



# ENLIGHTENED

## 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)





ENLIGHTENED

## 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 ENLIGHTENED list you will need ENLIGHTENED 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](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.

### Hunt for the Prometheus: Enlightened Half

VESSEL	QUANTITY	POINTS EACH	TOTALS
Hypatia Generator Ship	1	270	270
Descartes Control Ship	1	240	240
Antarctica Superiority Cruiser	3	150	450
Merian Frigate	4	34	136
Germain Zebek	3	34	102

**SET TOTAL: 1198**

**FLEET TOTAL: 1198**



The Enlightened are a faction with lots of cool toys so you'll probably do better once you've got a couple of games under your belt. Don't be disheartened and make sure to check you've not missed any rules for your weird science gizmos.

The Hypatia Generator Ship can be fitted with various generators. We recommend using Atomic, Fury and Shroud generators for your first few games.

The Descartes has access to Physeter Tokens. These are great multi purpose tokens. You can use them in attack, defence or even as escorts for your vessels aid in Assaults. Try to find their best use for you at the time. You could combo them with your Hypatia with Fury Generator above for some great Assault actions.

The Antarctica has access to the Heavy Particle Cannon, one of the most powerful weapons in the game. Make sure to screen this Unit with lesser ones like the Merian or Germain.



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 'ARDEX'. To their right is a blue and yellow glue dispenser. Further right are a pair of red-handled pliers and a pair of wire cutters. The central area is filled with a large, intricate sprue of metal parts, including various armor pieces, weapons, and small figures. Several large, circular, textured pieces, likely for helmets or shields, are prominently displayed in the foreground. A pair of long-handled pliers is positioned diagonally across the lower half of the image. The background is dark, making the metallic parts stand out.

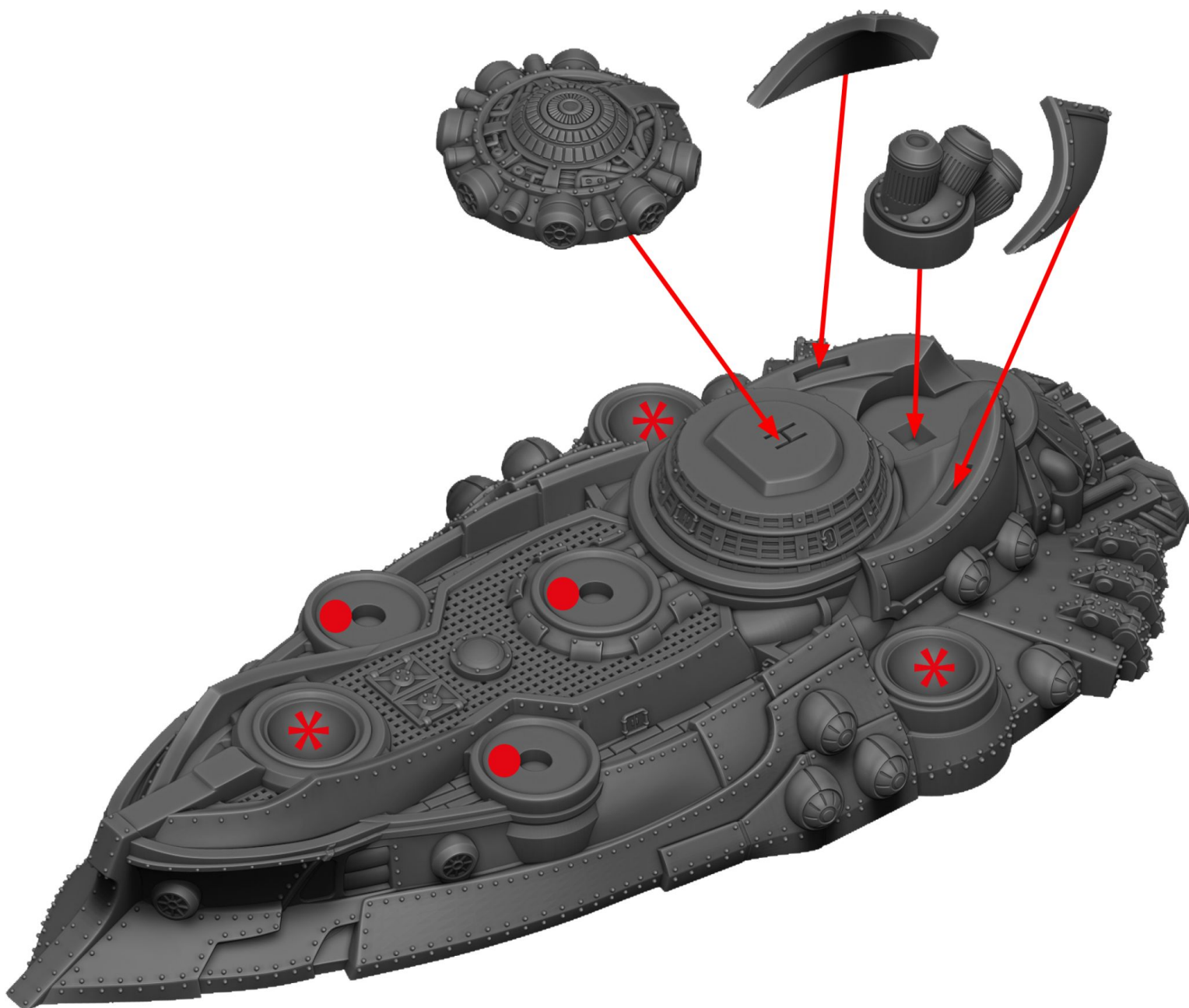
**LET'S BUILD THE FLEET**





ENLIGHTENED

## BUILD 1 X HYPATIA GENERATOR SHIP



● PLACE GENERATORS HERE.  
GENERATORS ARE FOUND ON THE ENLIGHTENED SUPPORT SPRUES, PARTS 45-51.

PARTICLE  
BEAMER



41-44

MOLECULAR  
AGITATOR



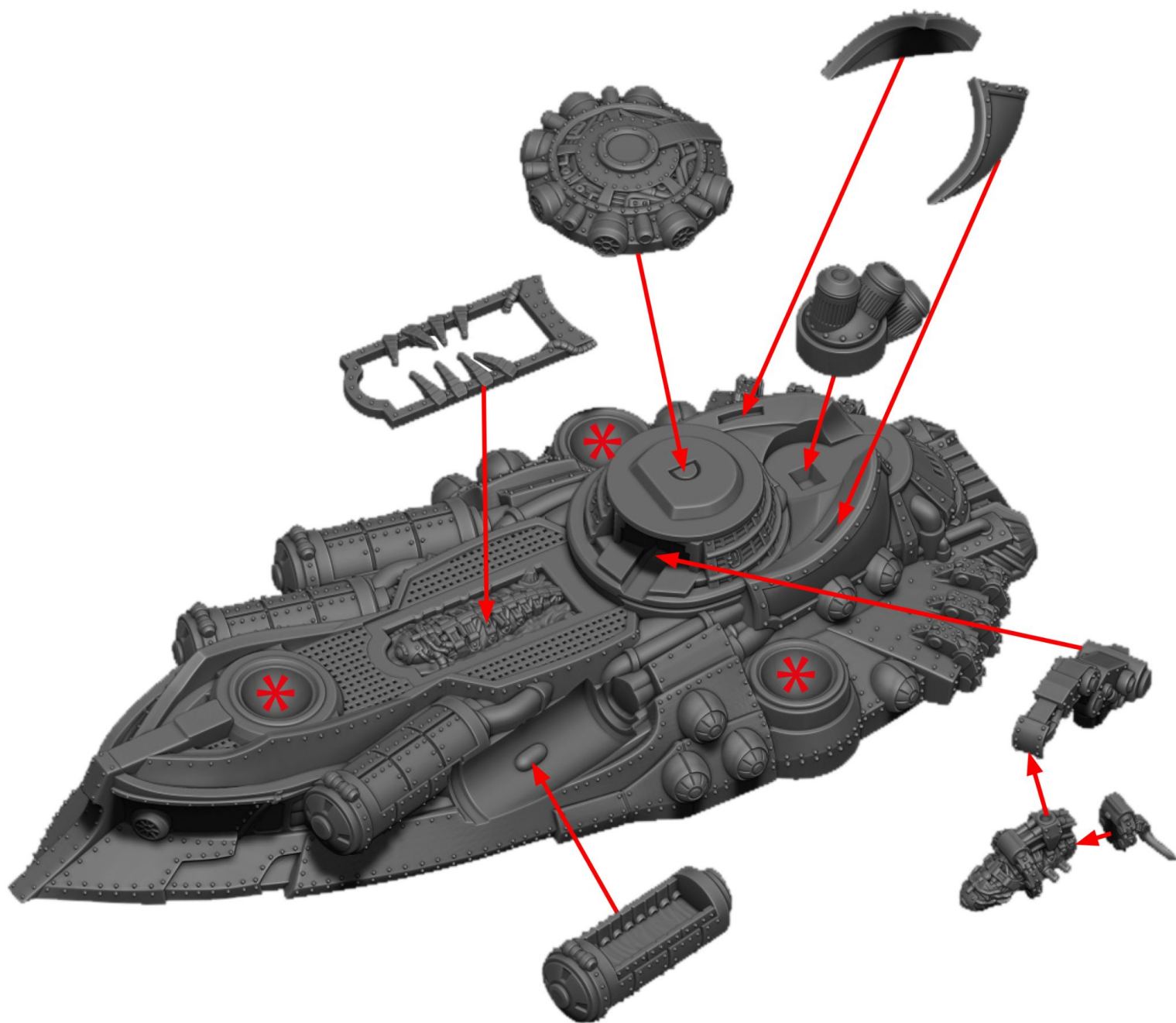
39-40

\* ALL TURRETS ARE INTERCHANGEABLE



ENLIGHTENED

## BUILD 1 X DESCARTES CONTROL SHIP



PARTICLE  
BEAMER



10-16

PULSE  
EMITTER



17-19

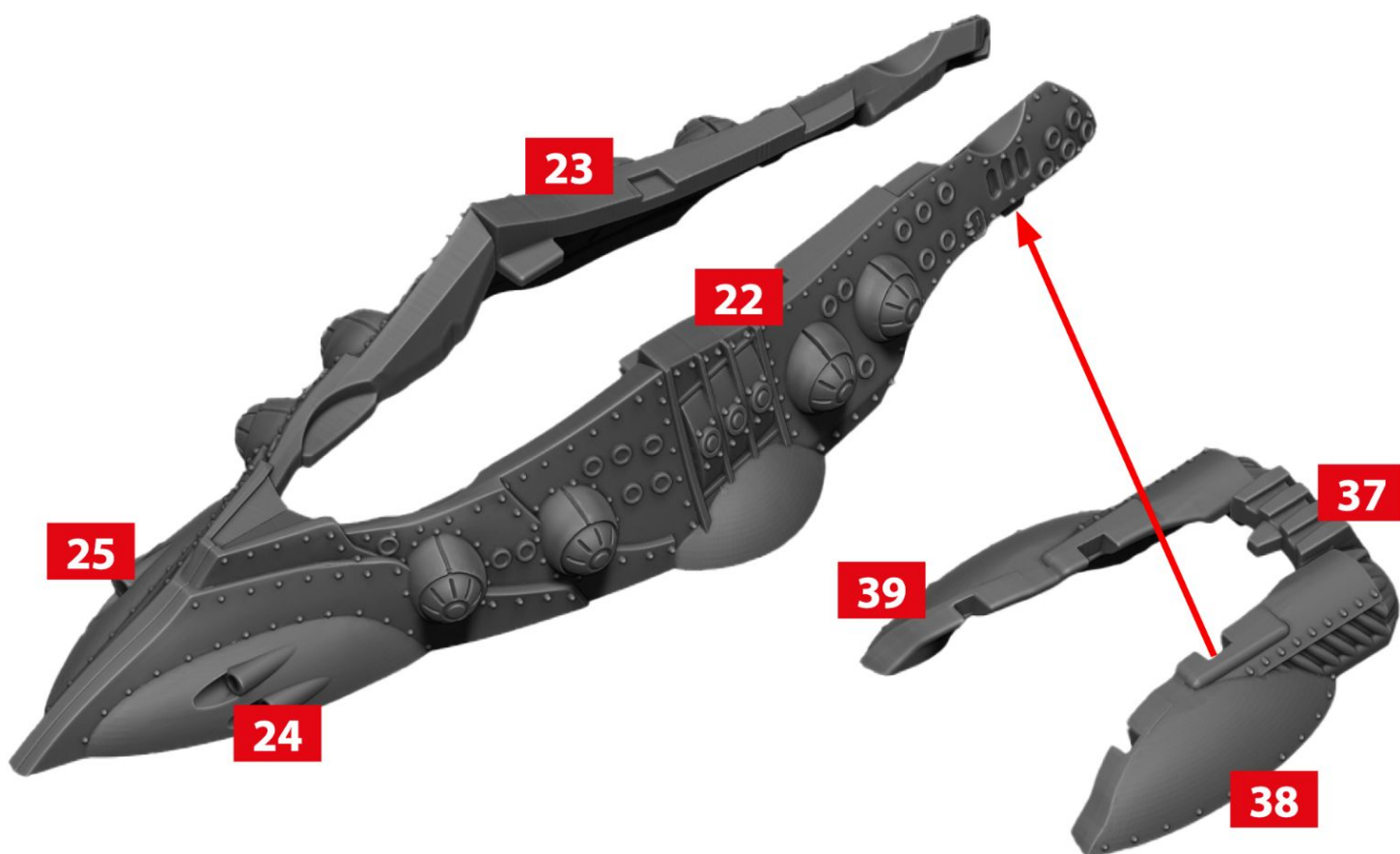
\* ALL TURRETS ARE INTERCHANGEABLE





ENLIGHTENED

# BUILD 3 X ANTARCTICA SUPERIORITY CRUISERS - STAGE 1

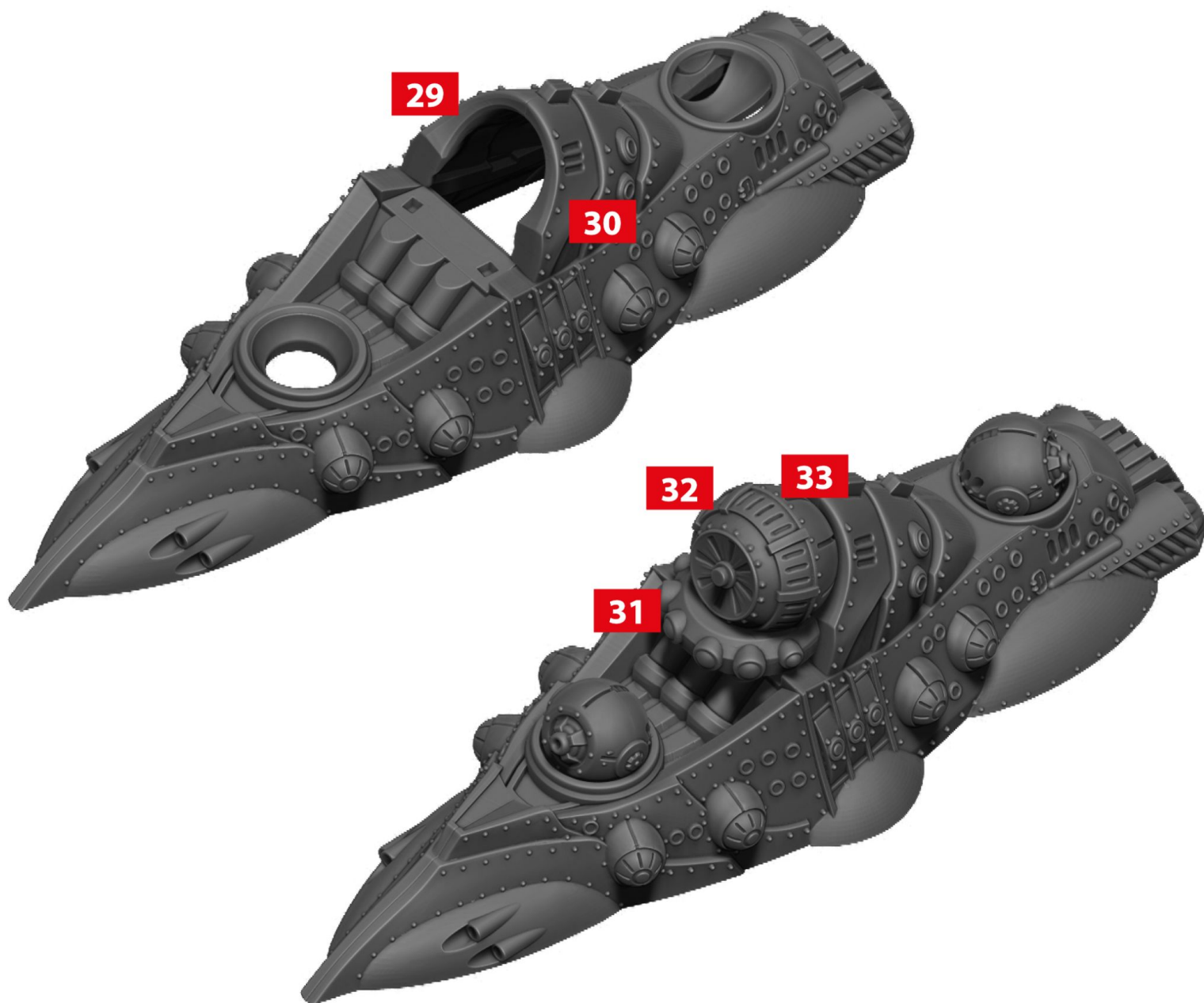






ENLIGHTENED

## BUILD 3 X ANTARCTICA SUPERIORITY CRUISERS - STAGE 2



PARTICLE  
BEAMER



10-16

PULSE  
EMITTER



17-19

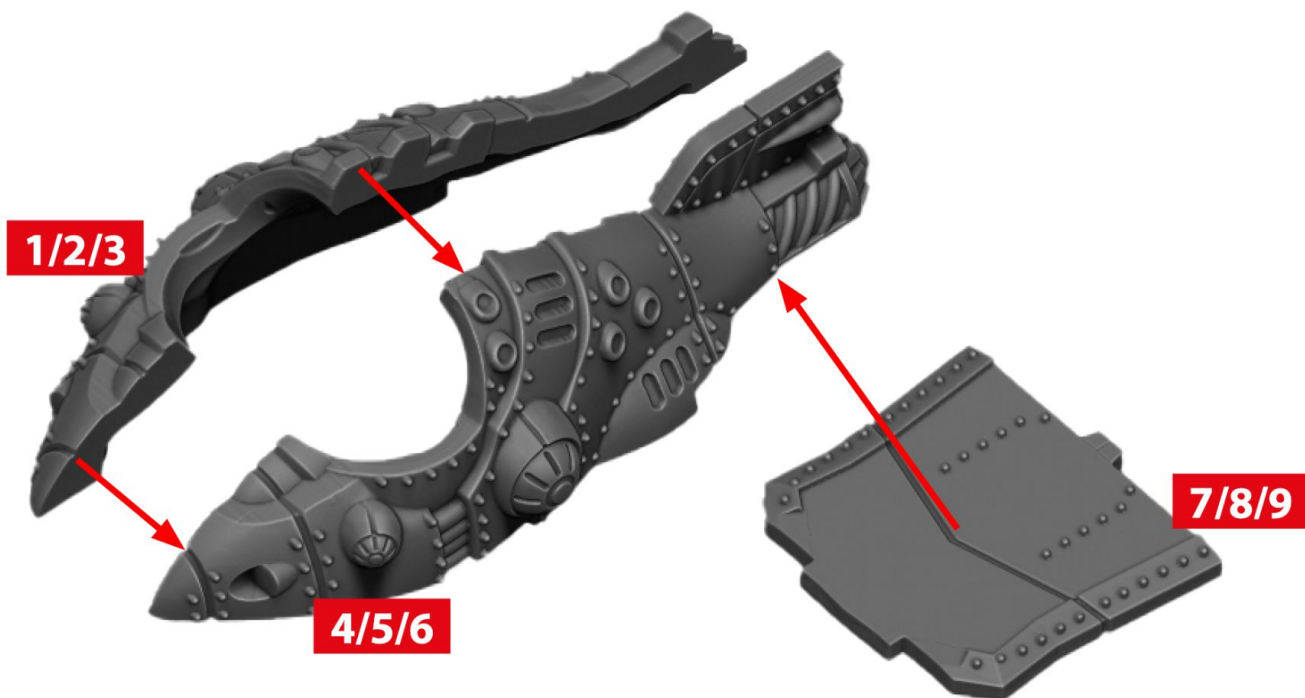
\* ALL TURRETS ARE INTERCHANGEABLE



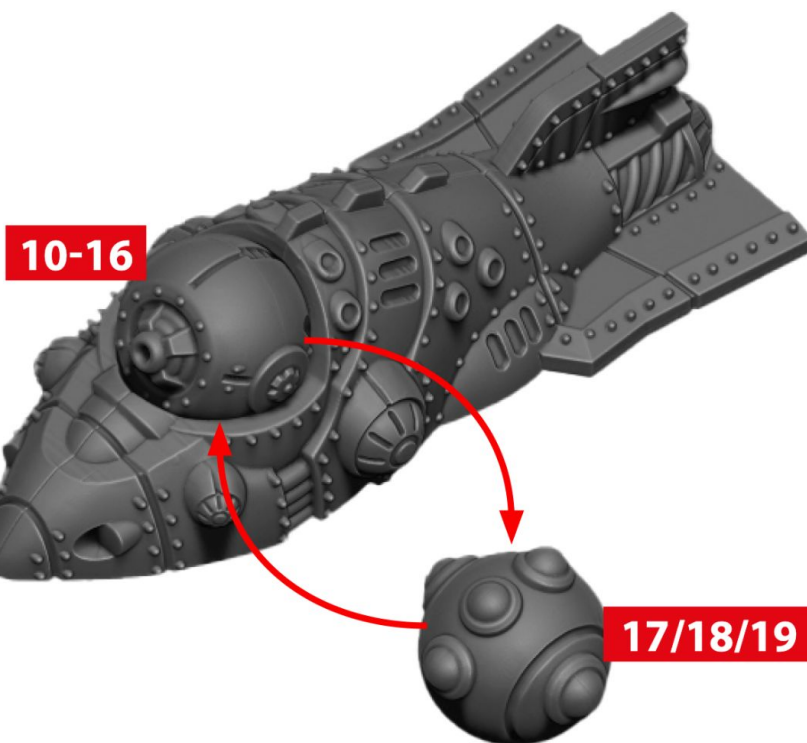


ENLIGHTENED

# BUILD 4 X MERIAN FRIGATES & 3 X GERMAIN ZEBEKS



TURRET FOR  
GERMAIN CLASS ZEBEK



TURRET FOR  
MERIAN CLASS FRIGATE

PARTICLE  
BEAMER



10-16

PULSE  
EMITTER



17-19

\* ALL TURRETS ARE INTERCHANGEABLE





# **VESSEL ATTRIBUTES & SPECIAL RULES**





## HYPATIA GENERATOR SHIP

270 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	3	5	3	7	14	8	8	12	6
CRIPPLED	3	3	2	7	12	5	5	12	6

*Designed to have multiple interchangeable generator systems within its hull, the Hypatia is a showcase of Covenant technology making it a Commodore's delight and an adversary's nightmare.*

### UNIT COMPOSITION

1 Hypatia Generator Ship

### WEAPONS

Particle Beamer – F/P/S

Particle Beamer – F/P

Particle Beamer – F/S

Heavy Aetheric Broadside – P&S

### TRAITS

Enlightened

Surface Unit

Generator Ship

Hypatia Class

Flagship

### SPECIAL RULES

Enlightened Science

Generator Ship

Heavy Firepower

Entropic Generator

Shield Generator

Luminiferous Defences

Wavelurker

### OPTIONS:

The Unit may replace any Particle Beamer weapon with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturginium Agitator for +6pts or a Molecular Disharmoniser for +12pts. The replacement weapon retains the Fire Arcs of the Particle Beamer it replaces.

The Unit MUST take three of the following Generators. You may not have more than one of the same Generator on the Model: Atomic Generator, Fury Generator, Magnetic Generator, Null Generator, Repulsion Generator or Shroud Generator.

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

**ENTROPIC GENERATOR:** The Unit is equipped with an Entropic Generator. It may not be upgraded or replaced.

**SHIELD GENERATOR:** The Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

**ENLIGHTENED GENERATOR SHIP:** Friendly Models within 10" of this Unit with a Mass of 2 or greater, counts as being equipped with the same Generators as this Model. This Unit cannot have more than one of any Generator type. It cannot give any other Unit the benefit from any Generator type more than once at any time.





## DESCARTES CONTROL SHIP 240 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	3	5	3	7	14	9	7	9	6
CRIPPLED	3	3	2	7	13	6	4	9	6

*As a mobile laboratory for the modification and deployment of Physeter Constructs, a Descartes is a choice posting for Peers who are biologists, naturalists, and ecologists. During combat operations, the Descartes turn their cetacean echo-location auguries to assist with attacking enemy vessels.*

### UNIT COMPOSITION

1 Descartes Control Ship

### WEAPONS

Particle Beamer – F/P/S

Particle Beamer – F/P

Particle Beamer – F/S

Heavy Aetheric Broadside – P&S

### TRAITS

Enlightened

Surface Unit

Control Ship

Descartes Class

Flagship

### SPECIAL RULES

Cetacean Attack Runs

Cetacean Capacity 5/2

Cetacean Escorts

Cetacean Launch Tubes

Enlightened Science

Entropic Generator

Heavy Firepower

Luminiferous Defences

Mine Layer

Minesweeper

Physeter Construct Tokens

### OPTIONS:

The Unit may replace any Particle Beamer weapon with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturgenium Agitator for +6pts or a Molecular Disharmoniser for +12pts. The replacement weapon retains the Fire Arcs of the Particle Beamer it replaces.

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

**CETACEAN ATTACK RUNS:** Cetacean Construct Tokens of any type may make Attack Runs together like SRS Tokens. Cetacean Construct Tokens cannot be intercepted. If the number of Cetacean Construct Tokens in the Attack Run is greater than the Mass of the Attack Run Target, the Action Dice Pool gains the Devastating Quality. Cetacean Construct Tokens cannot make Attack Runs on Aerial or Skimming Units and must try to find New Targets if this situation arises (page 26 of the Rules).

**CETACEAN CAPACITY (5/2):** The Battle-Ready Capacity / Crippled Capacity of each Model in this Unit is indicated in parenthesis. Each Model in this Unit may launch the indicated number of Cetacean Constructs and place those Tokens in base contact with Friendly and/or Enemy Models. The exact nature of those Tokens depends on the ones available to this Unit. Any remaining Cetacean Construct Tokens in the Play Area are removed in the Maintenance Step of the End Phase.

**CETACEAN ESCORTS:** Cetacean Construct Tokens placed in base contact with Models in Friendly Units count as Escort Tokens for the duration of the Round and can be destroyed as normal. They may not be placed in base contact with Mass 1 Friendly Models or Models that are already Escorted. A Unit may not have more than 4 Cetacean Construct Tokens counting as Escort Tokens.

**CETACEAN LAUNCH TUBES:** Cetacean Constructs launched by Units with this rule may be Placed in base contact with a Friendly or Enemy Unit a further +5" range than normally permitted for their specific type. Furthermore, this Unit contributes +1 Physeter Construct Token to any Physeter Ambush at the start of the Encounter.



## DESCARTES CONTROL SHIP 240 PTS CONT.

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	3	5	3	7	14	9	7	9	6
CRIPPLED	3	3	2	7	13	6	4	9	6

*As a mobile laboratory for the modification and deployment of Physeter Constructs, a Descartes is a choice posting for Peers who are biologists, naturalists, and ecologists. During combat operations, the Descartes turn their cetacean echo-location auguries to assist with attacking enemy vessels.*

### UNIT COMPOSITION

1 Descartes Control Ship

### WEAPONS

Particle Beamer – F/P/S

Particle Beamer – F/P

Particle Beamer – F/S

Heavy Aetheric Broadside – P&S

### TRAITS

Enlightened

Surface Unit

Control Ship

Descartes Class

Flagship

### SPECIAL RULES

Cetacean Attack Runs

Cetacean Capacity 5/2

Cetacean Escorts

Cetacean Launch Tubes

Enlightened Science

Entropic Generator

Heavy Firepower

Luminiferous Defences

Mine Layer

Minesweeper

Physeter Construct Tokens

**ENTROPIC GENERATOR:** The Unit is equipped with an Entropic Generator. It may not be upgraded or replaced.

**MINE LAYER:** Before Submerged Unit Deployment, for each Model in a Unit with this rule, the controlling Player may place a Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

**MINE SWEEPER:** In the Special Operations step of its Operations Phase, a Unit with this rule may remove a Minefield Marker within 5" of a Model in this Unit.

**PHYSETER CONSTRUCT TOKENS:** This Unit has the ability to launch Physeter Construct Tokens. Physeter Construct Tokens are a type of Cetacean Construct, have a launch range of 20" and each Token contributes 5 Action Dice and the Submerged, Piercing and Sustained Qualities to their Attack Run. As Escort Tokens, Physeters may only be destroyed if the triggering Attack contains the Submerged Quality.





## ANTARCTICA SUPERIORITY CRUISER

150 PTS

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

*The pride of any Enlightened Captain, the Antarctica class is a formidable vessel alone. In a squadron they can overcome almost anything the oceans can throw at them.*

### UNIT COMPOSITION

1 Antarctica Superiority Cruiser

### WEAPONS

Heavy Particle Cannon - F  
Particle Beamer – F/P/S  
Particle Beamer – A/P/S  
Aetheric Broadside – P&S  
Weirding Torpedo Salvo - F

### TRAITS

Enlightened  
Surface Unit  
Superiority Cruiser  
Antarctica Class

### SPECIAL RULES

Enlightened Science  
Heavy Firepower  
Entropic Generator  
Luminiferous Defences  
Wavelurker

### SQUADRON

This Unit may include up to two additional Models at a cost of +150pts per Model.

### OPTIONS:

Any Model in the Unit may replace any Particle Beamer weapon with a Pulse Emitter for free, a Caloric Oscillator for +3pts, a Sturginium Agitator for +6pts or a Molecular Disharmoniser for +12pts. The replacement weapon retains the Fire Arcs of the Particle Beamer it replaces.

Any Model in the Unit may replace its Heavy Particle Cannon weapon with a Magneto Encapsulator or a Gravitronic Imperilator for +5pts, or a Sturginium Atomiser for +7pts. The replacement weapon retains the Fire Arcs of the Heavy Particle Cannon it replaces.

**ENTROPIC GENERATOR:** The Unit is equipped with an Entropic Generator. It may not be upgraded or replaced.

# MERIAN FRIGATE

68 PTS



	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	1	9	10	5	10	2	2	1	3

*Programmed using reams of complex punch cards and launched from specialist carriers or Promethean Complexes far from the fighting, Merian and other Drone ships are some of the most numerous Automata used by the Covenant.*

## UNIT COMPOSITION

2 Merian Frigates

## WEAPONS

Pulse Emitter – F/P/S  
Pulse Broadside – P&S  
Micro Torpedo Salvo - F

## TRAITS

Enlightened  
Surface Unit  
Automata  
Frigate  
Merian Class

## SPECIAL RULES

Limited Capacitor  
Mechanical Soul  
Pack Hunter  
Wavelurker

## SQUADRON

This Unit may include up to four additional Models at a cost of +34pts per Model.

**LIMITED CAPACITOR (PULSE EMITTER):** All Models in this Unit use the Crippled value of the weapon indicated.

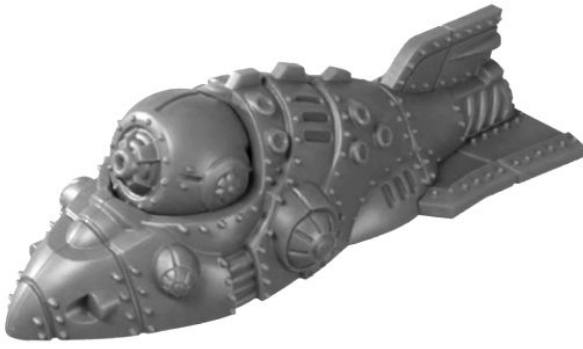
**MECHANICAL SOUL:** This Unit ignores the effects of the Emergency Condition, but counts as having the Disorder Level. Models in the Unit can only support Assaults with +1 AD to Fray.

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



## GERMAIN ZEBEK

68 PTS



	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	1	9	10	5	10	2	2	1	3

*Armed with a Particle Beamer, the Germain packs a surprising punch for a ship so small. Though as the Germain itself is an automata, naturally nothing surprises it.*

### UNIT COMPOSITION

2 Germain Zebeks

### WEAPONS

Particle Beamer – F/P/S  
Pulse Broadside – P&S  
Micro Torpedo Salvo – F

### TRAITS

Enlightened  
Surface Unit  
Automata  
Zebek  
Germain Class

### SPECIAL RULES

Limited Capacitor  
Mechanical Soul  
Wavelurker

### SQUADRON

This Unit may include up to four additional Models at a cost of +34pts per Model.

**LIMITED CAPACITOR (PARTICLE BEAMER):** All Models in this Unit use the Crippled value of the weapon indicated.

**MECHANICAL SOUL:** This Unit ignores the effects of the Emergency Condition, but counts as having the Disorder Level. Models in the Unit can only support Assaults with +1 AD to Fray.



Some Units 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 Enlightened are listed here:

**ENLIGHTENED SCIENCE:** When a Battle Ready Model in this Unit makes a Repair Test, one or more Exploding Hits results remove a single point of damage from that Model. A Model cannot remove more than a single point of damage with this rule per Activation. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. Furthermore, instead of suffering a Generator Shutdown Critical Damage Result, Models in any Unit with this rule may count the Result as a Sturginium Flare instead.

**GROUPTHINK PILOTING:** Scythe aero-superiority fighters combine a surgically enhanced pilot with repulsion generating engines that enable it to make incredible turns and acceleration. Hurling their nimble craft into incoming fire with no thought to their own survival, each friendly SRS Token launched by this Model requires four Counters to be removed in an Interception, rather than the usual three. SRS Tokens from Units with this rule cannot gain Weight of Fire.

**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.





**LUMINIFEROUS DEFENCES:** Units with this rule may use a Defence Action Dice Pool equal to their Crippled ADV to defend against any attack with the Gunnery, Broadside or Fusillade Qualities. This Defence Action Dice Pool cannot be increased higher than the Unit's Crippled ADV. Mass 1 Units and Models suffering from Shredded Defences cannot use Luminiferous Defences.

**WAVELURKER:** Any Model with this rule may plunge into a shallow dive during the Special Operations Step of its Activation. This is called Wavelurking. This Unit reduces its Speed by 3 and replaces the Surface Unit Position Trait for the Submerged Unit Position Trait until the end of the Special Operations Step of their next Activation (meaning it cannot be used in consecutive turns). Attacks from a Wavelurking Model count only a single Hit from each Heavy Hit result. Wavelurking Models have an ADV of 1. A Model immediately ceases to be Wavelurking if it has a Navigation Lock Critical Damage Marker or the Chaos and Disarray Level of Disorder.



**ATOMIC GENERATOR:** Thanks to the Watcher artefacts found in the Bimini Crater, the mysteries of splitting the Atom have begun to be understood. The Model adds +2 to its Speed Attribute. The Model suffers an additional Point of Damage whenever it suffers a Catastrophic Explosion caused by receiving a duplicate Reactor Leak Critical Damage Marker.

**ENTROPIC GENERATOR:** The Enlightened are the most technologically innovative and advanced Faction in the Dystopian Age and make a wide use of Entropic Generators integrated deep within the structures of their vessels. These Generators cannot be seen externally, and their presence is only witnessed by the effect they have on the Sturgenium alloys in the hull causing them to harden in resonance to the kinetic energy of all but the most potent of attacks. An Attack against a Model with an Entropic Generator must cause a number of hits greater than the Model's Armour attribute, rather than equal to or greater to cause a point of damage. If the number of hits exceeds the Armour attribute, then this generator has no effect on the Attack.

**FURY GENERATOR:** The Fury pattern RJ- 1027 Generator provides a huge boost to a vessel's power system as well as other, more intangible benefits. This Generator gives the Model +1 to its Speed Attribute and +4 to its Fray Attribute.

**SHIELD GENERATOR:** A Model with this Generator removes a number of Action Dice equal to the Mass Attribute of this Unit from each Attack against it (to a Maximum of 3). The Shield Generator cannot be used against Assaults or attacks with the Submerged, Arc or Bomb Qualities.

**SHROUD GENERATOR:** These are a variety of technological marvels emitting billowing clouds, shimmering scatter fields or even belching fourth noxious blackness to hide the Model from sight. This Model is Obscured while the generator is active. This Model still blocks line of sight as normal. Assaults and Attack Runs ignore Shroud Generators.





WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Aetheric Broadside	5 (3)	3 (2)	-	Broadside, Sustained
	3 (2)	2 (1)	-	Broadside, Sustained
Heavy Aetheric Broadside	8 (4)	5 (3)	-	Broadside, Sustained
	5 (3)	3 (2)	-	Broadside, Sustained
Heavy Particle Cannon	6 (4)	10 (7)	5 (3)	Piercing, Blast, Devastating, See Below
	4 (3)	6 (5)	3 (2)	Piercing, Blast, Devastating, See Below

*Built on the particle beam principles discovered in the Vault, the Heavy Particle Cannon is one of the technology's larger implementations. The particular intensity of the weapon is explosively reactive with tricobalt gas. Unscrupulous Enlightened Captains have discovered that, in the heat of battle, this radioactive gas can be found being readily utilised in pressurised fuel tankage within Scythe aero-superiority fighters.*

**Attacks using a Heavy Particle Cannon are resolved as normal. Furthermore, a Unit making the Attack may make a Valour Effect if the Initial Target has Enlightened SRS Tokens in base contact. As a Valour Effect, you may discard one or more of the SRS Tokens to add +2 Die to the Action Dice Pool for each Enlightened SRS Token discarded. (see page 12 of the Rulebook for Valour Effects)**

Micro Torpedo Salvo	5 (2)	5 (3)	-	Submerged, Torpedo
	-	-	-	-
Particle Beamer	7 (5)	6 (4)	6 (4)	Sustained, Gunnery
	6 (4)	3 (2)	3 (2)	Sustained, Gunnery
Pulse Broadside	4 (3)	-	-	Broadside, Fusillade
	3 (2)	-	-	Broadside, Fusillade
Pulse Emitter	8 (6)	3 (2)	-	Sustained, Fusillade
	5 (4)	2 (1)	-	Sustained, Fusillade
Weirding Torpedo Salvo	6 (2)	6 (4)	6 (4)	Submerged, Torpedo, Sustained
	4 (-)	4 (3)	4 (3)	Submerged, Torpedo, Sustained



**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.

**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.





**PIERCING:** The Initial Target suffers a Critical Damage roll if it receives one or more Points of Damage in an Action with this Quality. This is in addition to any Critical Damage rolls caused by the Action. Against Mass 1 Targets, this Quality also lowers their Citadel by -3 for the Action.

**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.

**SUSTAINED:** A roll made with this Quality can re-roll any one result type (such as Heavy Counters or Hits) from its Action Dice Pool. You may declare after the initial roll has been made. You cannot re-roll dice generated by Exploding Hits. If the Quality specifies a Trait (such as Aerial Units) then this Action only gains the Sustained Quality against Initial Targets with that Trait.

**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>

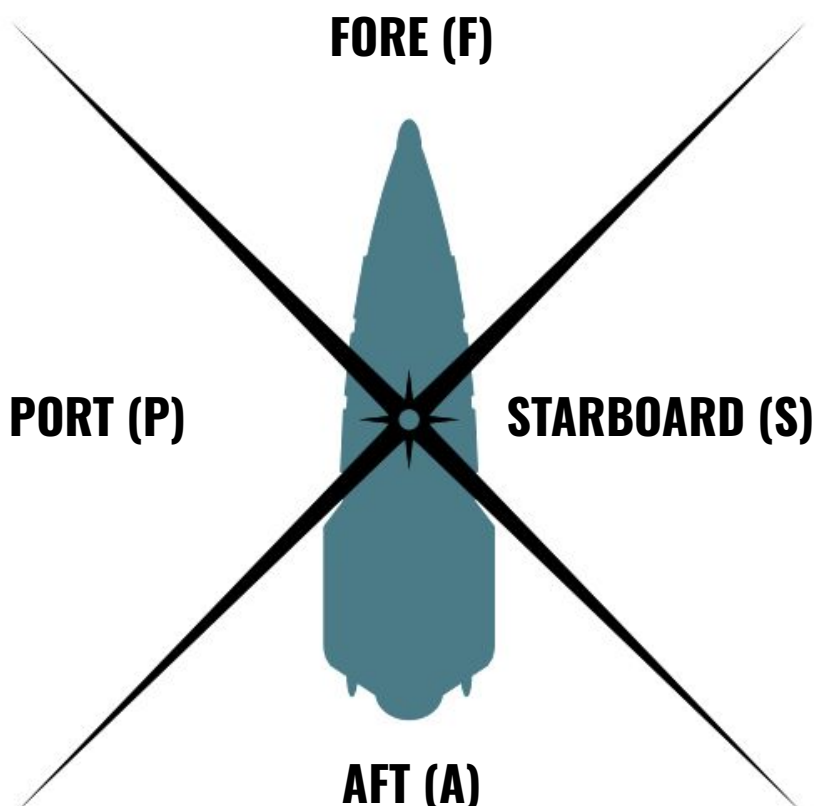




## ASSAULT RESULT TABLE RULEBOOK PG: 25

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>



## 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.