



# UNION

## 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



DOWNLOAD RULES, UNIT CARDS & MORE TODAY AT: [DYSTOPIANWARS.COM](https://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 UNION list you will need the Enterprise Battlefleet Set.



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





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

### Enterprise Battlefleet Set

VESSEL	QUANTITY	POINTS EACH	TOTALS
Enterprise Heavy Carrier	1	320	320
Yorktown Cruiser	3	110	330
California Supply Cruiser	3	53	159
Farragut Frigate	4	32	128
Patriot RC-52 Automata	5	35	175
Akron Sentry Rotor	3	29	87

**SET TOTAL: 1199**

**FLEET TOTAL: 1199**



UNION

## TOP TIPS TO PLAY THIS LIST!

All of your surface Units have Contra Rotation which will allow you to make best use of your Fire Arcs by turning on the spot. This is particularly useful for your Yorktown Cruisers, so they don't have to Drift and fire their forward mounted weapons.

Your California Supply Cruisers are great support units. You'll get access to an extra Victory & Valour card as well as being able to remove a level of Disorder on nearby Units.

The Akron Sentry Rotor and Patriot RC-52 Automata might not be the most devastating but they are certainly agile. You can make use of this by attacking the enemy from all fronts and focussing down on one target before moving to the next. Combined arms at its best.



A top-down view of a workspace for building a Star Wars model kit. The surface is covered with numerous grey plastic sprues containing various parts, including circular pieces with a wood-grain texture and smaller, more intricate components. Several tools are scattered around: a pair of red-handled pliers at the top right, a pair of silver pliers in the center, and a pair of brown-handled pliers at the bottom. In the top left corner, there are two white bottles of glue and a blue and yellow glue dispenser. The text "LET'S BUILD THE FLEET" is overlaid in the center in a bold, white, sans-serif font. On the right edge of the sprues, the text "MADE IN THE UK" and "© 2021" are visible.

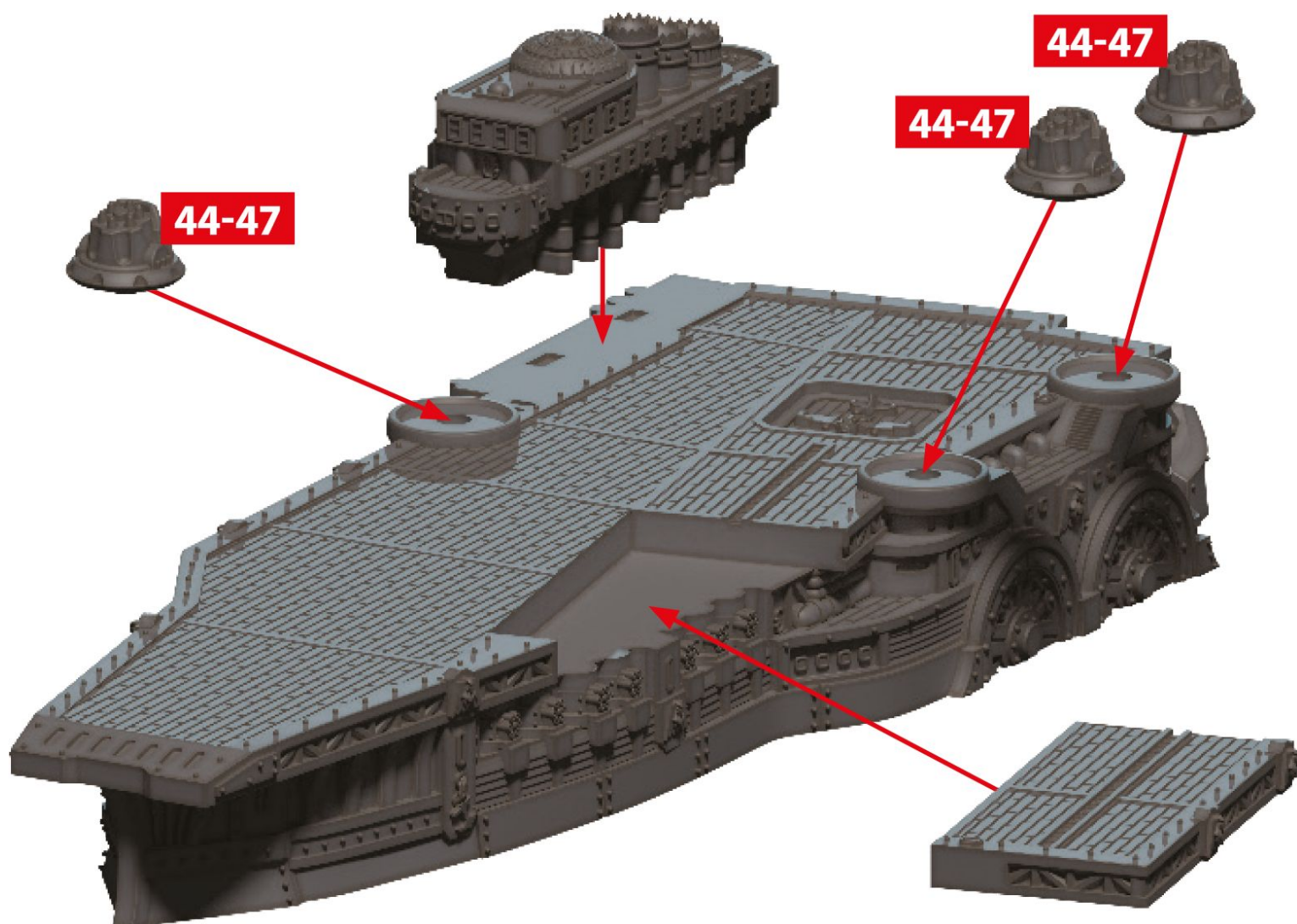
**LET'S BUILD THE FLEET**





UNION

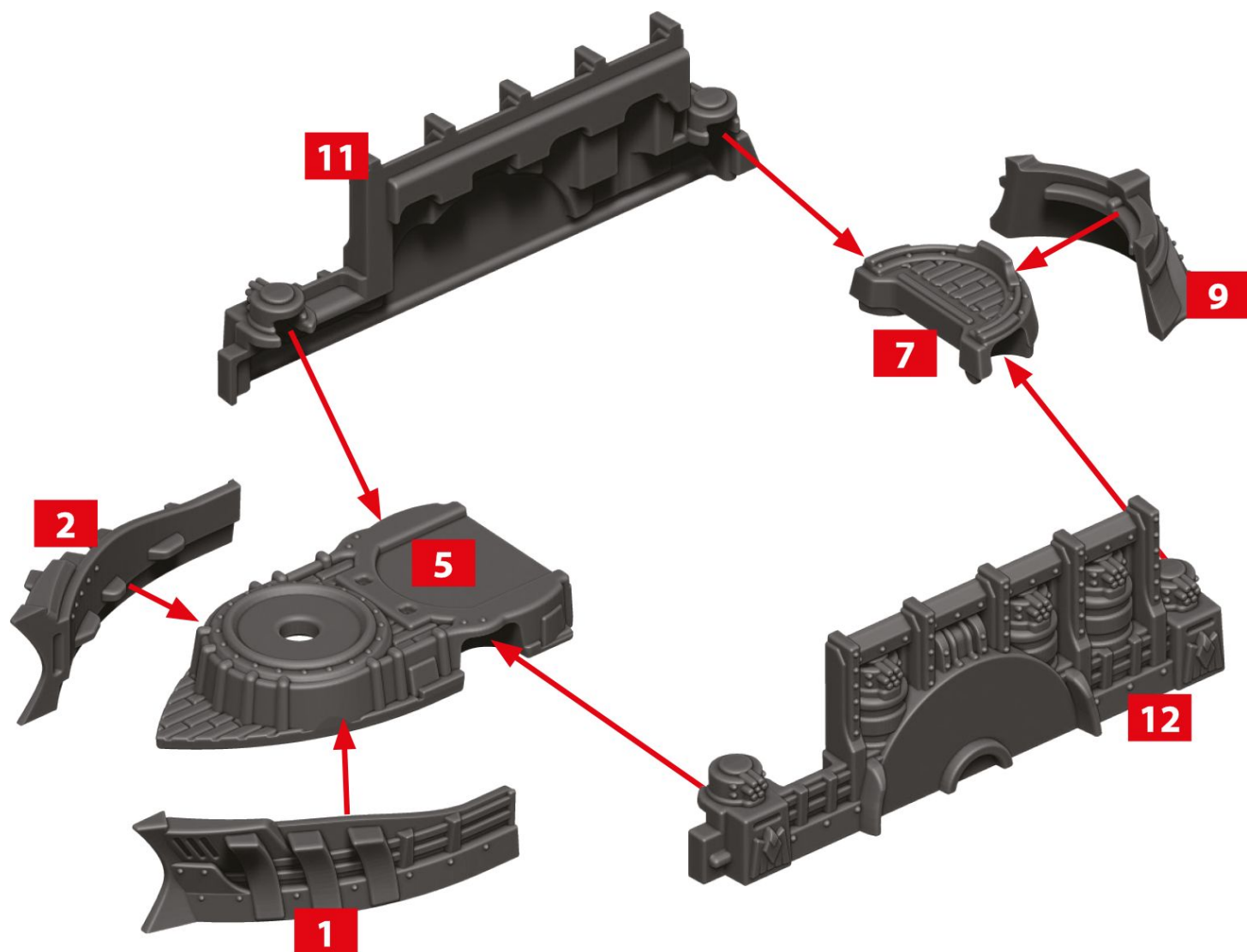
## BUILD 1 X ENTERPRISE HEAVY CARRIER





UNION

## BUILD 3 X YORKTOWN CRUISERS - STAGE 1

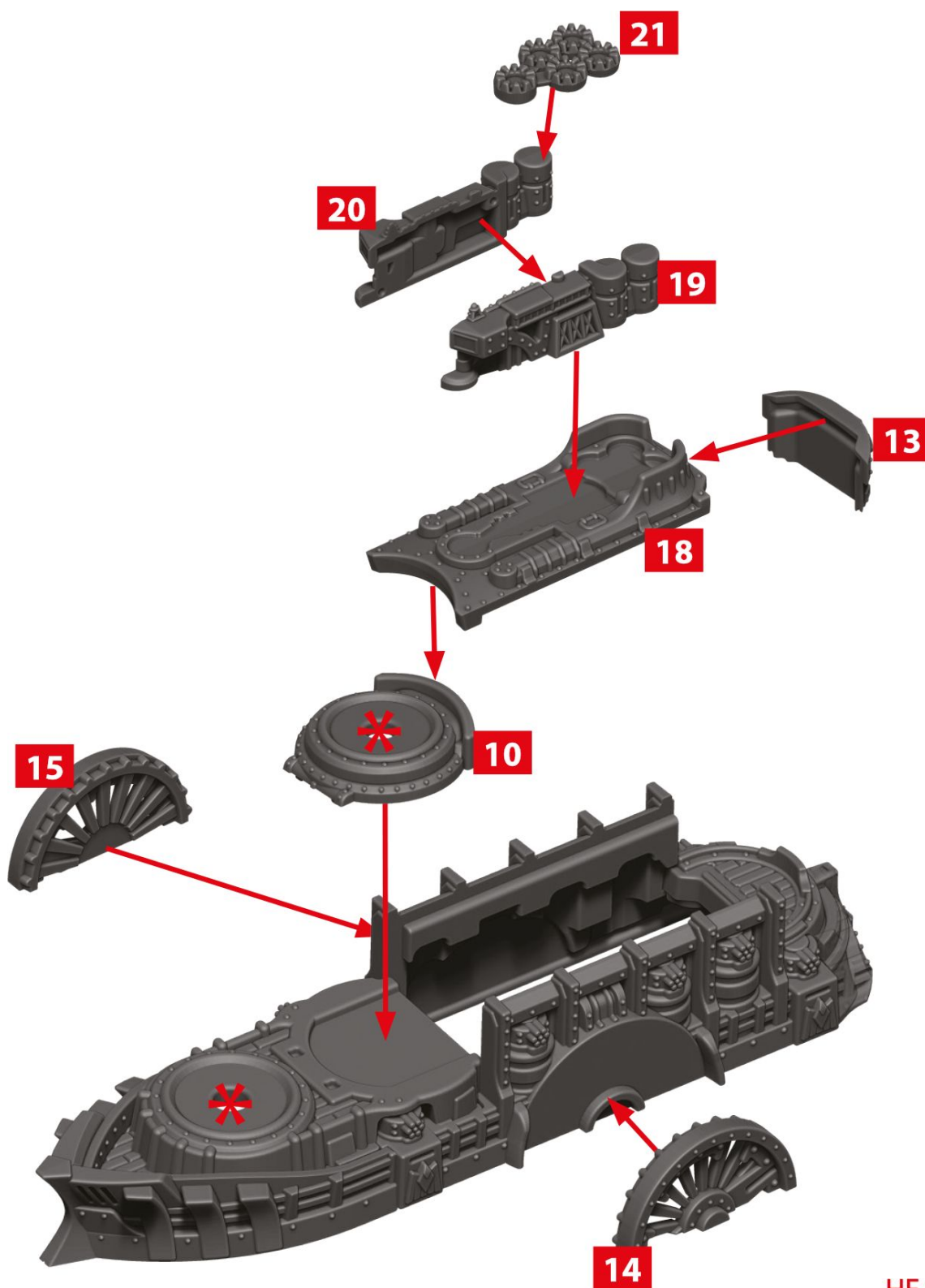






UNION

## BUILD 3 X YORKTOWN CRUISERS - STAGE 2



HEAVY GUN  
BATTERY

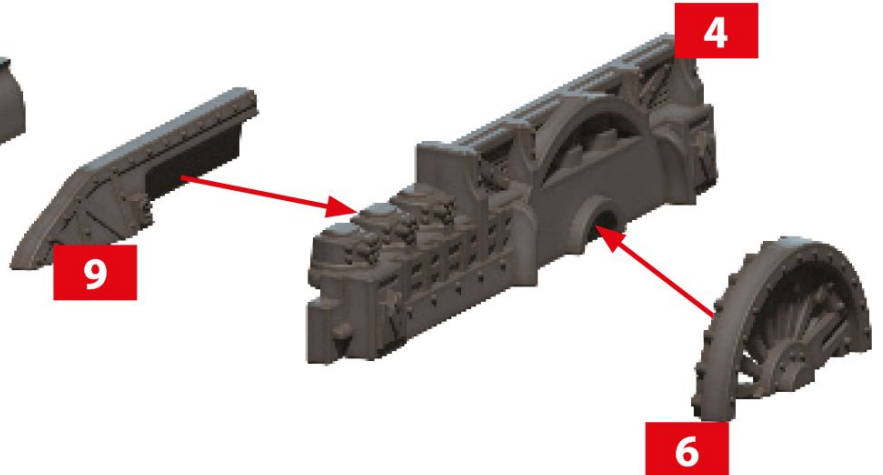
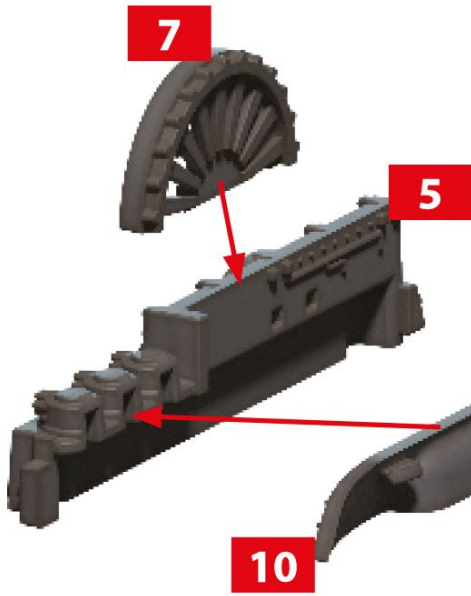
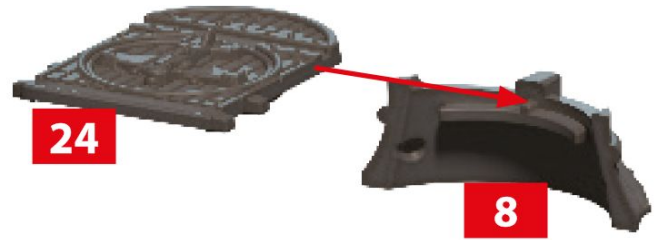


40-43





## BUILD 3 X CALIFORNIA SUPPLY CRUISERS - STAGE 1

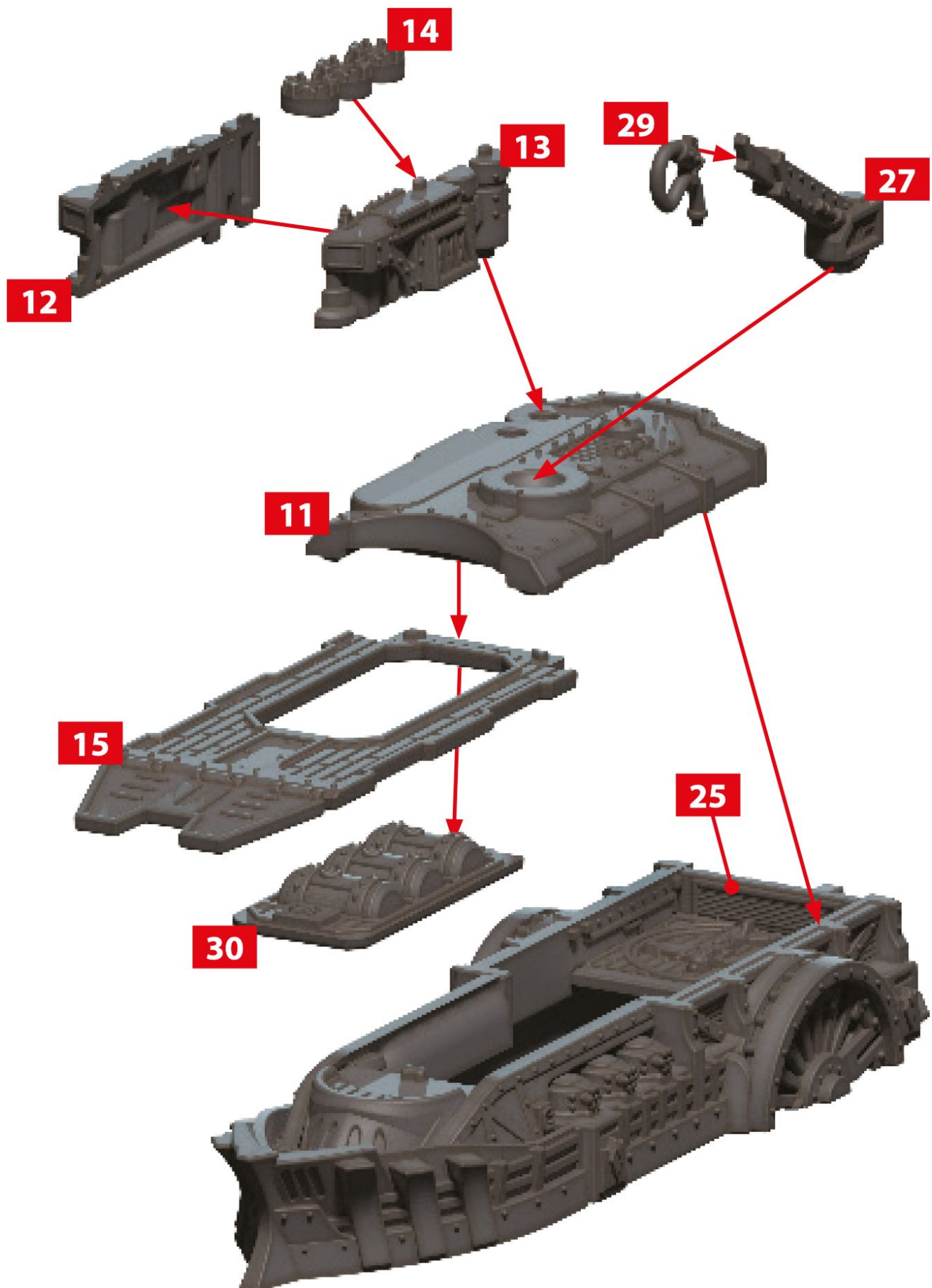






UNION

## BUILD 3 X CALIFORNIA SUPPLY CRUISERS - STAGE 2

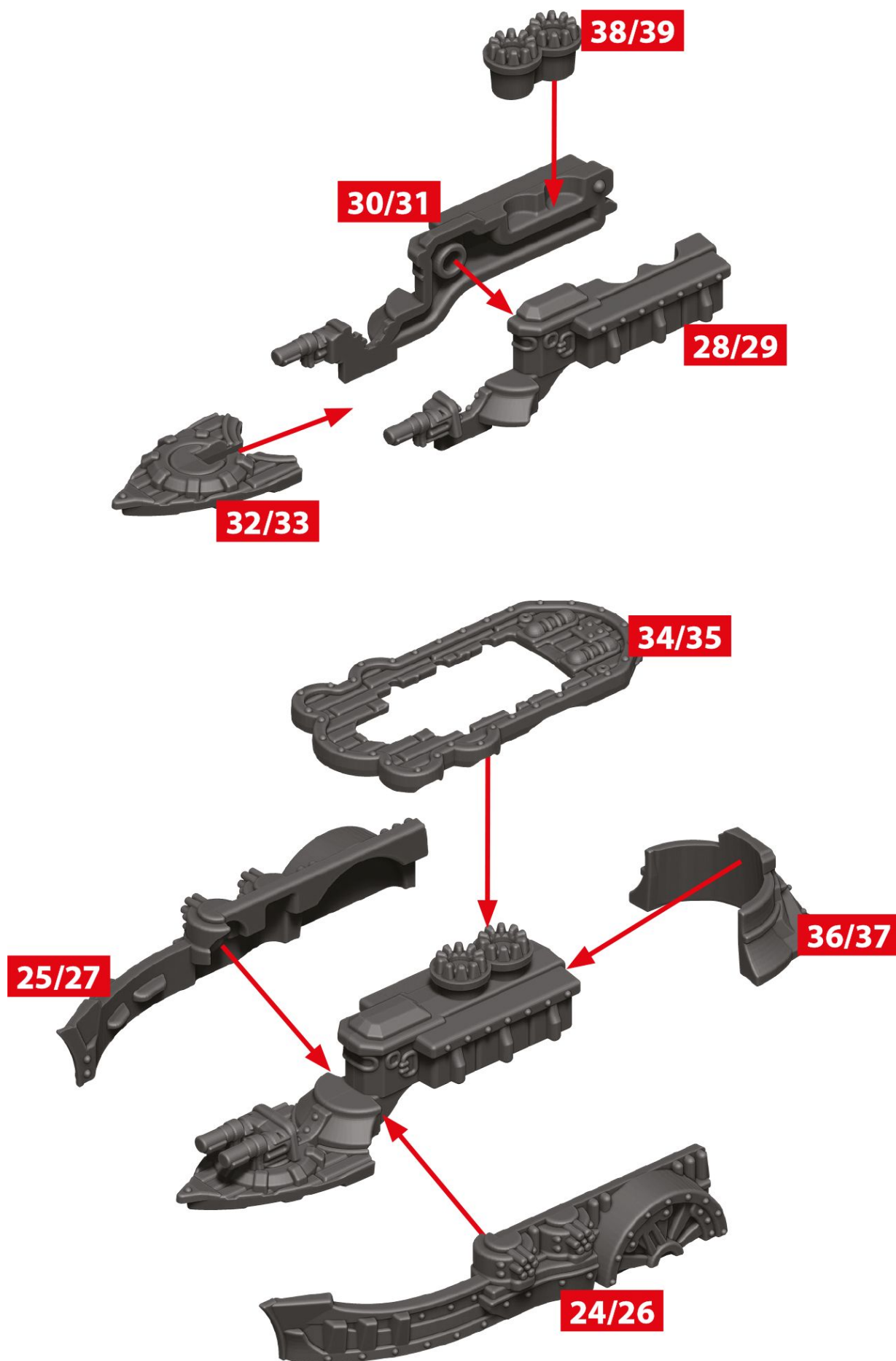






UNION

## BUILD 4 X FARRAGUT FRIGATES





AUTOMATA **MUST** BE ASSEMBLED WITH THE SAME WEAPON OPTION FOR BOTH ARMS,  
I.E. DUAL GATLING CANNONS (A) OR DUAL NAVAL ELECTROCANNONS (B).  
AUTOMATA CAN ALSO BE POSITIONED ON THE FLIGHT STAND AS DESIRED (SEE ABOVE).





Akron Sentry Motors are single piece models so only need removed from the sprue and put on to their bases.



# **VESSEL ATTRIBUTES & SPECIAL RULES**



# ENTERPRISE HEAVY CARRIER 320 PTS



	M	S	T	A	C	ADV	SDV	F	H
<b>BATTLE READY</b>	4	4	2	8	16	9	6	13	10
<b>CRIPPLED</b>	4	3	2	8	15	5	4	13	6

*As the Union pushed out into the Pacific and Atlantic, it required significant air power to support fleet operations. The Enterprise class is a formidable warship and the largest vessel in the Union naval register. Once dubbed the Great Experiment, the success of these vessels is without doubt.*

## UNIT COMPOSITION

1 Enterprise Heavy Carrier

## WEAPONS

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

## TRAITS

Union  
Surface Unit  
Heavy Carrier  
Enterprise Class  
Paddlewheel  
Flagship

## SPECIAL RULES

Contra Rotation  
Combat Air Patrol  
Fighting Spirit  
Flashlamps  
Fortunes of War  
Heavy Firepower  
Launch Catapults  
Shield Generator  
SRS Mine Clearance  
SRS Recon Flight  
SRS Capacity 10/5  
Tactical Cavitation

## OPTIONS:

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

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

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

**LAUNCH CATAPULTS:** SRS Tokens launched by Units with this rule may Launch SRS Tokens and place in base contact with a Friendly or Enemy Unit within 45" rather than the usual 40".

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

**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.

# YORKTOWN CRUISER

110 PTS



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

*Dependable and powerful, the Yorktown class Cruisers are partnered with Akron Observation Rotors to enable them to be highly capable vessels. Their paddlewheels give them surprising manoeuvrability that offsets their focus on frontal engagements.*

## UNIT COMPOSITION

1 Yorktown Cruiser

## WEAPONS

Heavy Gun Battery – F/P/S

Heavy Gun Battery – F/P/S

Broadside – P&S

Torpedo Salvo - F

## TRAITS

Union

Cruiser

Yorktown Class

Paddlewheel

## SPECIAL RULES

Contra Rotation

Fighting Spirit

Flashlamps

Give Em Hell

Tactical Cavitation

## SQUADRON

This Unit may include up to two additional models at a cost of +110pts per Model.

## OPTIONS:

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





## CALIFORNIA SUPPLY CRUISER 53 PTS

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

*The California class are seen by some as little more than merchant or civilian vessels and hardly of the same calibre as the rest of the fleet. However, for those that come to know them, the animated and enthusiastic crews typical of California class vessels can be found to uphold the finest traditions of the Union navy.*

### UNIT COMPOSITION

1 California Supply Cruiser

### WEAPONS

Broadside – P&S

### TRAITS

Union  
Surface Unit  
Supply Cruiser  
California Class  
Paddlewheel

### SPECIAL RULES

Attached Unit  
Contra Rotation  
Fighting Spirit  
Flashlamps  
Give Em Hell  
Logistical Support  
Mine Sweeper  
Supply Depot  
Tactical Cavitation

**ATTACHED UNIT (UNION, 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.

**LOGISTICAL SUPPORT:** This Unit adds +1 to the number of Victory and Valour Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Round. This ability does not stack so multiple Units with this rule still only confers +1 to the hand size in total.

**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.

**SUPPLY DEPOT:** Any Friendly Model within 7" may remove a single level of Disorder at the start of their Activation. Weapons on Friendly Units may re-roll blank results on the Limited Quality Action Die while within 7" of this Unit.

# FARRAGUT FRIGATE

64 PTS



	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	1	10	7	5	11	3	3	5	3

*Named after Admiral Glasgow Farragut who gave the order "Damn the torpedoes, full speed ahead" during the Battle of Mobile Bay at the height of the Ore War. Farragut frigates are often deployed in large squadrons to maximise firepower.*

## UNIT COMPOSITION

2 Farragut Frigates

## WEAPONS

Gun Battery – F/P/S

Light Broadside – P&S

Sperry Torpedo Launcher - F

## TRAITS

Union

Surface Unit

Frigate

Farragut Class

Paddlewheel

## SPECIAL RULES

Contra Rotation

Fighting Spirit

Flashlamps

Give Em Hell

Linear Dash

Tactical Cavitation

## SQUADRON

This Unit may include up to six additional models at a cost of +32pts per Model.

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





## PATRIOT RC-52 AUTOMATA

70 PTS

	M	S	T	A	C	ADV	SDV	F	H
<b>BATTLE READY</b>	1	10	10	5	11	3	2	2	2

*Designed by the brilliant theoretical engineers at The Pipeworks, the RC-52 Patriot is the largest automata in the Union's military. Just like smaller automata, over time their adaptive computations develop quirks that give veteran Automata distinctive personalities.*

### UNIT COMPOSITION

2 Patriot RC-52 Automata

### WEAPONS

LiDual Naval Electrocanons– F/P/S  
Rocket Pod - F

### TRAITS

Union  
Aerial Unit  
Patriot Class  
Automata  
Tesla Masterwork

### SPECIAL RULES

Agile  
Attached Unit  
Flashlamps  
Mechanical Soul  
Mine Sweeper  
Sharpshooter

### SQUADRON

Unless using the Attached Unit rule, this Unit may include up to four additional models at a cost of +35pts per Model.

### OPTIONS:

Any Model in the Unit may replace its Dual Naval Electrocanons weapon with Dual Magnetic Gatling Guns for free. The Dual Magnetic Gatling Guns retains the Fire Arcs of the Dual Naval Electrocanons they replace.

**ATTACHED UNIT (TESLA MASTERWORK):** 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.

**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.

**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.

**SHARPSHOOTER:** The Citadel of the Initial Target receives a -2 against Attacks with the Gunnery Quality by this Unit.



## AKRON SENTRY ROTOR

29 PTS

	M	S	T	A	C	ADV	SDV	F	H
<b>BATTLE READY</b>	1	12	7	4	10	3	4	6	2

*The Union uses the Akron Rotor for observation and infiltration. Usually, the supremely capable Akron is attached to units throughout the fleet, giving much needed aerial support.*  
*Battle Ready*

### UNIT COMPOSITION

1 Akron Sentry Rotor

### WEAPONS

Rocket Pod – F

Sperry Torpedo Launcher – F

### TRAITS

Union

Aerial Unit

Sentry Rotor

Akron Class

### SPECIAL RULES

Agile

Akron Observer

AWACS

Attached Unit

Flashlamps

Shadow Hunter

Vanguard

### SQUADRON

Unless using the Attached Unit rule, Unit may include up to five additional models at a cost of +29pts per Model.

**AKRON OBSERVER:** This Unit may be a Joining Unit to a Union Partner Unit with the Surface Unit, Skimming Unit or Aerial Unit Position Trait. It deploys based on the Partner Unit's Position Trait. This Unit gives the Extreme Range Quality to any Attacks with the Aerial Quality by a Friendly Unit within 20" of this Unit.

**AWACS (AKRON WARNING AND CONTROL SYSTEM):** Weapons with the Extreme Range Quality gain the Homing Quality if the Initial Target is within 20" of an Akron Rotor.

**ATTACHED UNIT (UNION):** 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.

**SHADOW HUNTER:** Once both sides have deployed but before any Vanguard moves have been made, the Players take it in turns (in initiative order) to redeploy a Unit in their Force with this rule. Each Unit with this rule may only be redeployed once and must be redeployed in their own Deployment area.

**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.





Some Units in the Union 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 Union are listed here:

**CONTRA ROTATION:** This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making a Tactical Cavitation Action. The Model making a Contra Rotation Action has a Drift of zero and reduces its Speed Attribute by its Mass for the Activation. At any point during its Movement Step the Model may make a single turn on the spot of up to 90 degrees. It may Move and Turn normally in addition to this Action.

**FIGHTING SPIRIT:** When this Unit makes an Assault, if the result is a Draw, it is instead considered a Havoc result.

**FLASHLAMPS:** Models in this Unit retain a Coherency of 5" rather than the usual 4". Models in the same Unit may contribute to a Defence Dice Pool if within 5" rather than the usual 4".

**GIVE EM HELL:** This Unit may make a Special Operations Action that it will 'Give Em Hell'. All weapons with the Gunnery or Fusillade special rule in the Unit gain the Devastating Quality for the duration of its Activation. At the end of the Activation, after the Repair Step, each Model in the Unit gains a Disorder Condition.

**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.



**SEMPER FORTIS:** Union commanders are trained to take advantage of evolving situations. After a Force with this Unit in play uses a card for a Valour Effect (or has the Valour Effect Cancelled and is forced to discard a card), roll an Action Die. On an Exploding Hit, do not discard the Victory & Valour card and instead return it to your hand. You may only roll once per card.

**TACTICAL CAVITATION:** This is a Special Operations Action that may be made by any Model in the Unit with the Paddlewheel Trait unless it has a Navigation Lock Critical Damage Marker or is making a Contra Rotation Action. The Model making a Tactical Cavitation Action doubles its Drift and reduces its Speed Attribute by that doubled Drift for the Activation. Submerged Attacks against the Model cannot benefit from the Homing Quality. Furthermore, the Unit is Obscured against Submerged Attacks (even those with the Torpedo Quality) and those attacks cannot benefit from the Homing Quality. The Model may Move and Turn normally in addition to this Action.

### UNION GENERATORS

**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.

**TESLA-HUSTON ARC GENERATOR:** This Generator provides +2 to the Model's Speed Attribute. 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. A Model that uses its Arc Generator to make an attack gains a level of Disorder.





UNION

## UNION WEAPON PROFILES FOR THIS LIST

WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Broadside	6 (3)	3 (2)	-	Broadside, Fusillade
	4 (2)	2 (1)	-	Broadside, Fusillade
Dual Naval Electrocanons	5 (4)	4 (3)	-	Gunnery, Arc
	3 (3)	3 (2)	-	Gunnery, Arc
Gun Battery	3 (1)	5 (2)	-	Gunnery
	2 (1)	4 (1)	-	Gunnery
Heavy Broadside	10 (5)	6 (3)	-	Fusillade, Broadside
	6 (3)	4 (2)	-	Fusillade, Broadside
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 Broadside	4 (3)	-	-	Fusillade, Broadside
	3 (2)	-	-	Fusillade, Broadside
Lightning Strike	10 (-)	8 (-)	-	Arc, Devastating
	8 (-)	-	-	Arc, Devastating
Rocket Pod	3 (2)	3 (2)	-	Aerial
	-	-	-	-
Sperry Torpedo Launcher	3 (2)	3 (2)	2 (1)	Submerged, Torpedo, Extreme Range
	2 (-)	2 (1)	2 (1)	Submerged, Torpedo, Extreme Range
Torpedo Salvo	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range



## UNION WEAPON QUALITIES FOR THIS LIST

**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.

**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.

**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.





## UNION WEAPON QUALITIES FOR THIS LIST

**GUNNERY:** Actions made with this Quality count Models with a Mass of 1 as Obscured.

**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.



UNION

## QUICK REFERENCE: GAME ROUND & CARD HAND SIZES

### 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 & 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>





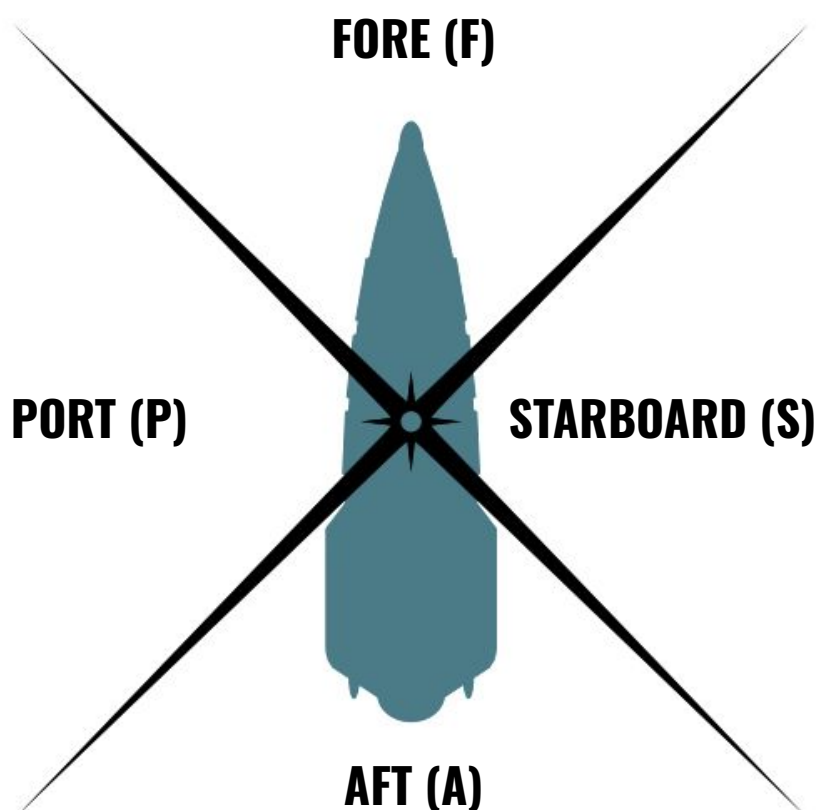
UNION

## QUICK REFERENCE: ASSAULTS & ARCS

### 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 & RANGE BANDS RULEBOOK PG: 9



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



UNION

## QUICK REFERENCE: ATTRIBUTES, DICE & TOKENS

### VESSEL ATTRIBUTES RULEBOOK PG: 6

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

### ACTION DICE

**1**



**EXPLODING HIT**

**4**



**HEAVY COUNTER**

**2**



**HEAVY HIT**

**5**



**COUNTER**

**3**



**HIT**

**6**



**BLANK**

### DISORDER CONDITIONS



**HAZARD**



**EMERGENCY**



**CHAOS &  
DISARRAY**





UNION

## QUICK REFERENCE: CRITICAL DAMAGE

**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.