DYSTOPIAN WARS

WARCRADLE STUDIOS

OnTableTop

IMPERIUM
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 IMPERIUM list you will need one of each of the following products:

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: Imperium Half

VESSEL	QUANTITY	POINTS EACH	TOTALS
Stark Imperium Skyfortress	1	325	325
Kriegsturm Assault Airship	2	130	260
Jaeger Aerial Fast Destroyer	4	48	192
Reiter Flak Cruiser	2	129	258
Toten Heavy Destroyer	4	42	168
			SET TOTAL: 1203

FLEET TOTAL: 1203

IMPERIUM

This force has not only a ton of Flying Units but also anti air in the form of the Reiter. This can be used with great effect to control the skies.

The Stark Imperium Skyfortress is a carrier with SRS Tokens. Make sure to keep it well defended so you keep access to them in the late game. One thing you can do to help is using the Storm Generator to make an Attack early in the Turn. That will make you Obscured and harder to hit for the rest of the Turn.

All of your Units have both the Inductorium and Lightning Assault Special Rules. These can both give you a bonus to Assaulting enemy ships so don't be afraid to get up close and personal with them.
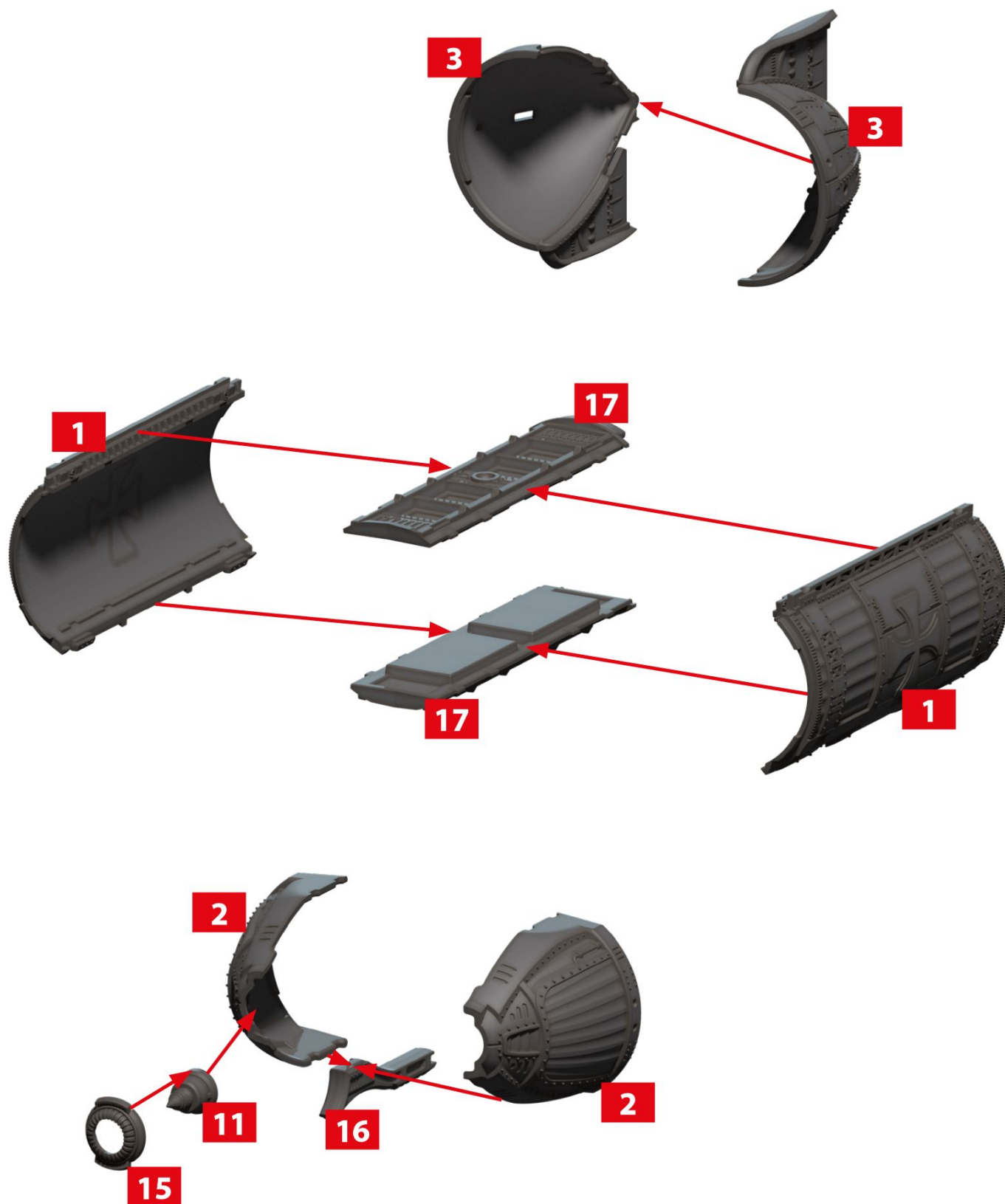
LET'S BUILD THE FLEET

IMPERIUM

12

13

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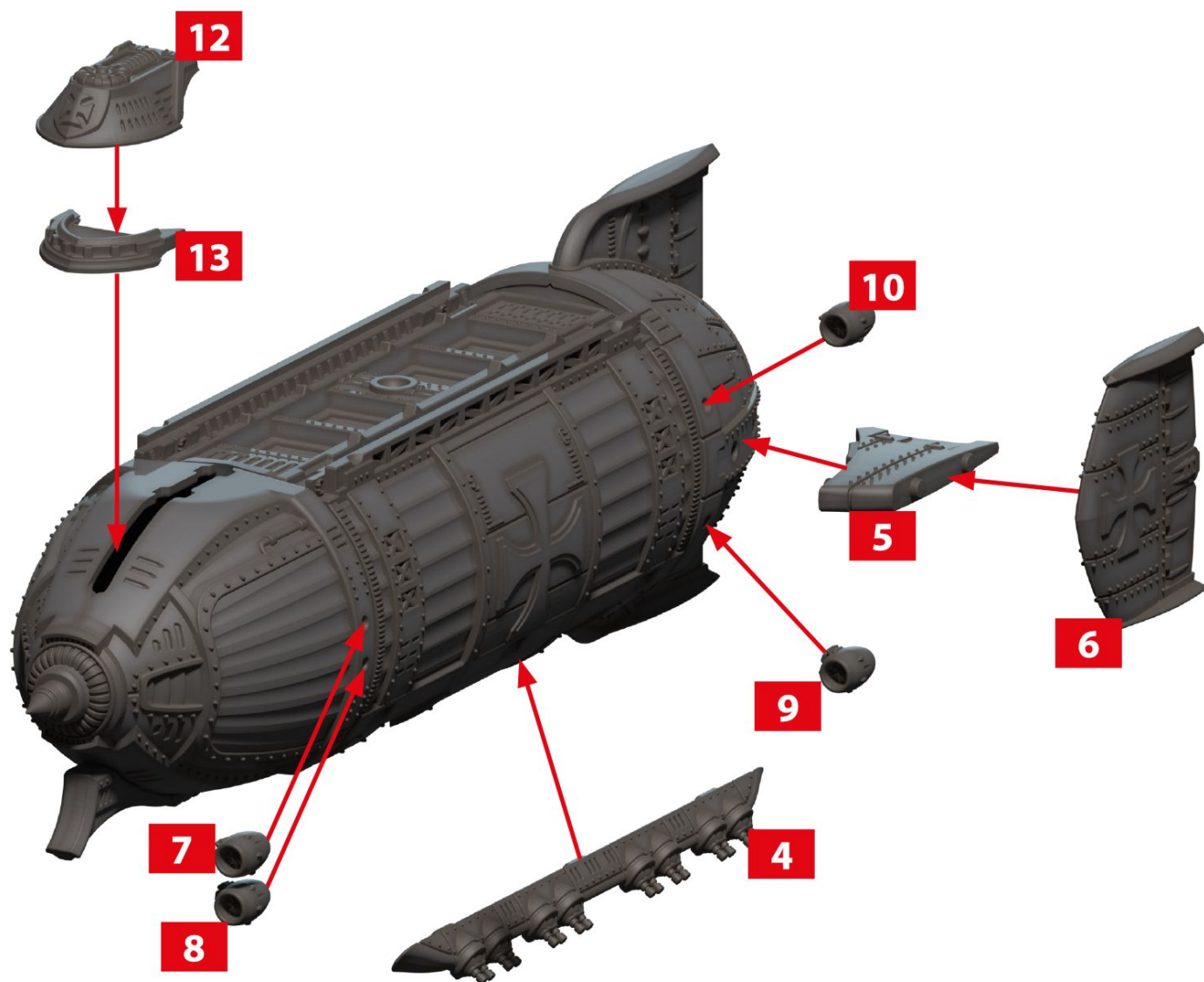
ALSO ATTACH PARTS 4-10 ON THE OTHER SIDE
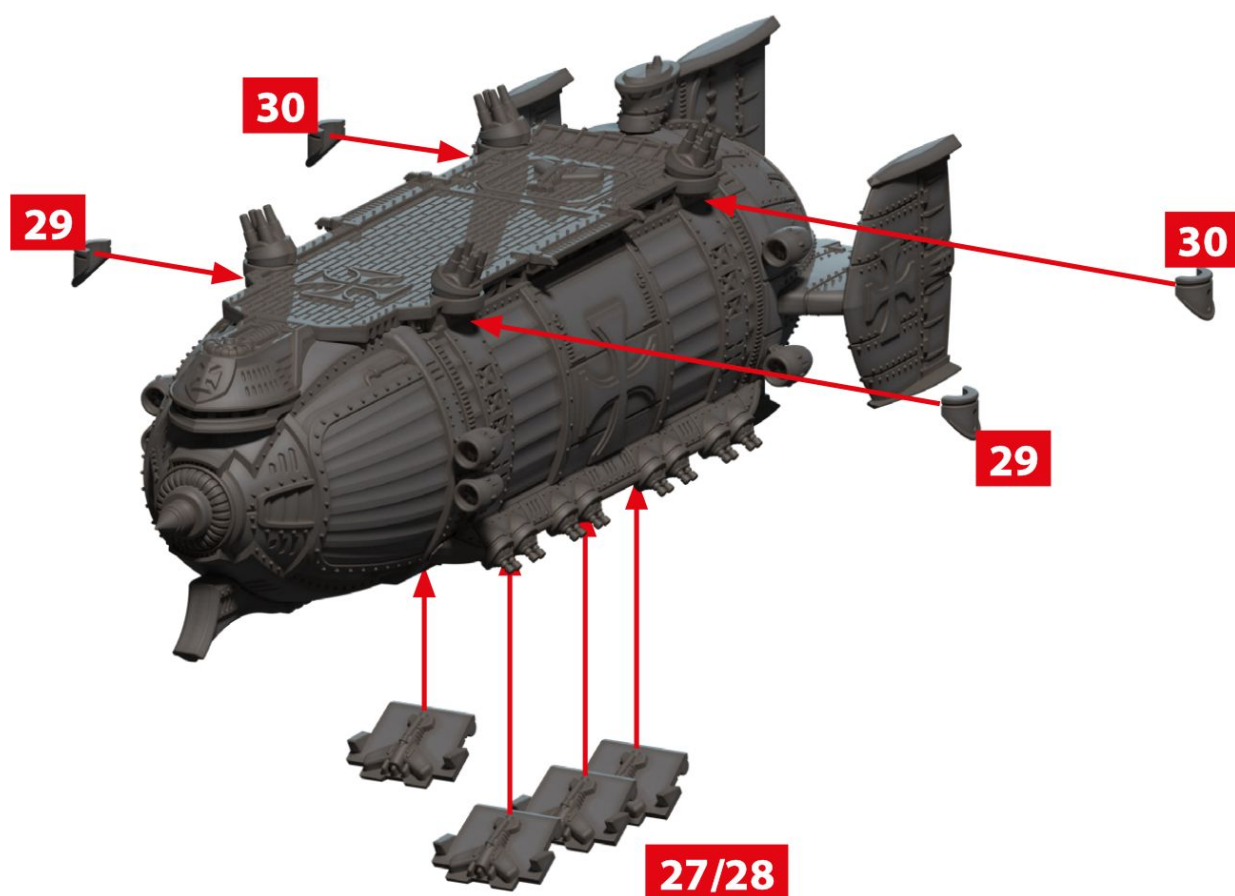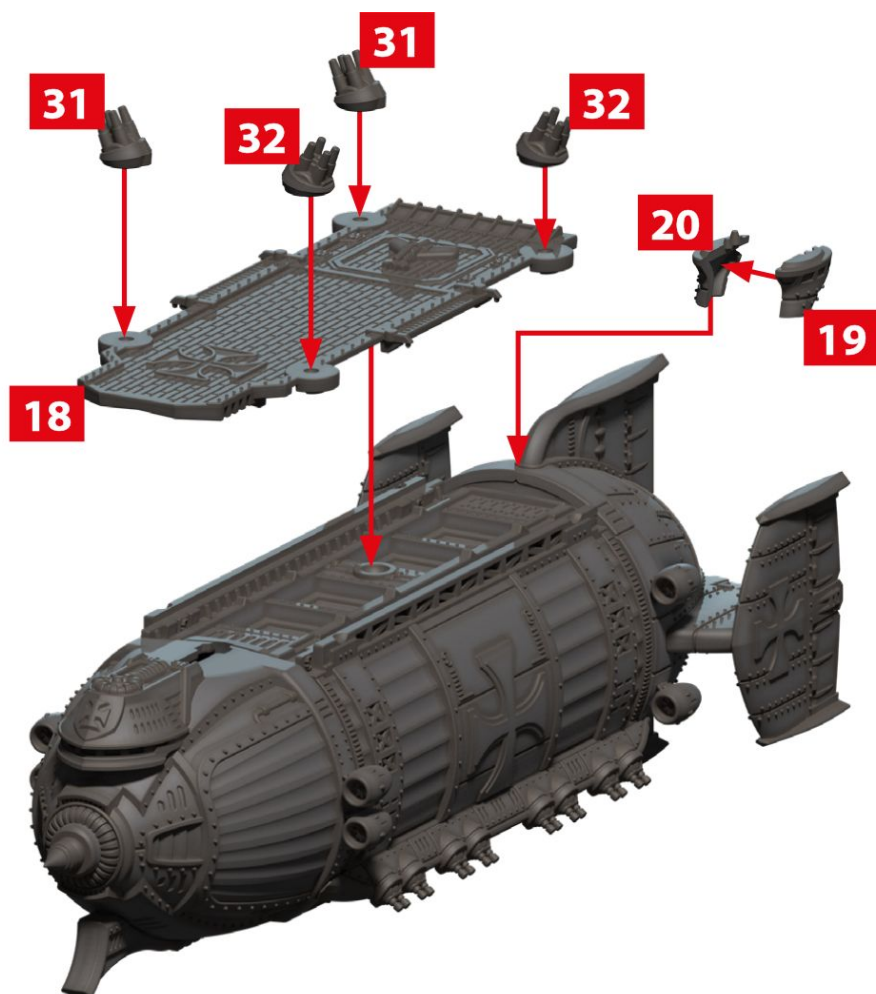
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IMPERIUM

17-20

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IMPERIUM

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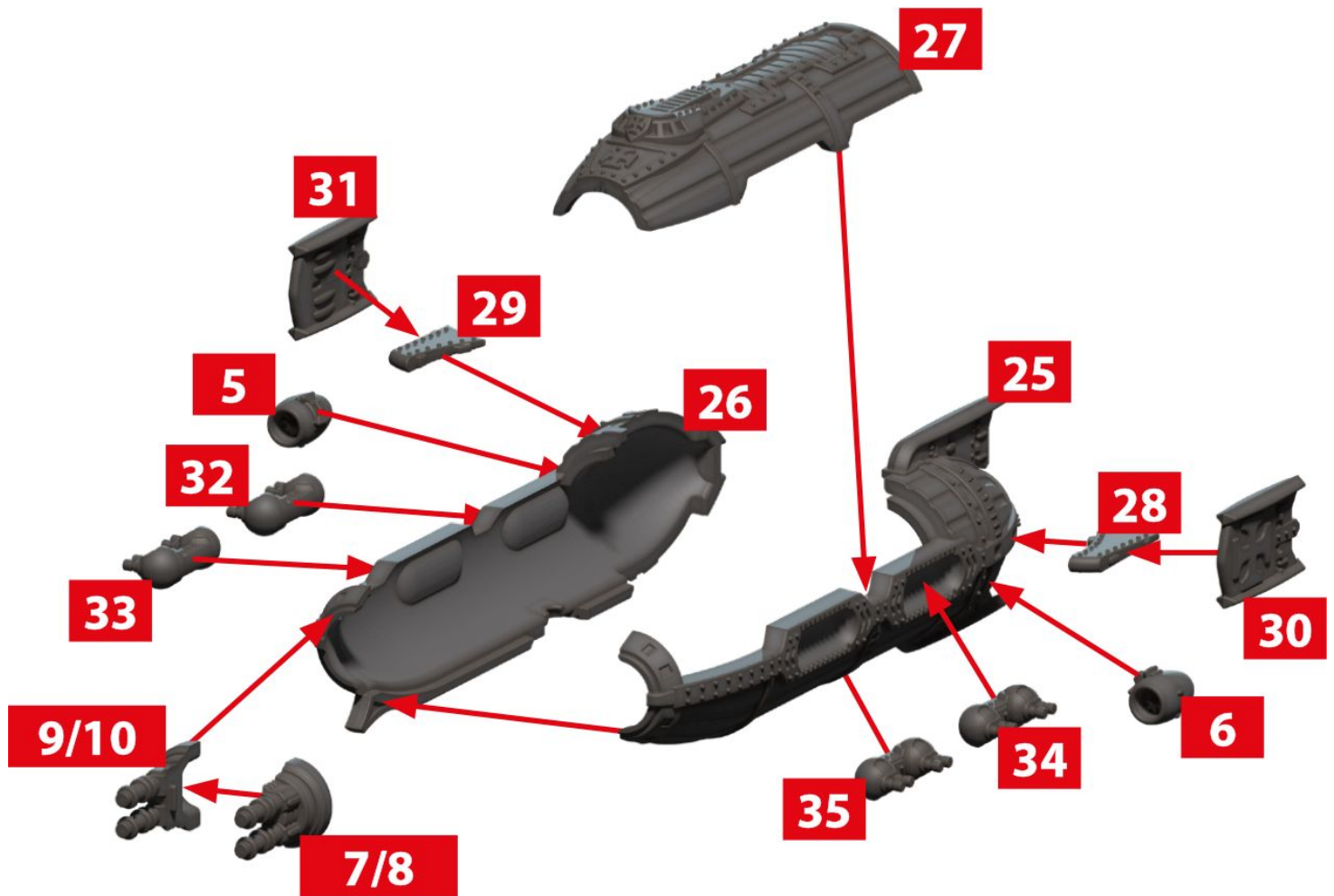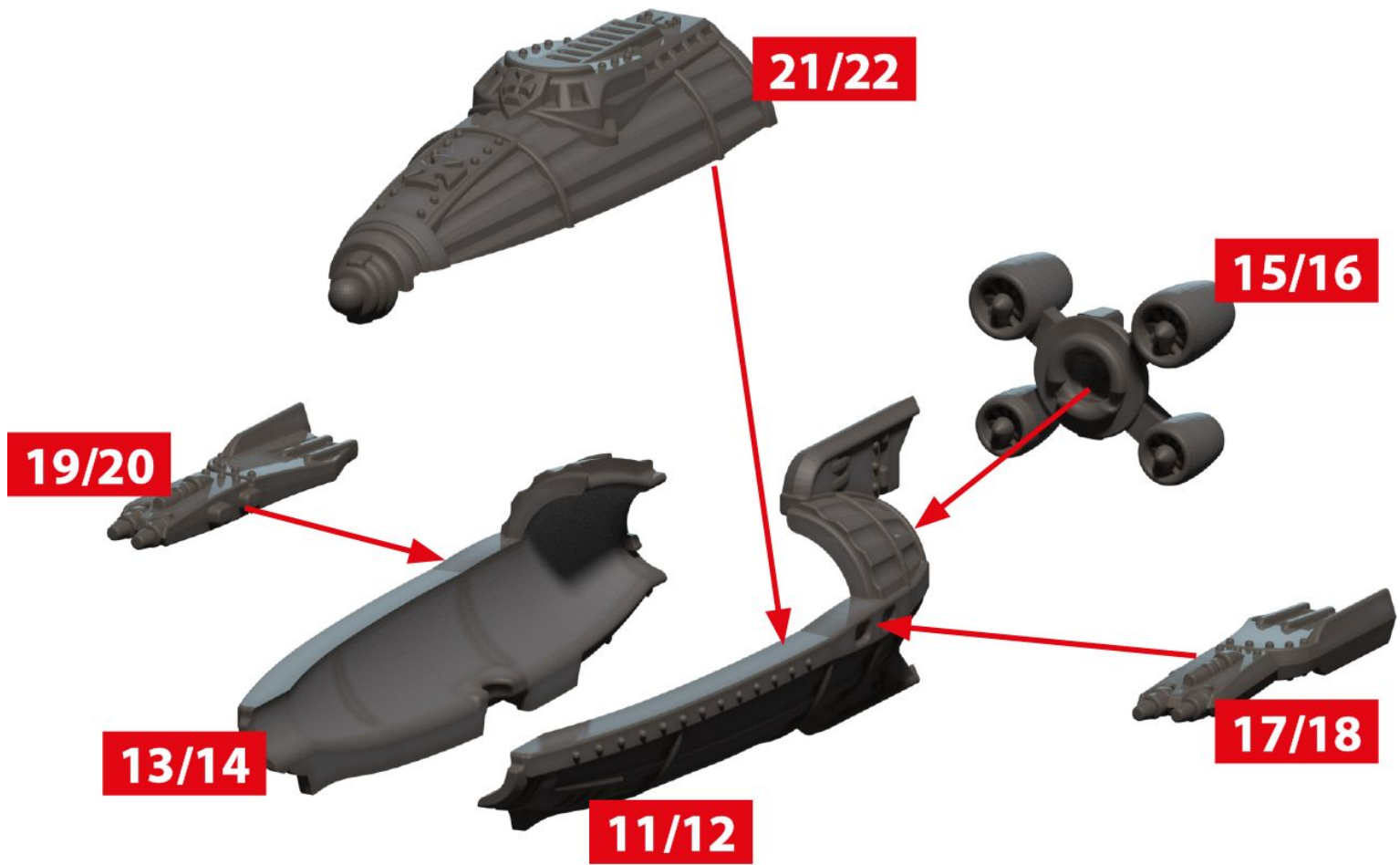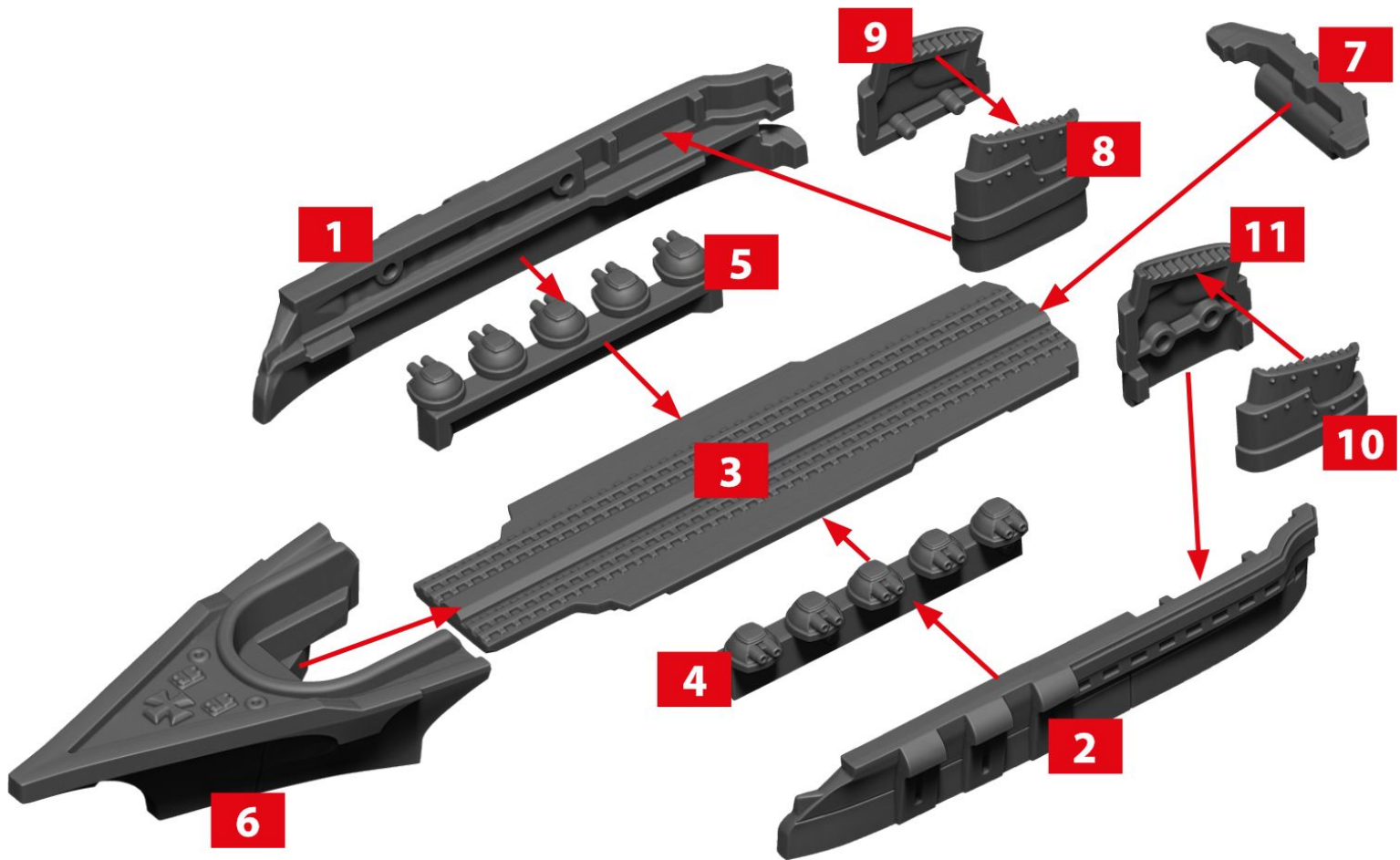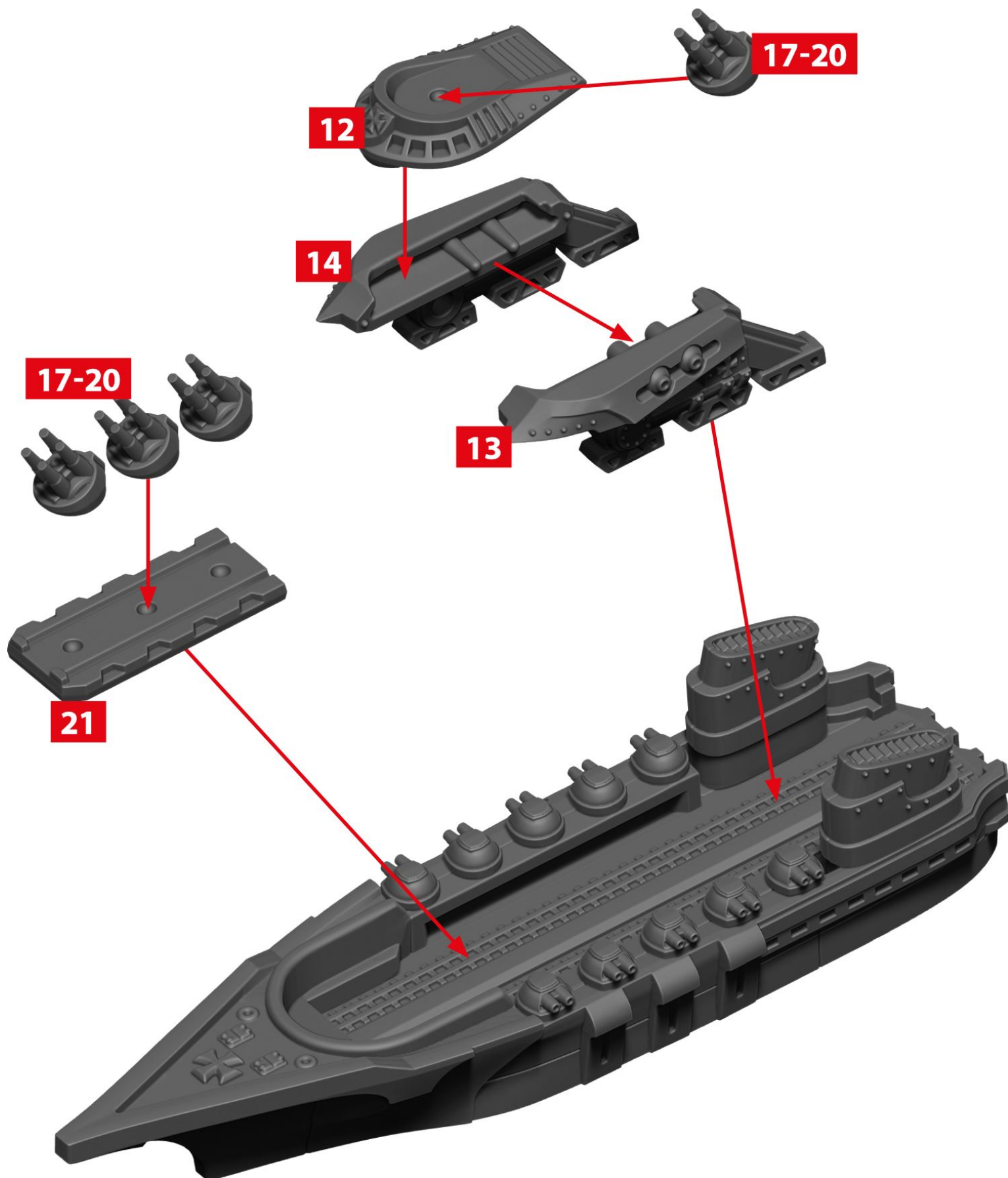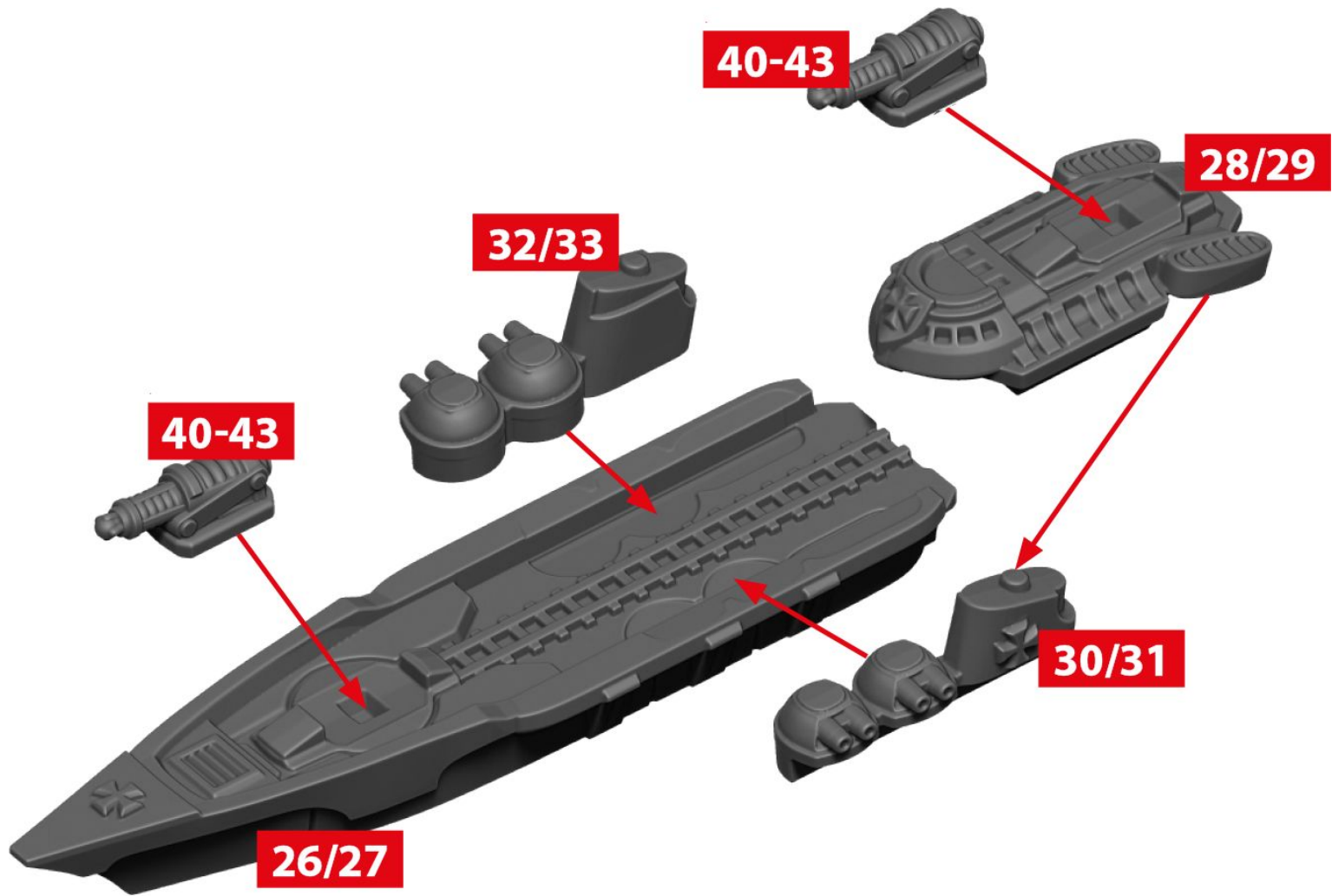
VESSEL ATTRIBUTES & SPECIAL RULES
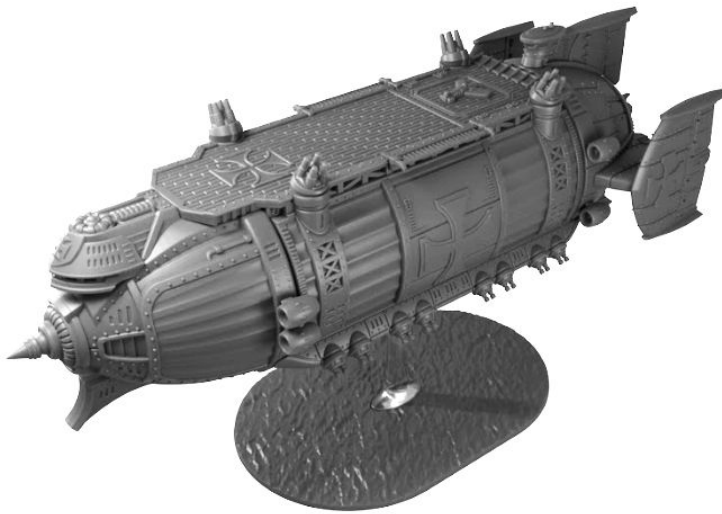
STARK IMPERIUM SKYFORTRESS 325 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	4	6	4	7	12	8	6	10	10
CRIPPLED	4	5	3	6	11	3	3	9	6

Conceived early in the Zeppelin airship design phase, Project DWPE05 quickly caught the imagination of the admiralty and was dubbed the Stark Imperium. This massive sky-fortress carries multiple wings of Messer attack aircraft and holds all the materials and armaments needed to act as the command ship for major operations.

UNIT COMPOSITION
1 Stark Imperium
Sky-Fortress

WEAPONS
Vierling Autokanone – 360
Vierling Autokanone – 360
Vierling Autokanone – 360
Vierling Autokanone – 360
Sturmbringer – F
Heavy Flak Broadside – P & S

TRAITS
Imperium
Prussian
Aerial Unit
Sky-Fortress
Stark Imperium Class
Flagship

SPECIAL RULES
Disciplined
Dirigible Construction
Flak Barrage (10)
Heavy Firepower
Inductorium
Lightning Assault
Lumbering
SRS Capacity 8/4
SRS Mine Clearance
SRS Recon Flight
Storm Generator

OPTIONS:
The Unit may replace its nose mounted Sturmbringer with an Uber Volt Vierling or Luft Speerschleuders for no extra cost. The weapons retain the Fire Arcs of the Sturmbringer they replace.

The Unit may take up to five Pflicht Aerial Escort Tokens for +5pts each.

COMBAT AIR PATROL: Units with this rule may Launch a number of SRS Tokens in the First Round of the Encounter (to a maximum of their Crippled Capacity value) against any Enemy Unit in the Play Area rather than the usual range.

DIRIGIBLE CONSTRUCTION: Receiving a Magazine Explosion Critical damage causes two points of damage to be suffered by the Model rather than the usual one.

FLAK BARRAGE (10): At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice indicated by the rule. Remove one Enemy SRS Token that is in contact with this Unit or a Friendly Unit within 15" for each Exploding Hit result.

LUMBERING: This Unit has a Drift of 3" and does not suffer Disorder from Collisions. All Gunnery targeting this Unit may re-roll Blank results on the Action Dice. This Unit may make a Full Reverse! Special Operations Action without receiving a Level of Disorder. Any additional levels of Disorder received once at Chaos & Disarray are ignored rather than causing damage.
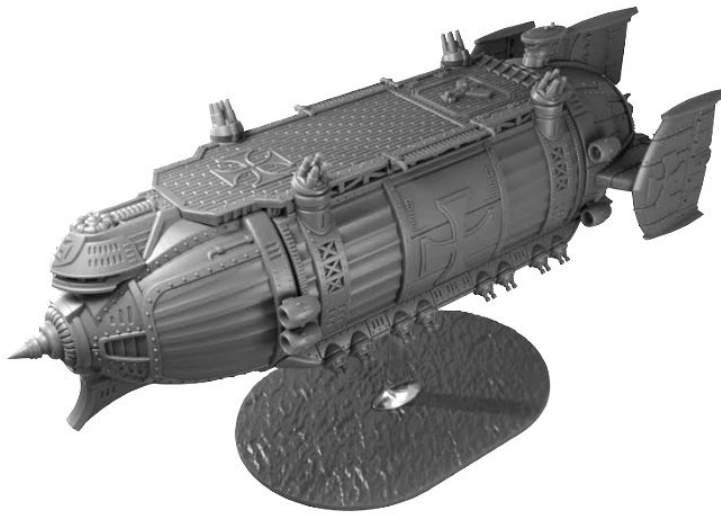
STARK IMPERIUM SKYFORTRESS CONT...

325 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	4	6	4	7	12	8	6	10	10
CRIPPLED	4	5	3	6	11	3	3	9	6

Conceived early in the Zeppelin airship design phase, Project DWPE05 quickly caught the imagination of the admiralty and was dubbed the Stark Imperium. This massive sky-fortress carries multiple wings of Messer attack aircraft and holds all the materials and armaments needed to act as the command ship for major operations.

UNIT COMPOSITION
1 Stark Imperium
Sky-Fortress

WEAPONS
Vierling Autokanone – 360
Vierling Autokanone – 360
Vierling Autokanone – 360
Vierling Autokanone – 360
Sturmbringer – F
Heavy Flak Broadside – P & S

TRAITS
Imperium
Prussian
Aerial Unit
Sky-Fortress
Stark Imperium Class
Flagship

SPECIAL RULES
Disciplined
Dirigible Construction
Flak Barrage (10)
Heavy Firepower
Inductorium
Lightning Assault
Lumbering
SRS Capacity 8/4
SRS Mine Clearance
SRS Recon Flight
Storm Generator

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.

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

KRIEGSTURM ASSAULT AIRSHIP

130 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	2	8	5	6	11	4	0	9	4
CRIPPLED	2	6	4	6	10	3	0	7	2

Colloquially referred to as war-rockets by the Prussian navy due to their distinctive missile-like shape, the Kriegsturm patrol the skies around the Imperium and beyond. Commonly armed with deadly high speed Luft Speerschleuders, these weapons are ideal for hunting down submerged targets whiles its Flak Batteries rip apart aircraft.

UNIT COMPOSITION
1 Kriegsturm Assault Airship

WEAPONS
Uber Volt Vierling – F
Flak Broadside – P & S

TRAITS
Imperium
Prussian
Aerial Unit
Assault Airship
Kriegsturm Class

SPECIAL RULES
Disciplined
Dirigible Construction
Flak Barrage (5)
Inductorium
Lightning Assault
Luftlancer Assault
Storm Vanes

SQUADRON
This Unit may include up to three additional Models at a cost of +130pts per Model.

OPTIONS:
Any Model in the Unit may replace its nose mounted Uber Volt Vierling for a Sturmbringer or Luft Speerschleuders for free. The weapons retain the Fire Arc of the Uber Volt Vierling it replaces.

DIRIGIBLE CONSTRUCTION: Receiving a Magazine Explosion Critical damage causes two points of damage to be suffered by the Model rather than the usual one.

FLAK BARRAGE (5): At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice indicated by the rule. Remove one Enemy SRS Token that is in contact with this Unit or a Friendly Unit within 15" for each Exploding Hit result.

LUFTLANCER ASSAULT: This Model may make assaults within 6" rather than the usual 4". Furthermore, the Assault by this Model gains the Voltaic Quality. This rule does not apply to Supporting Assaults

STORM VANES: In the Shooting Phase, a Model with Storm Vanes may make an Attack against an Initial Target within 10" using the crippled Lightning Strike weapon profile. The Attack ignores Shield Generators, Storm Generators, Guardian Generators and Shroud Generators

JAEGER AERIAL FAST DESTROYER

96 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	1	14	8	4	10	3	0	6	3

Utilising pressurised Blaugas jet engines to achieve exceptional speeds, the Jaeger is a lethal aerial hunter operating in packs to clear the skies of enemy airships or plunge out of the clouds to strike their unsuspecting foes below.

UNIT COMPOSITION
2 Jaeger Aerial Fast Destroyers

WEAPONS
Heavy Sturmklaue – F
Rudiger Autocannon – F
Rudiger Autocannon – F

TRAITS
Imperium
Prussian
Aerial Unit
Aerial Fast Destroyer
Jaeger Class

SPECIAL RULES
Disciplined
Giant Slayer
Inductorium
Lightning Assault
Linear Dash

SQUADRON
This Unit may include up to two additional models at a cost of +48pts per Model.

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

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.
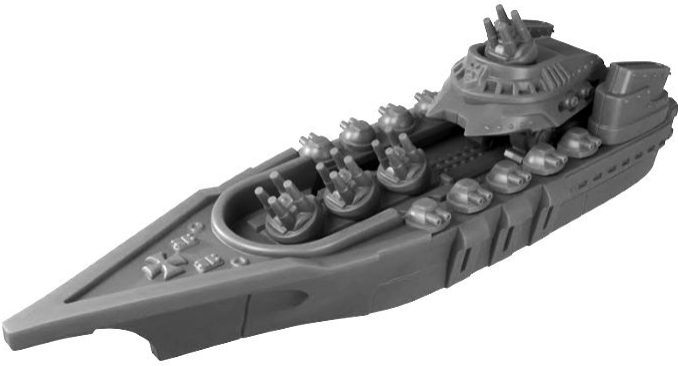
REITER FLAK CRUISER   129 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	2	9	5	6	12	4	3	8	4
CRIPPLED	2	6	4	6	11	3	2	7	4

The Reiter mounts a Vierling Flak Array which features Vierling autokanone engineered to rain a storm of munitions over a wide area. Originally tasked with countering enemy aerial battlegroups, Reiter commanders quickly realised that such a large number of Vierlings could chew through the decks, crew and superstructures of naval vessels just as easily.

UNIT COMPOSITION
1 Reiter Strike Cruiser

WEAPONS
Vierling Flak Array – F/P/S
Vierling Autokanone -360
Broadside – P&S
Speerschleuder - F

TRAITS
Imperium
Prussian
Surface Unit
Flak Cruiser
Reiter Class

SPECIAL RULES
Anti-Air Specialist
Attached Unit
Disciplined
Flak Barrage (10)
Inductorium
Lightning Assault

SQUADRON
This Unit may include up to two additional Models at a cost of +129pts per Model.

OPTIONS:
Any Model in the Unit may replace its Vierling Autokanone with a Shock Rocket Battery for no extra cost. The Shock Rocket Battery retains the Fire Arcs of the Vierling Autokanone it replaces.

The Unit may replace its Vierling Autokanones with Freya Arrays for free. If one Model replaces this weapon, then all Models in the Unit must replace the same.

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.

FLAK BARRAGE (10): At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice indicated by the rule. Remove one Enemy SRS Token that is in contact with this Unit or a Friendly Unit within 15" for each Exploding Hit result.

ATTACHED UNIT (PRUSSIAN 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.

TOTEN HEAVY DESTROYER   84 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	1	12	10	5	12	3	4	5	3

With improved armour and deadly Sturmklaue voltaic weaponry, Toten Heavy Destroyers are most often used by the Teutonic Knights to hunt down far larger vessels

UNIT COMPOSITION
2 Toten Heavy Destroyers

WEAPONS
Sturmklaue– F/P/S
Sturmklaue – 360
Light Broadside – P & S

TRAITS
Imperium
Teutonic
Surface Unit
Heavy Destroyer
Toten Class

SPECIAL RULES
Advanced Sturmcoils
Disciplined
Focused Gunnery
Inductorium
Lightning Assault

SQUADRON
This Unit may include up to four additional models at a cost of +42pts per Model.

ADVANCED STURMCOILS: Sturmklaue on this Unit gain the Sustained Quality.

ELITE CREW: While making or defending from an Assault, this Unit may re-roll Blank dice results.

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

PRUSSIAN BATTLEFLEETS: A single Toten Unit may be included in Battlefleets with a Flagship with the PRUSSIAN Trait. All Models in this Unit gain the PRUSSIAN Trait

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

DISCIPLINED: Models in this Unit ignore the effects of the Emergency Disorder Condition, though still count as having Disorder at that level.

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.

INDUCTORIUM: When this Unit makes an Attack or Assault with the Voltaic or Arc Quality, count the number of Exploding Hits results once all Attack Dice have been rolled, including additional dice from Exploding Hits. If the number of Exploding Hits exceeds the number of Models in the Target Unit, the Attack gains a bonus number of Action Dice equal to the number of Models in the Target Unit.

LIGHTNING ASSAULT: Any Model in this Unit attempting an Assault Action gains +1 to its Assault Action Dice Pool for each weapon listed on the Assaulting Model with the Arc or Voltaic Quality. Supporting Models cannot use this rule. If the Assaulting Model has an online Storm Generator, it gains +2 to its Assault Action Dice Pool.

STORM GENERATOR: This Generator may be used in the Shooting Phase with a 360-degree Line of Sight to make an Attack against an Initial Target within 20" using the Lightning Strike weapon profile. The Attack ignores Shield Generators, Storm Generators, Guardian Generators and Shroud Generators. Attacks against a Model that has used its Storm Generator to make an attack in that Round, re-roll Heavy Hits.

WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Broadside	6 (3)	3 (2)	-	Broadside, Fusillade
	4 (2)	2 (1)	-	Broadside, Fusillade
Flak Broadside	5 (3)	4 (2)	-	Broadside, Sustained (Aerial Units)
	4 (2)	3 (1)	-	Broadside, Sustained (Aerial Units)
Heavy Flak Broadside	10 (6)	8 (4)	-	Broadside, Sustained (Aerial Units)
	7 (4)	3 (1)	-	Broadside, Sustained (Aerial Units)
Heavy Sturmklaue	7 (5)	5 (3)	-	Gunnery, Devastating, Arc
	5 (3)	4 (2)	-	Gunnery, Devastating, Arc
Light Broadside	4 (3)	-	-	Broadside, Fusillade
	3 (2)	-	-	Broadside, Fusillade
Lightning Strike	10 (-)	8 (-)	-	Arc, Devastating
	8 (-)	-	-	Arc, Devastating
Luft Speerschleuder	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, High Velocity, Voltaic
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, High Velocity, Voltaic
Rudiger Autokanone	4 (2)	3 (2)	-	Gunnery, Voltaic, Sustained
	4 (2)	3 (2)	-	Gunnery, Voltaic, Sustained
Speerschleuder	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Voltaic, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Voltaic, Extreme Range
Sturmbringer	12 (8)	7 (5)	-	Gunnery, Sustained, Devastating, Arc
	8 (5)	5 (3)	-	Gunnery, Sustained, Devastating, Arc
Sturmklaue	5 (3)	3 (2)	-	Gunnery, Devastating, Arc
	4 (2)	2 (1)	-	Gunnery, Devastating, Arc
Vierling Autokanone	5 (4)	5 (4)	-	Sustained (Aerial Units, Skimming Units)
	3 (2)	3 (2)	-	Sustained (Aerial Units, Skimming Units)
Vierling Flak Array	11 (6)	12 (6)	-	Sustained
	6 (4)	7 (4)	-	Sustained

ARC: Shield Generators are ignored when making actions with this Quality. Should the Initial Target suffer Critical Damage from actions with this Quality, it also gains a Disorder Condition in addition to any others that may be applied by the Action.

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.

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

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.

VOLTAIC: Should the Initial Target suffer one or more Critical Damage Markers from an Action with this Quality, it additionally receives a Disorder Condition. If the Initial Target has an online Shield Generator, Storm Generator or Guardian Generator and suffers Critical Damage from this action, then a Critical Damage Result from the hit is changed to the Generator Offline Critical Damage Marker.

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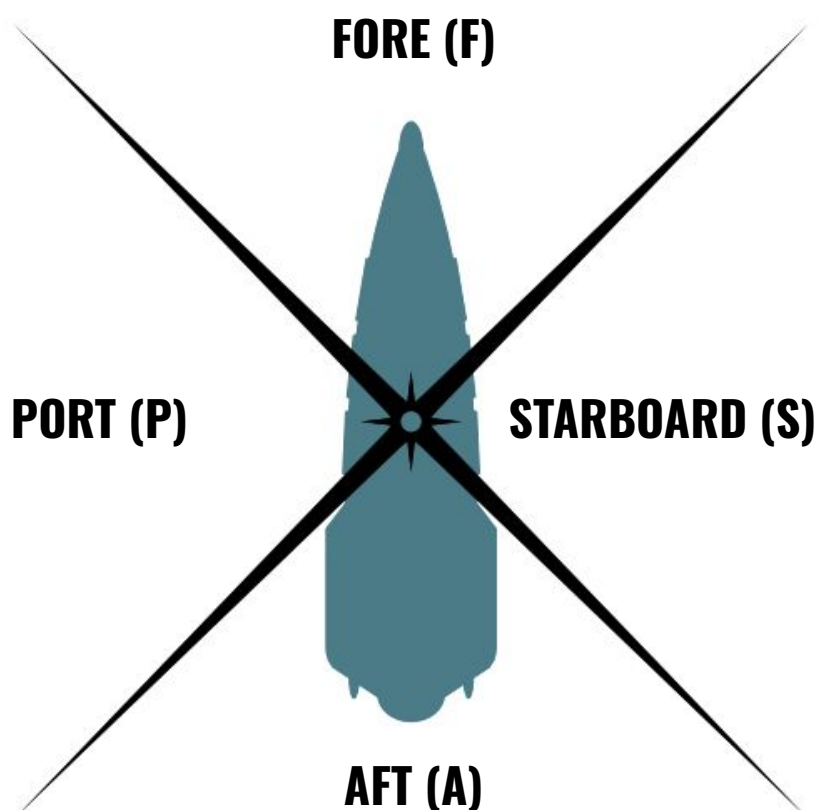
POINT BLANK	**0" - 10"**
CLOSING	**10" - 20"**
LONG	**20" - 30"**

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   **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.