kits. In the upper left, there are two bottles of glue, one labeled 'SUPER GLUE' and another 'ARABIAN SUPER GLUE'. To their right is a blue and yellow glue dispenser. Further right are a pair of red-handled pliers and a pair of silver-handled pliers. The central area is filled with a large, intricate metal sprue containing numerous small, detailed parts, including what appear to be armor pieces, weapons, and vehicle components. Several large, circular, textured pieces, possibly for helmets or shields, are also visible. In the foreground, a pair of long-handled pliers is positioned diagonally. The entire scene is set against a dark, textured background.

LET'S BUILD THE FLEET



COMMONWEALTH

BUILD 1 X BORODINO BATTLESHIP WITH TRI RAILGUNS



* TRI-RAILGUN

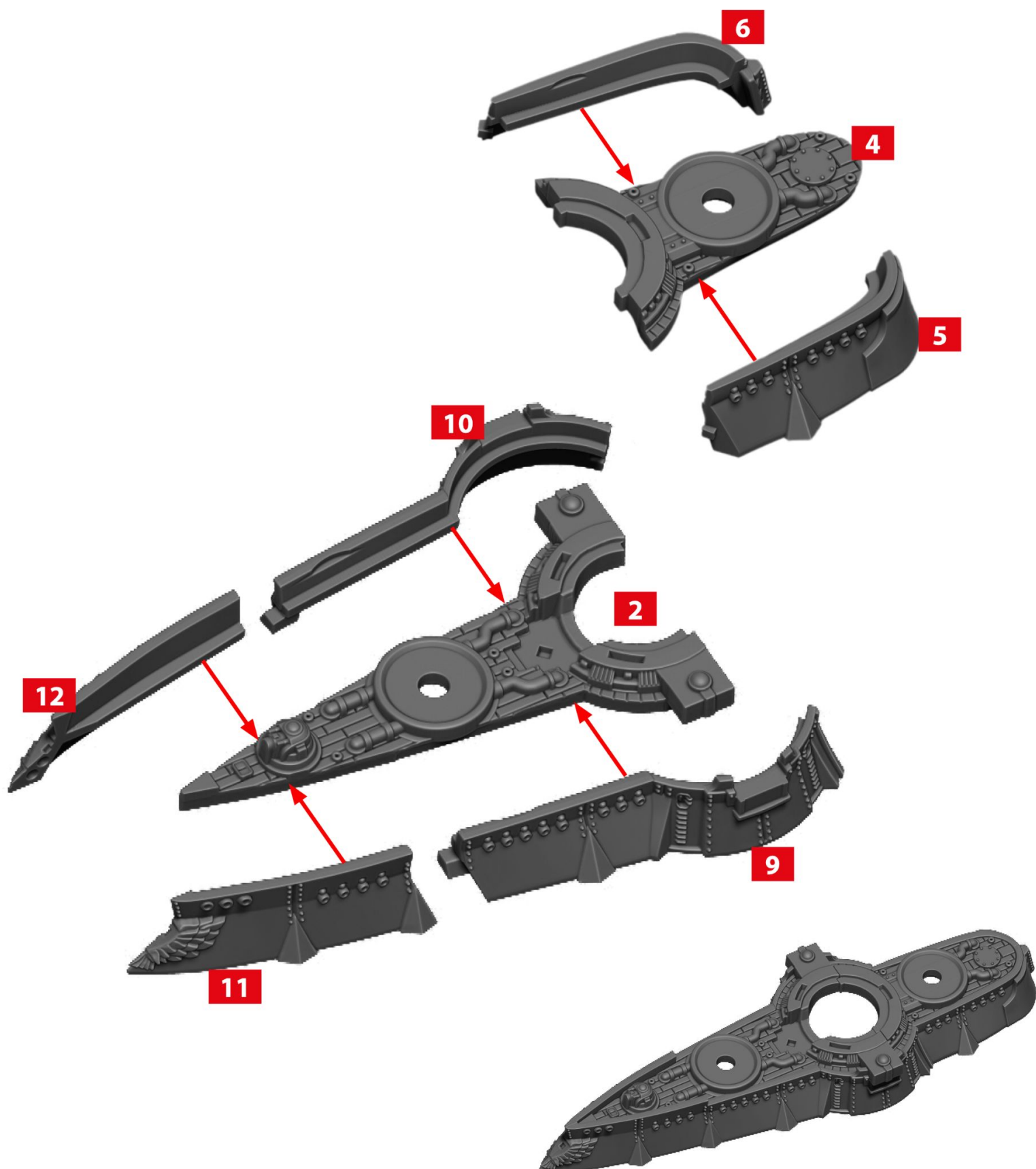


25-27



COMMONWEALTH

BUILD 5 X NORILSK HEAVY CRUISERS WITH TRI RAILGUNS - STAGE 1

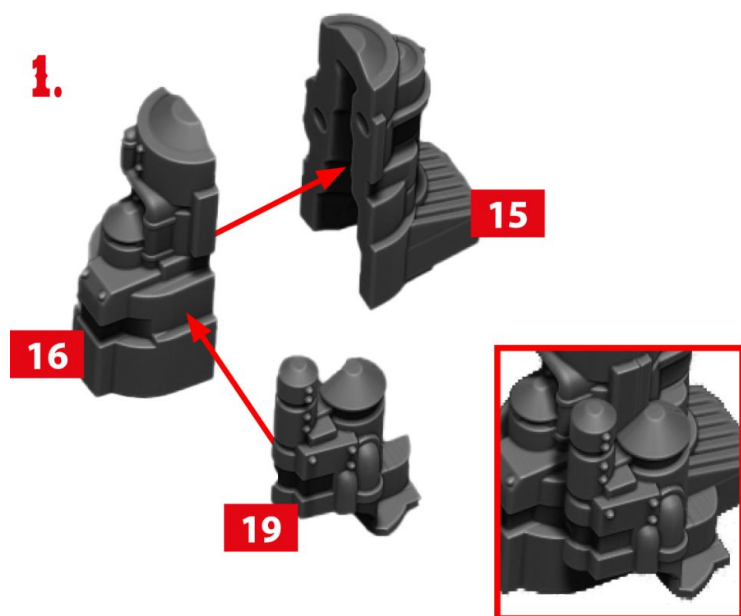




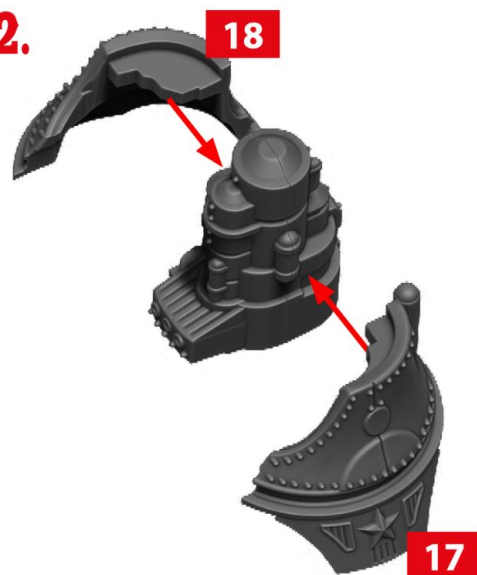
COMMONWEALTH

BUILD 5 X NORILSK HEAVY CRUISERS WITH TRI RAILGUNS - STAGE 2

1.



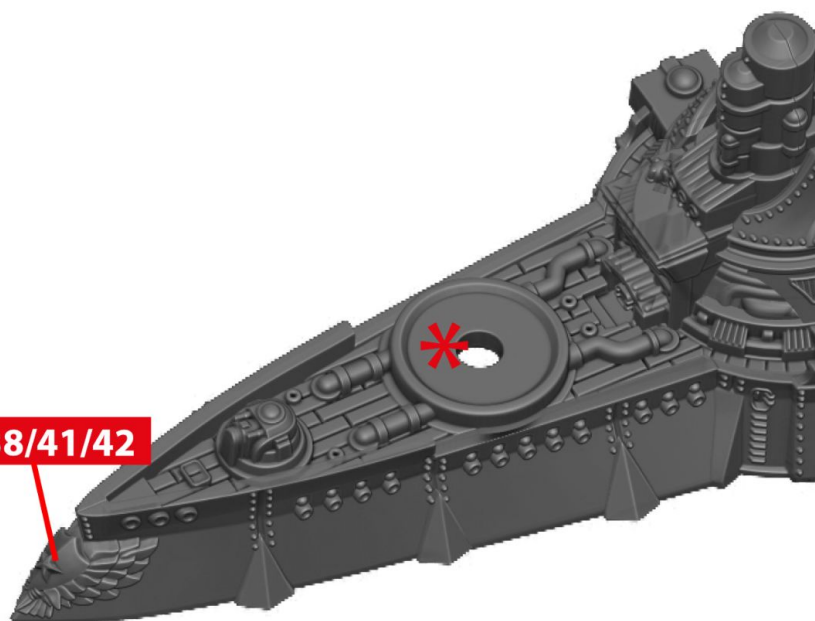
2.



3.



37/38/41/42



* TRI-
RAILGUN

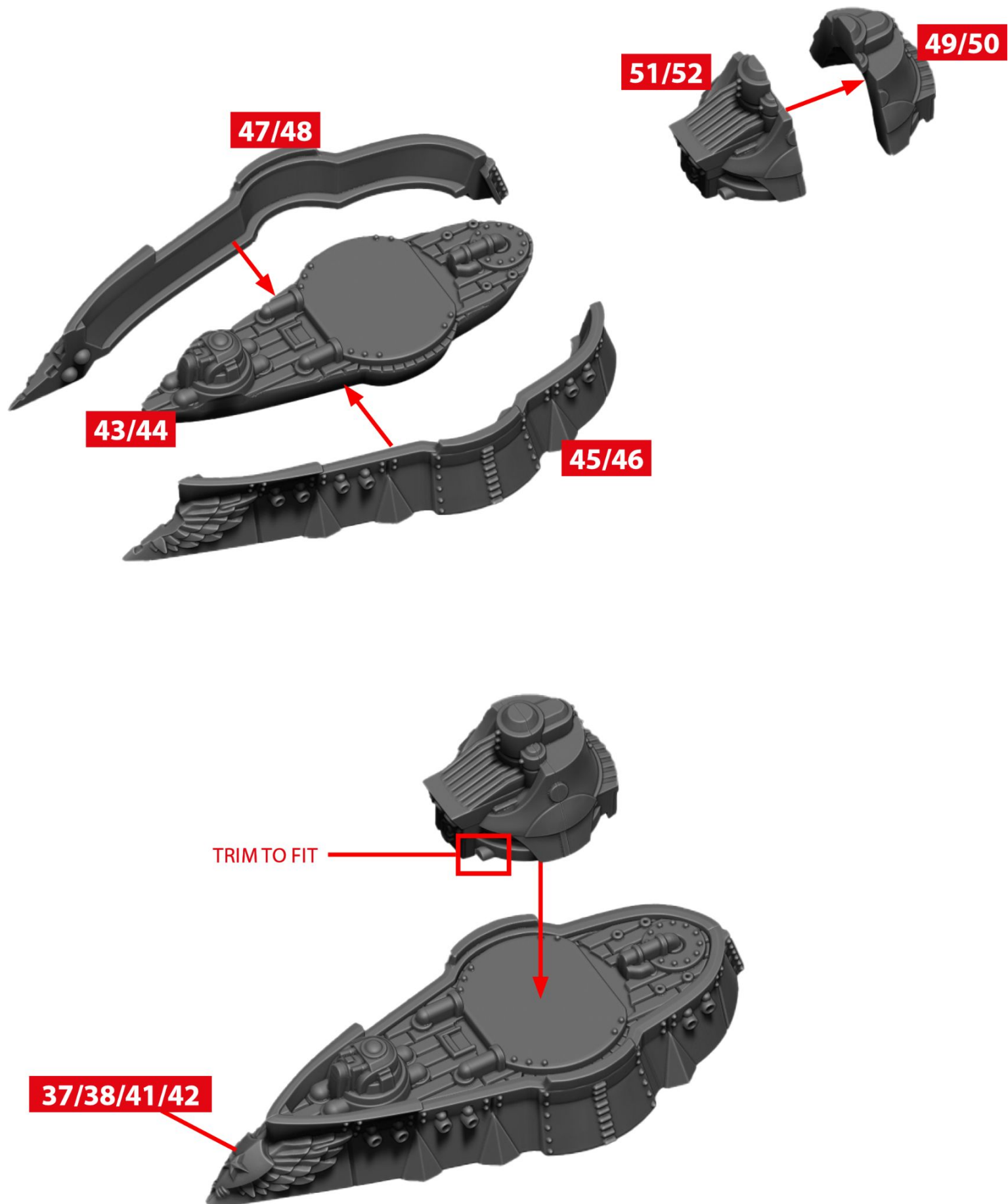


25-27



COMMONWEALTH

BUILD 10 X RURIK FRIGATES





VESSEL ATTRIBUTES & SPECIAL RULES



BORODINO BATTLESHIP

261 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	3	5	3	8	16	6	5	14	8
CRIPPLED	3	3	2	8	14	4	3	13	4

Well designed so that a Borodino can be repaired and maintained by her own crew even after sustaining considerable damage, these battleships are the rugged mainstay of the White Navy.

UNIT COMPOSITION

1 Borodino Battleship

WEAPONS

Heavy Gun Battery – F/P/S

Heavy Gun Battery – F/P

Heavy Gun Battery – F/S

Heavy Broadside – P & S

Heavy Torpedo Salvo - F

TRAITS

Commonwealth

Russian

Surface Unit

Battleship

Borodino Class

Flagship

SPECIAL RULES

Ablative Armour

Cryo Generator

Cryo-Capacitors

Hammer Sweep

Heavy Firepower

Quantity is a Quality

OPTIONS:

The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per Model.

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

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

CRYO GENERATOR: This Unit is equipped with a Cryo Generator. It may not be upgraded or replaced.

CRYO-CAPACITORS: This Unit has the Sustained Quality to any Cryogenic Blast it makes.

NORILSK HEAVY CRUISER

121 PTS



	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	2	7	5	6	12	5	4	9	5
CRIPPLED	2	5	4	6	10	3	2	8	4

Powerful and dependable, Norilsk class Heavy Cruisers have been present at almost every major victory for the Commonwealth since they first entered service over two decades ago. Named for the region that provides huge mineral wealth to the Commonwealth decades ahead of schedule, thanks to the Troika's advanced detection and extraction advances.

UNIT COMPOSITION

1 Norilsk Heavy Cruiser

WEAPONS

Seismic Mortar – F/P/S

Heavy Gun Battery – F/P/S

Heavy Gun Battery – A/P/S

Heavy Broadside – P&S

TRAITS

Commonwealth

Russian

Surface Unit

Heavy Cruiser

Norilsk Class

OPTIONS:

Any Model in the Unit may replace its Seismic Mortar weapon with a Gun Battery for free or a Rocket Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Seismic Mortar it replaces. The points cost indicated is per weapon.

Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts or a Tri-Railgun for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per Model.

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

FOCUSED GUNNERY: A single Attack with the Gunnery Quality by this Unit each Activation receives +2 Action Dice.

SPECIAL RULES

Ablative Armour

Focused Gunnery

Hammer Sweep

Quantity is a Quality

SQUADRON

This Unit may include up to two additional Models at a cost of +121pts per Model.

RURIK FRIGATE

81 PTS



	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	1	11	6	5	12	2	2	5	3

The influence of Admiral Andrei Popov's design philosophy can be seen in the wide body of the Rurik frigates. This broader beam allows for a shallower draught enabling squadrons to unexpectedly come inland by using rivers and other waterways.

UNIT COMPOSITION

3 Rurik Frigates

WEAPONS

Seismic Mortar – F/P/S

Light Broadside – P&S

TRAITS

Commonwealth

Russian

Surface Unit

Frigate

Rurik Class

SPECIAL RULES

Ablative Armour

Quantity is a Quality

Shallow Draught

SQUADRON

Unless using the Attached Unit rule, this Unit may include up to three additional Models at a cost of +27pts per Model.

OPTIONS:

Any Model in the Unit may replace its Seismic Mortar weapon with a Gun Battery for free or a Rocket Battery or Rail Gun for +5pts. The replacement weapon retains the Fire Arcs of the Seismic Mortar it replaces. The points cost indicated is per weapon.

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

ATTACHED UNIT (RUSSIAN, FLAGSHIP): 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.



Some Units in the Commonwealth 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 Commonwealth are listed here:

ABLATIVE ARMOUR: Remove an Action die from the Attack Dice Pool for each weapon with the Gunnery or Fusillade Quality that Supports an attack against this Unit. Attacks with Rail or Piercing Quality ignore this rule.

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.

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.

KOMETA RAILGUNS: Attack Runs by SRS Tokens from Units with this rule have the Rail Quality and Piercing Qualities.



QUANTITY IS A QUALITY: If this Unit is destroyed award Victory Points and complete any Victory Conditions as normal. Then roll an Action dice. On an Explosive Hit, a Kutzov Unit or Rurik Unit (of the Player's choice) is placed in Reserve. This new Unit is given no upgrades or additional Models. If it is subsequently destroyed, it can award Victory Points as normal.

CRYO GENERATOR: This Generator may be used in the Shooting Phase to fire a Cryogenic Blast at a Target Model with a 360 degree Fire Arc. Alternatively, 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 25" of this Model. On a Hit or Heavy Hit, place a 1" Mass 1 Iceberg Obstacle within 20" of this Model. On a Counter or Heavy Counter place a 1" Mass 1 Iceberg Obstacle within 15" of this Model. On a Blank, no Iceberg forms. Iceberg Obstacles may not be placed within 5" of another Model.



WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Cryogenic Blast	8 (-)	8 (-)	-	Blast, Hazardous, Devastating
	-	-	-	-
Heavy Broadside	10 (5)	6 (3)	-	Broadside, Fusillade
	6 (3)	4 (2)	-	Broadside, Fusillade
Heavy Torpedo Salvo	12 (4)	12 (7)	11 (6)	Submerged, Torpedo, Extreme Range
	8 (-)	8 (5)	7 (5)	Submerged, Torpedo, Extreme Range
Light Broadside	4 (3)	-	-	Broadside, Fusillade
	3 (2)	-	-	Broadside, Fusillade
Seismic Mortar	-	4 (2)	4 (2)	Sonic, See Below:
	-	3 (2)	3 (2)	Sonic, See Below:
<p>This weapon launches explosive canisters in a parabolic arc to land near their target and rapidly sink through the water. The Mohorovicic Seismic Mortar's explosive charge detonates at a preselected depth by means of a hydrostatic valve sending shock waves designed to rupture the target's hull plates, joints, instrumentation, and crew. As a Valour Effect this weapon gains the Devastating Quality. (see page 12 of the Rulebook for Valour Effects)</p>				
Tri-Railgun	8 (3)	8 (3)	8 (3)	Rail, Gunnery, Extreme Range
	5 (2)	5 (2)	5 (2)	Rail, Gunnery, Extreme Range



BLAST: This Action uses the Blast Template. The centre point of the template must be placed over any part of the Initial Target. Resolve the Action against the Initial Target as normal. The resulting Hits are applied to the Initial Target and to all Models touched by the template automatically without further modification (Hits are applied to any Friendly Models but exclude the Attacking Model). Models that have their Line of Sight to the Attacker completely blocked can still be Hit by the blast.

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.

RAIL: The Citadel of the Initial Target receives a -2 against Attacks with this Quality. When making an Attack against Models with the Skimming Unit or Aerial Unit Positional Traits, the Attack Dice Pool gains receives +1 Action Dice. When making an Attack against Models with the Submerged Unit Positional Trait, the Attack Dice Pool gains receives -1 Action Dice.

SONIC: Should the Initial Target suffer one or more points of damage from an Action with this Quality, it additionally receives a Disorder Condition. Actions with this Quality ignore the Obscured rule and Shield Generators.

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	DETERMINE INITIATIVE
	DRAW VICTORY & VALOUR CARDS
2. ACTIVATION	OPERATIONS: LAUNCH SRS TOKENS
	OPERATIONS: SPECIAL OPERATIONS
	OPERATIONS: RESERVES
	MOVEMENT
	SHOOTING: DECLARE TARGET
	SHOOTING: SHOOTING RESOLUTION
	ASSAULT: LAUNCH ASSAULT
	ASSAULT: ASSAULT RESOLUTION
3. END	REPAIR
	SRS RESOLUTION
	JURY RIGGED REPAIR
	CHECK VICTORY
	MAINTENANCE

VICTORY & VALOUR CARD HAND SIZE RULEBOOK PG: 12

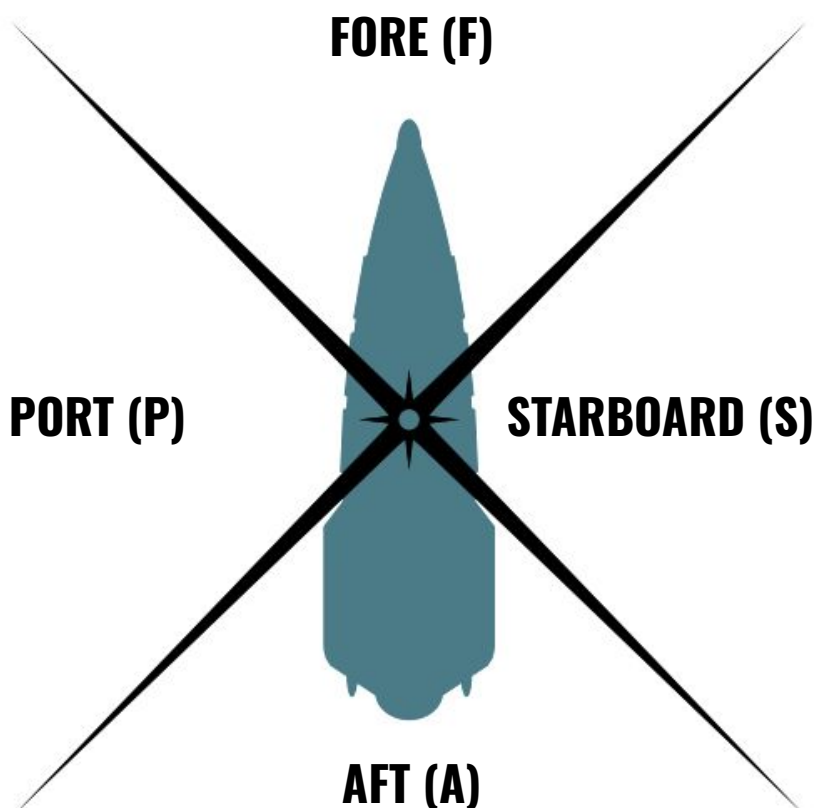
FORCE POINT LIMIT	HAND SIZE
749 OR LESS	4 CARDS
750 TO 1499	5 CARDS
1500 TO 1999	6 CARDS
EVERY ADDITIONAL 1000 POINTS	+1 CARDS



ASSAULT RESULT TABLE RULEBOOK PG: 25

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

FIRE ARCS & RANGE BANDS RULEBOOK PG: 9



POINT BLANK	0" - 10"
CLOSING	10" - 20"
LONG	20" - 30"



VESSEL ATTRIBUTES RULEBOOK PG: 6

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