

Dystopian Legions Optional Rules 1: COMMAND AND CONTROL

Over the coming weeks and months, Spartan Games will be releasing a series of optional rule additions for Dystopian Legions. These are designed to deepen some aspects of the game, mix things up, and provide players who want to use them with some fun additions to their game experiences.

All these additional rules documents are regarded as **optional**, and players should decide prior to a game whether they will be using them or not. Many of these rules sets work particularly well in combination with the **Progression System** in the Dystopian Legions rules book (**Page 103**). It is also assumed that players are using the most current FAQ (available from the Downloads Section of our website).

The first in this series of rules additions is called **Command and Control!** The rules that follow increase the differentiation between the Quality of Sections (*Militia*, *Regular*, and *Veteran*), and add some new Standing Orders. The Standing Orders in this document are regarded as being available to all NCOs and Officers for all Forces, and should be regarded as additional to the **Standing Orders** in the Dystopian Legions Rules Book (**Pages 43-47**).

If you are deciding whether to use these optional rules they should be regarded as being composed of two options – **Troop Quality** and **Additional Standing Orders**. If you choose to use the Troop Quality rules, you should use ALL the Troop Quality rules listed in this document. If you choose to use the Additional Standing Orders, you should use all the Additional Standing Orders listed in that Section of these rules. Of course, you could also play with both, which is what we recommend!

The rules in this document are designed to add some interesting pressures around the troop Qualities, making the use of Command Points for Militia Sections more important (and increasing the need for Militia to be well led), as well as reflecting the cool-headedness of Veteran troops.

The additional Standing Orders are designed to add some interesting tactical options to the game, with a particular focus on creating new orders that may be viably used by NCOs, as well as more senior Officers.

TROOP QUALITY

The following rules will modify some aspects of how Militia and Veteran Sections operate in the game, providing a limitation for Militia, and a bonus for the Veterans to reflect their respective levels of experience on the battlefield.

Militia: When Shooting, sections with the Militia Quality must make any Shooting Action against the closest enemy section. If two enemy Sections are equidistant from the Shooting Militia, the player controlling the Militia may decide which to shoot at. Any officer or NCO within command range of the shooting Militia may spend 1CP to ignore this target priority.

Veteran: Sections with the Veteran Quality may re-roll any 1s rolled in the Initial Roll only, when making a Command Check. This applies to Morale Tests, Command Checks for Orders etc. This re-roll does NOT apply when rolling for Initiative at the beginning of a turn.

ADDITIONAL STANDING ORDERS

The following Additional Standing Orders are designed to add some interesting tactical options for players, with many of them specifically designed to provide increased options for sections with an NCO.

Dig In!

Cmd Cost: 2 command points.

Successes Required: 2

Give this order when a section rolls cover saves. You may choose to reroll the cover dice, the second result must be accepted. This order may not be given to models that are Flying, Ironclads, or have the Skimming or Towering MARs.

Mount up!

Get inside! At the double!

Cmd Cost: 1

Successes Required: 2

Issued During: Section's Movement Segment

A section may make a full advance and then embark into an empty transport or building.

On Your Bellies!

Cmd Cost: 1

Successes Required: 1

Issued During: Section's Movement Segment.

This order may be given to a Section with a Hit the Deck Marker next to it. This Section may move up to half (rounding up) their normal movement allowance and not lose the Hit the Deck Marker.

Spray 'Em!

Cmd cost: 1

Successes Required: 1

Issued During: Section's Shooting Segment.

This order may only be played a Section that has made a Stand Your Ground movement action. The ordered Section treats all firing as Rushed, but gains the Suppression MAR for this Shooting Segment.

Spread out Men!

Cmd cost: 1

Successes Required: 1

Issued During: Section's Movement Segment.

The ordered Section may increase their Coherency Distance by up to 2" for the remainder of this turn. But must move back into their normal Coherency Distance by the end of the Movement Phase of the following turn (for the rules on Coherency see pg 63).

While 'Spread Out' Ranged attacks made by the Section or against them are treated as rushed shots until the end of this round. This effect does not stack with other modifiers.

Stand fast!

"Hold them here, not one step back!"

Cmd Cost: 2

Successes Required: 1

Issued During: Section's Movement Segment

The ordered section may only make a Hold Your Ground movement action. The section gains the Steadfast MAR and may re-roll failed Morale tests.

