WARCRADLE STUDIOS

DYSTOPIAN WARS

OnTableTop

GLORY

CROWN
QUICK START FORCE LIST

V0.2/RB3.03/ORBAT3.02

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

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 CROWN list you will need CROWN half of the Sturginium Skys 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.

Sturginium Skies Starter: Crown Half

VESSEL	QUANTITY	POINTS EACH	TOTALS
Toronto Control Cruiser	2	150	300
Newfoundland Attack Cruiser	1	120	120
Orca Hunter Submarine	6	33	198
Prydain War Rotor	3	120	360
Saxon Scout Rotor	6	40	240

SET TOTAL: 1218

FLEET TOTAL: 1218

You've got a lot of Flying Units so be prepared to dominate the skies. This will allow you to soar over islands and enemy models making your positioning a good deal easier.

Don't forget your Royal Engineers. The ability to add Blanks to your Repair rolls should give you the edge in keeping Critical Damage and Disorder Conditions off your vessels. That's not to mention the extra dice they'll give you in attack.

Combine the above with your Lionhearted Crew Rule. That will allow you to use weapons in their Battle Ready state even if the vessel is Crippled, giving you a huge late game advantage. Just make sure to use the Royal Engineers to keep your disorder at minimum.
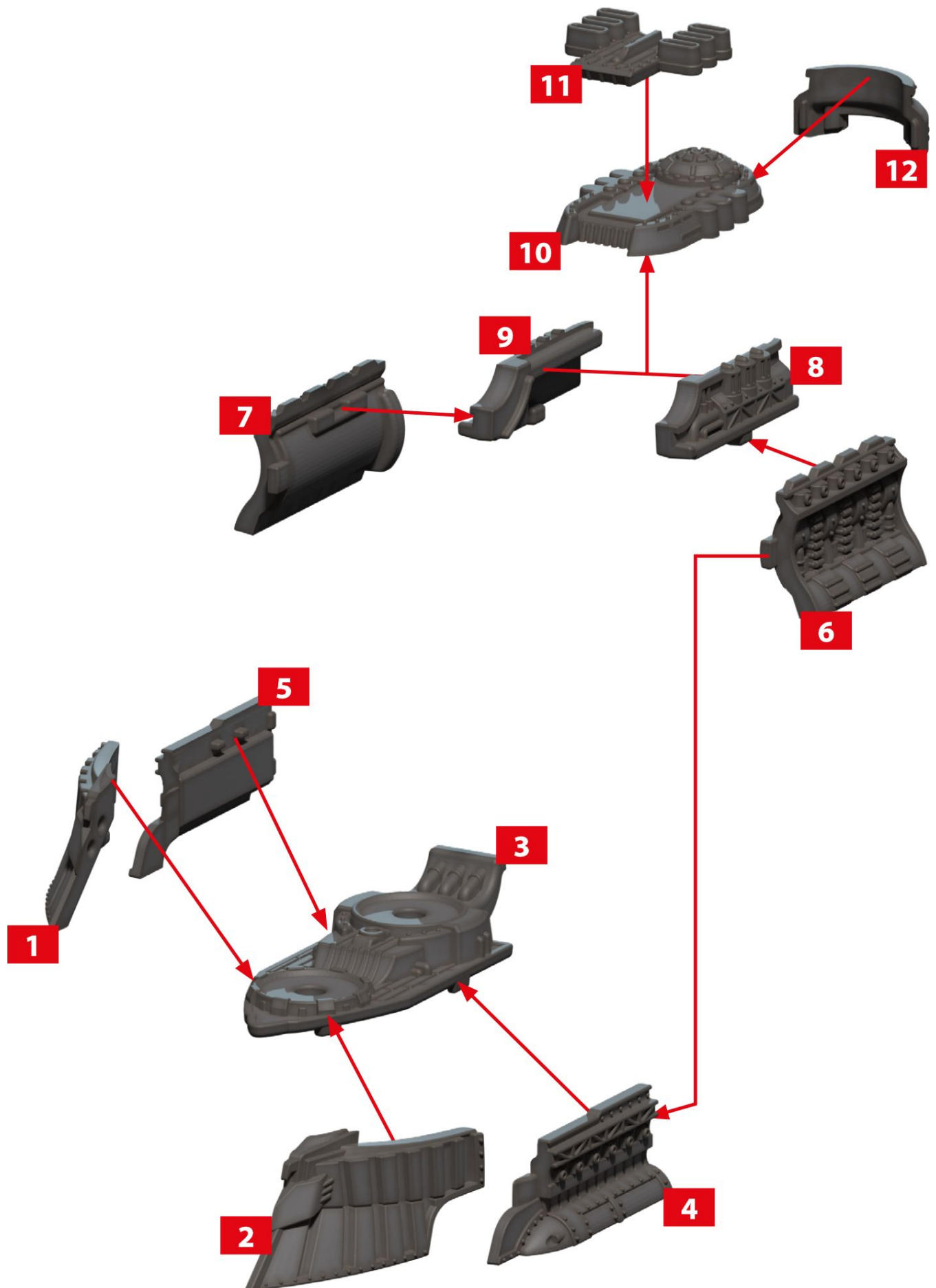
LET'S BUILD THE FLEET

CROWN
GLORY

CROWN

40-42

20

26

19

14

25

13

HEAVY
ROCKET
BATTERY

*

34/35

CROWN
GLORY

11

12

10

9

7

8

6

5

3

1

2

4

CROWN

GLORY

24

28

16

23

27

13
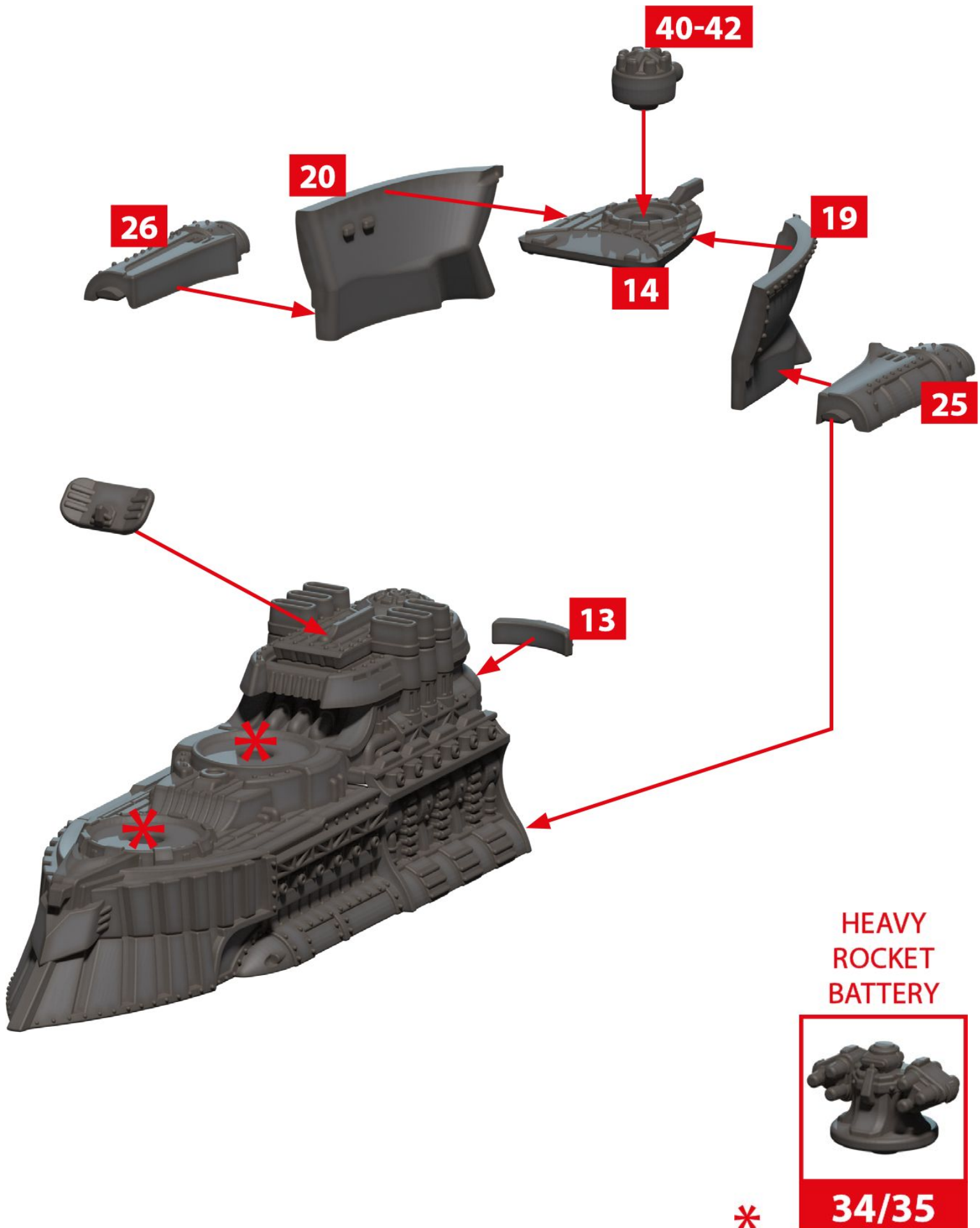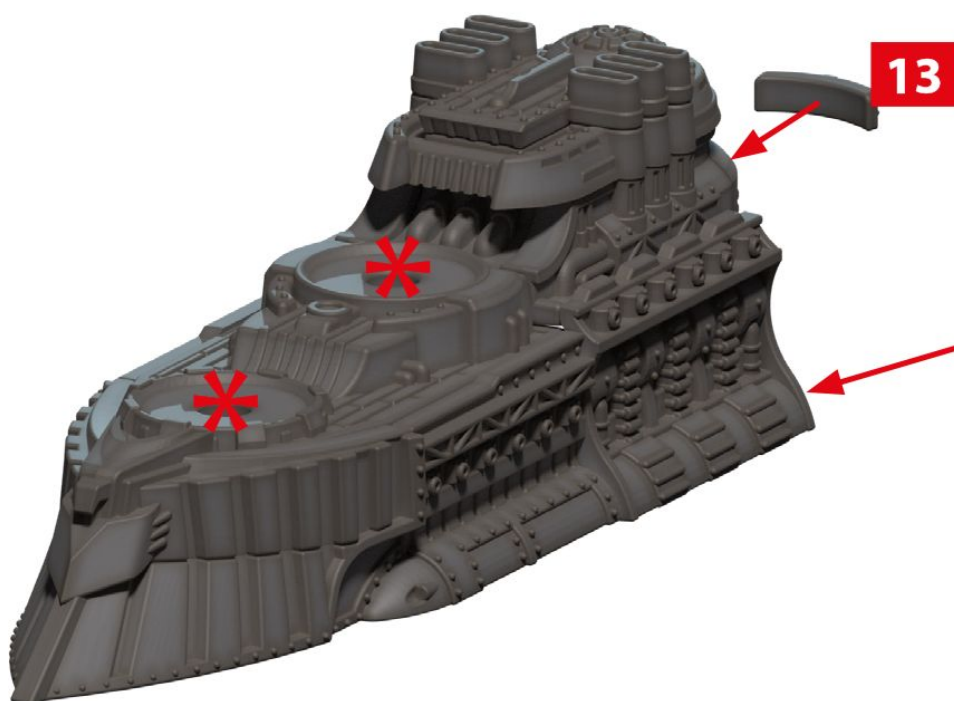
HEAVY ROCKET BATTERY	HEAVY GUN BATTERY	HEAVY TORPEDO TURRET
34/35	**36/37**	**38/39**

* ALL TURRETS ARE INTERCHANGEABLE

31/32

29/30

23

24

21

22

19

20

2

13

15

17

16

18

14
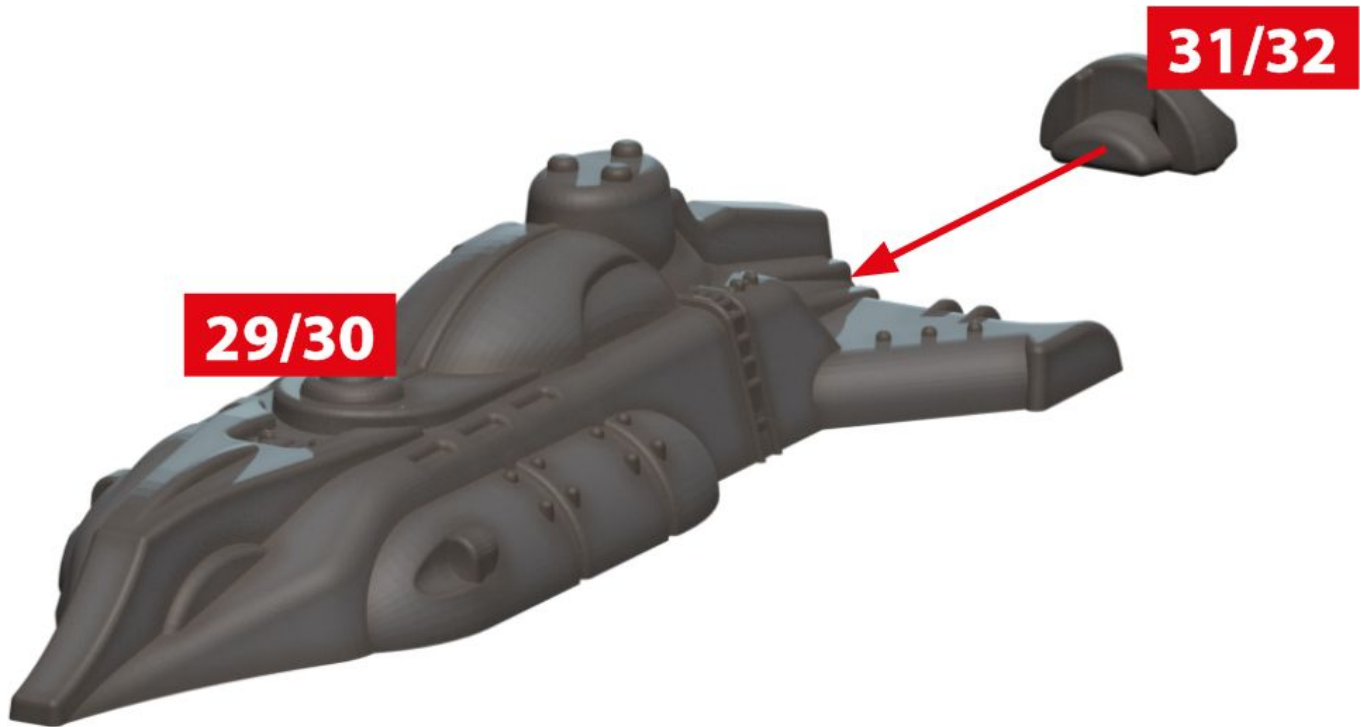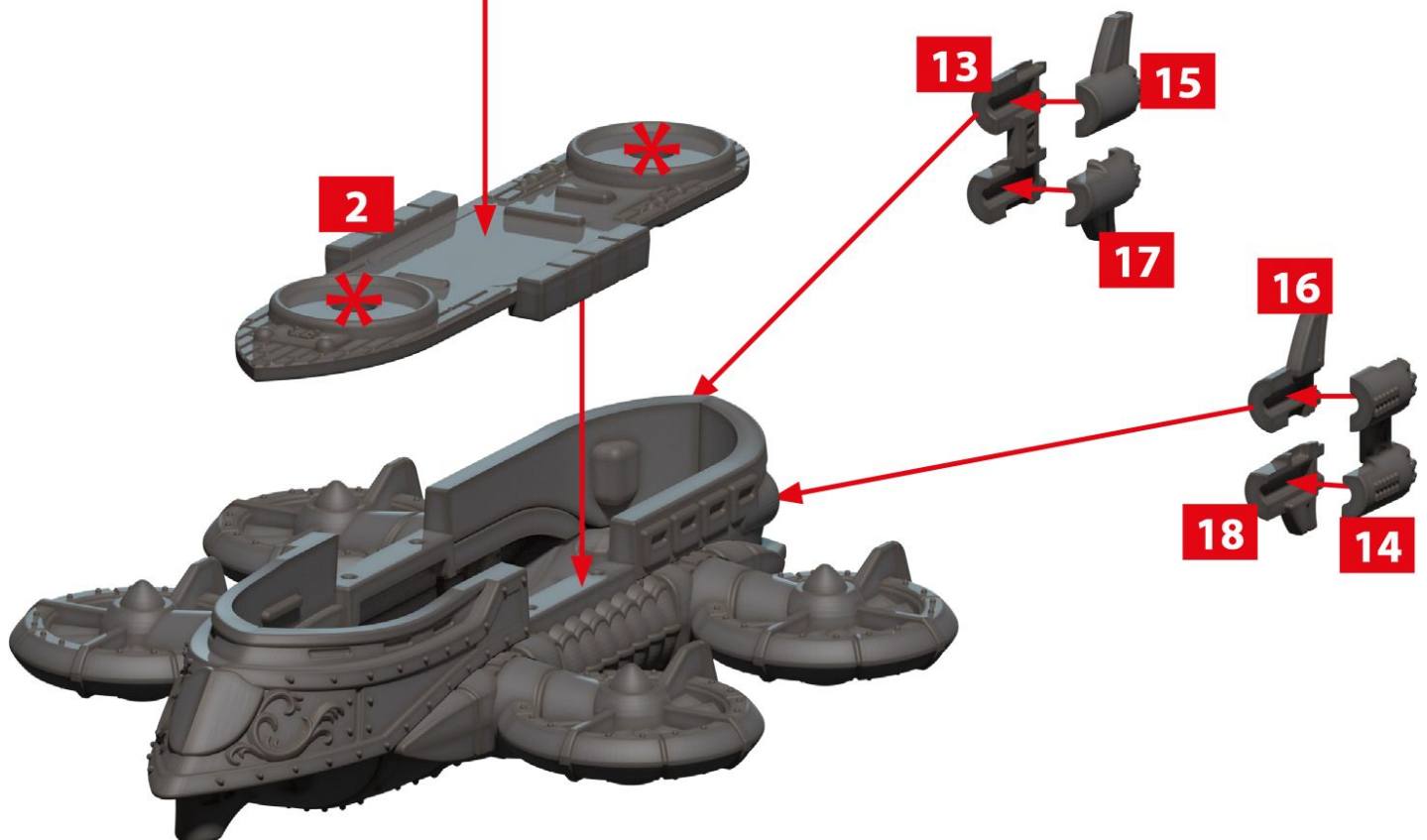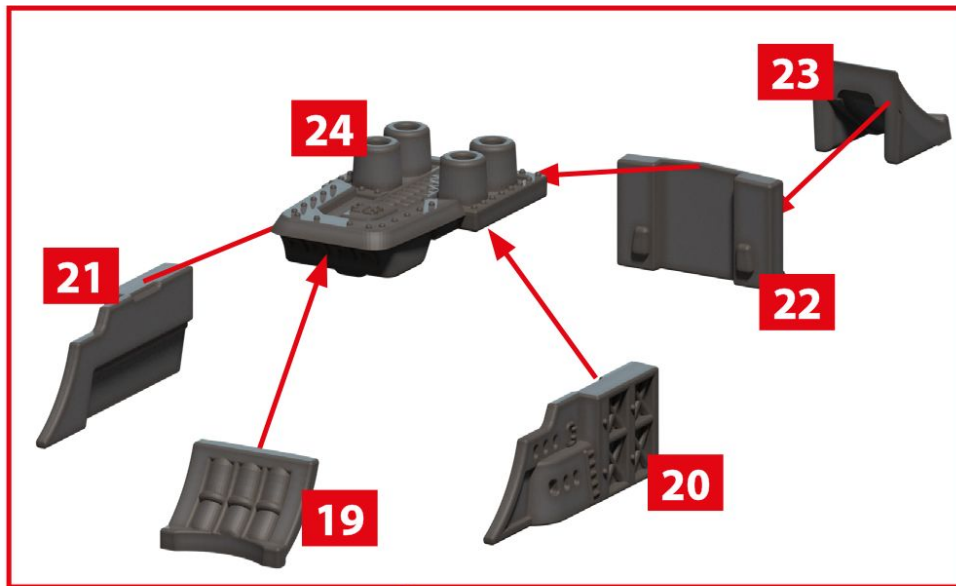
HEAVY
GUN
BATTERY

HEAVY
ROCKET
BATTERY

39/40

41/42

✱ ALL TURRETS ARE INTERCHANGEABLE

CROWN

35-38

27/28

45/46

26/44

25/43
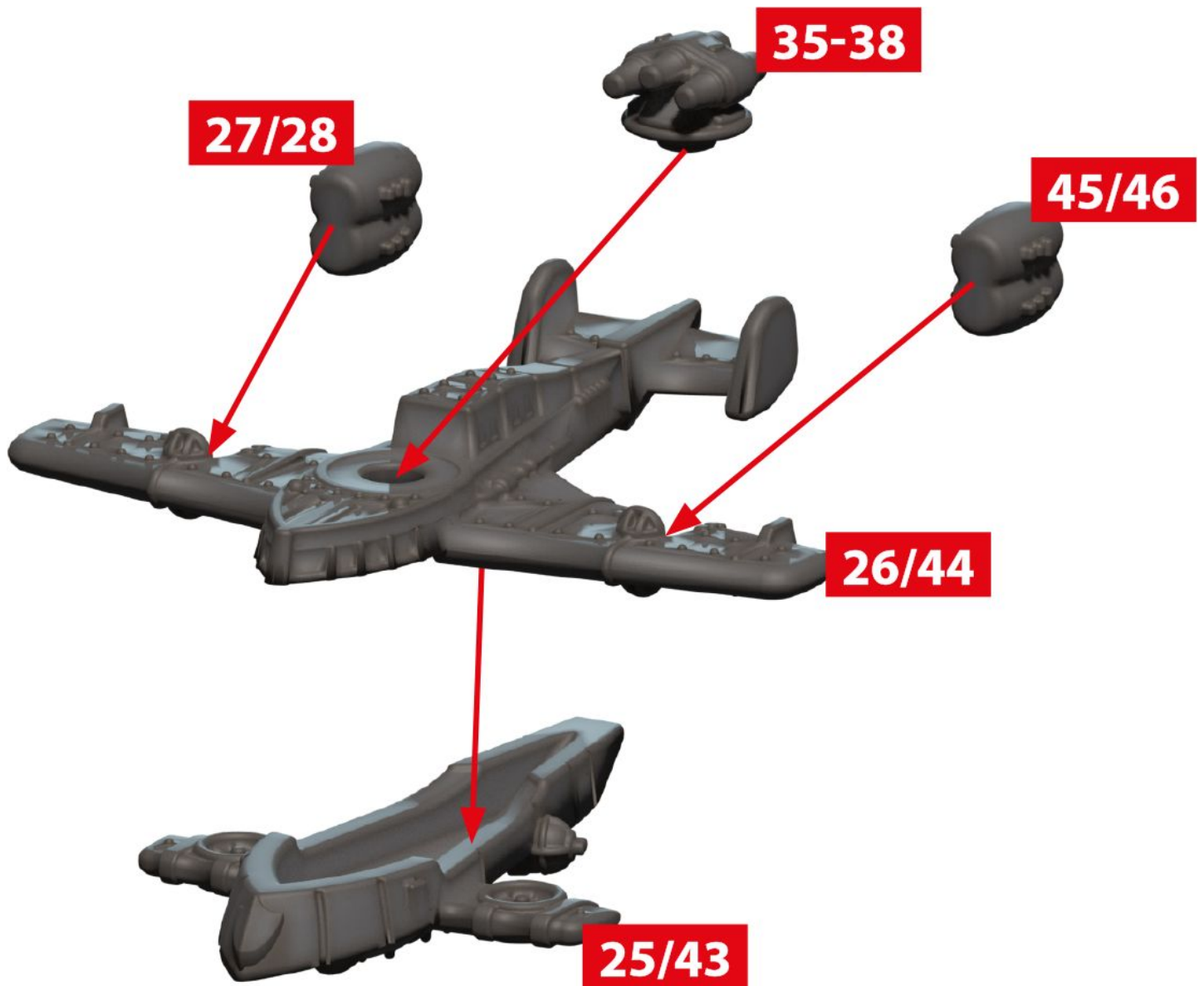
VESSEL ATTRIBUTES & SPECIAL RULES

TORONTO CONTROL CRUISER   300 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	2	7	4	6	12	4	4	8	5
CRIPPLED	2	5	3	6	11	3	4	8	4

Built on the Newfoundland hull design and outfitted to support fleet operations, the Toronto class Control Cruisers have a vital role in coordinating Canada's defences. The installation of a McGill radar array above the bridge provides an impressive fire control suite.

UNIT COMPOSITION
2 Toronto Control Cruisers

WEAPONS
Heavy Rocket Battery – F/P/S
Heavy Rocket Battery – F/P/S
Broadside – P&S
Torpedo Salvo - F

TRAITS
Crown
Canadian
Surface Unit
Control Cruiser
Toronto Class
Flagship

SPECIAL RULES
Ablative Prow Armour
Anti-Air Specialist
Fortunes of War
Guardian Generator (1)
Lionhearted Crew
Loyal She Began; Thus She Remains
Royal Engineers

OPTIONS:
The Unit may take up to two Escort Tokens for +8pts each.

Any Model may alter their cost by -10 points and replace a single Heavy Rocket Battery weapon with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident Generator.

ANTI-AIR SPECIALIST: This Unit can choose not to count Aerial Units as being a Range Band further away (see Rulebook p.1 - Aerial Units). Instead, this Unit's Attacks against Targets with the Aerial Unit Trait may be measured using the actual Range Band indicated for distance. Attacks with the Aerial Quality against Aerial Units gain the Homing Quality.

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.

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

NEWFOUNDLAND ATTACK CRUISER

120 PTS

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

The mainstay of the Canadian fleet, these impressive warships are the stalwart frontline in the Crown's defence against Union expansionist ambitions.

UNIT COMPOSITION
1 Newfoundland Attack Cruiser

WEAPONS
Heavy Gun Battery – F/P/S
Heavy Gun Battery – F/P/S
Broadside – P&S
Torpedo Salvo - F

TRAITS
Crown
Canadian
Surface Unit
Attack Cruiser
Newfoundland Class

SPECIAL RULES
Ablative Prow Armour
Guardian Generator (1)
Lionhearted Crew
Loyal She Began; Thus She Remains
Royal Engineers

SQUADRON
This Unit may include up to two additional models at a cost of +120pts per Model.

OPTIONS:
Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for free or a Heavy Torpedo Turret for +3pts. 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, Guardian (2), Magnetic, Shroud or Trident Generator.

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

ORCA HUNTER SUBMARINE   66 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	1	8	6	5	10	1	2	3	3

Often the threats to Canada can be deterred or even destroyed long before they engage more visible elements of the Crown battlefleets. Orca Hunter Submarines are silent pack hunters

UNIT COMPOSITION
2 Orca Hunter Submarines

WEAPONS
Torpedo Salvo – F

TRAITS
Crown
Canadian
Submerged Unit
Hunter Submarine
Orca Class

SPECIAL RULES
Attached Unit
Lionhearted Crew
Loyal She Began; Thus She Remains
Pack Hunter
Royal Engineers

SQUADRON
Unless using the Attached Unit rule, this Unit may include up to four additional models at a cost of +33pts per Model.

ATTACHED UNIT (CANADIAN, 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.

PACK HUNTER: This rule applies while the Unit numbers three or more Models. The Unit gains and additional +2 to its Attack and Assault Action Dice Pools provided at least three models in the Unit contribute to that Dice Pool.

PRYDAIN WAR ROTOR   120 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	2	8	7	6	12	5	0	6	4
CRIPPLED	2	7	6	6	11	4	0	5	3

Tough and reliable airships, the Prydain has served the Crown for two decades, replacing the Glaisher class war balloons after the debacle during the Rout at Mboto Gorge. Despite their age the Prydain still prove to be more than a match for the latest aeronautic vessels of the other Great Powers.

UNIT COMPOSITION
1 Prydain War Rotor

WEAPONS
Heavy Rocket Battery – F/P/S
Heavy Rocket Battery – A/P/S
Torpedo Salvo – F
Bananach Phosphor Bombs - A

TRAITS
Crown
British
Aerial Unit
War Rotor
Prydain Class

SPECIAL RULES
Agile
Cloud Hunting
Guardian Generator (1)
Keep Calm and Carry On
Lionhearted Crew
Royal Engineers

SQUADRON
This Unit may include up to two additional models at a cost of +120pts per Model.

OPTIONS:
Any Model in the Unit may replace any Heavy Rocket Battery weapon with a Heavy Gun Battery for free or a Heavy Torpedo Turret for +3pts. replacement weapon retains the Fire Arcs of the Heavy Rocket Battery it replaces.

Any Model may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Guardian (2), Magnetic, Shroud or Trident 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.

CLOUD HUNTING: Once per Activation, this Unit gains +3 to its Attack Action Dice Pool if the Initial target is an Aerial Unit.

GUARDIAN GENERATOR (1): This Unit is equipped with a Guardian Generator. It may not be upgraded or replaced.

SAXON SCOUT ROTOR

40 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	1	12	9	4	10	4	0	4	3

Often deployed in support of Tianlong Draconic Colossi, the Gong is a capable vessel with batteries of rocket launchers. These potent weapons rain a storm of explosive warheads on a target, all the more deadly when followed by the attack of an accompanying dragon...

UNIT COMPOSITION
2 Saxon Scout Rotors

WEAPONS
Light Torpedo Salvo – F
Rocket Battery – 360

TRAITS
Crown
British
Aerial Unit
Scout Rotor
Saxon Class

SPECIAL RULES
Agile
Keep Calm and Carry On
Linear Dash
Lionhearted Crew
Royal Engineers
Skyfire
Vanguard

SQUADRON
This Unit may include up to four additional models at a cost of +40pts 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.

LINEAR DASH: This Unit gains +2 Speed during its Movement Step provided that it makes no turns.

SKYFIRE: Models in this Unit may re-roll blanks when shooting at Aerial Units with weapons that have the Aerial Quality.

VANGUARD: Starting with Player B, after both sides are deployed, each player may choose one of their Units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such Units have been selected.

CANADIAN BATTLEFLEETS: A Saxon Unit may be included in Battlefleets with a Flagship with the CANADIAN Trait. All Models in this Unit exchange the BRITISH Trait for the CANADIAN Trait and the Keep Calm and Carry On rule for Loyal She Began; Thus She Remains.

Some Units in the CROWN 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 CROWN are listed here:

ABLATIVE PROW ARMOUR: When an attack against a Model in this Unit originates from a point in its Fore, 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.

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.

KEEP CALM AND CARRY ON: This Unit treats the effects of Chaos and Disarray as the effects of Emergency instead. The Units still counts has having the Chaos and Disarray Level so receiving a further Disorder Condition causes damage as normal.

LIONHEARTED CREW: Crippled Models with this rule still use the Battle Ready value of their weapons and may re-roll Blank Results when making or the Initial Target of an Assault. This rule cannot be used if the Model has the Emergency or Chaos and Disarray Disorder Condition.

LOYAL SHE BEGAN; THUS SHE REMAINS: This Model may add +1 to its Defence Action Dice Pool if it is within 10" of one or more other friendly Units with the CROWN Trait.

ROYAL ENGINEERS: This Unit counts Blank results as a Counter when making Repair Rolls. Furthermore, Heavy Gun Batteries and Gun Batteries gain +1 to their Lead Action Dice value when two or more weapons Support their Action Dice Pool.

DEFIANT TAILGUNNERS: This rule applies to all SRS Tokens launched by this Unit. You may re-roll Interception Action Dice Pool blank results provided the number of SRS Tokens contributing to the Interception is at least equal to the Mass of the target they are defending.

GUARDIAN GENERATOR: A Model may have Multiple Guardian Generators. Once per Round, as a Special Operation in the Activation Phase, the controlling Player adds up each Friendly Guardian Generator in Play. Each Friendly Guardian Generator adds a number of Guardian Points to form a Guardian Points Pool. The number of Guardian Points contributed is indicated as number next to this rule. When any Friendly Model with a Guardian Generator is declared the target of an Attack, before the Attack is rolled, declare how many Guardian Points from the Guardian Points Pool will be used. These Points are deducted from the Pool for the Round. For each Point spent, remove a single die from the Attack Dice Pool. The Guardian Points Pool cannot be used against attacks with the Arc, Piercing, Rail, Sonic or Submerged Qualities. Unspent Guardian Points are lost in the Maintenance Step of the End Phase.

WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Broadside	6 (3)	3 (2)	-	Broadside, Fusillade
	4 (2)	2 (1)	-	Broadside, Fusillade
Bananach Phosphor Bombs	8 (6)	-	-	Bomb, Hazardous
	6 (4)	-	-	Bomb, Hazardous
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
Light Torpedo Salvo	5 (1)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range
	3 (-)	4 (2)	3 (2)	Submerged, Torpedo, Extreme Range
Rocket Battery	5 (1)	5 (2)	5 (2)	Aerial
	4 (-)	4 (1)	4 (1)	Aerial
Torpedo Salvo	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Extreme Range
	5 (-)	5 (3)	4 (3)	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.

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

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)

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.

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**
	REPAIR
3. END	**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

FORE (F)

PORT (P)   **STARBOARD (S)**

AFT (A)
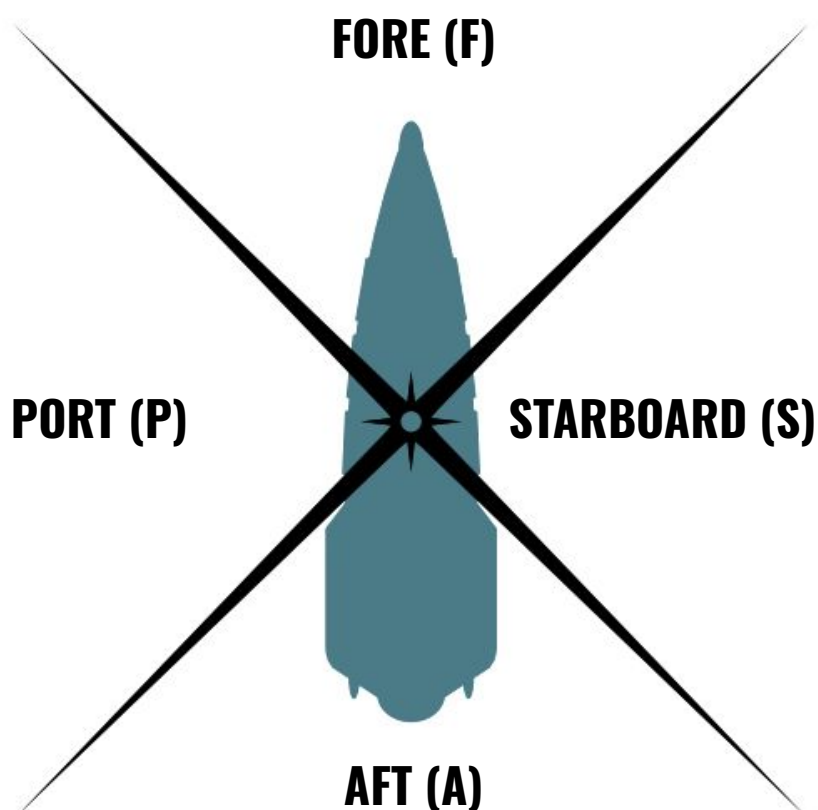
POINT BLANK	0" - 10"
CLOSING	10" - 20"
LONG	20" - 30"

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

2 HEAVY HIT

3 HIT

4 HEAVY COUNTER

5 COUNTER

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.