

Dystopian Legions Optional Rules 2: INTERCATIVE BATTLEFIELD OBJECTIVES



The following rules can be used **in addition** to the normal rules for Battlefield Objectives, and are designed to add a narrative and fun element to the in-game effect of achieving an Objective.

These rules are purely optional, and both players should agree whether they are *'in-effect'* prior to **Preparing the Battlefield**. Each of these rules applies to a specific Objective Token, as found in the Dystopian Legions Battlefield Objectives box, and which also came as part of the Iron Scorpion 2-player set.

OFFICERS BRIEFCASE:

Confidential information from a friendly commander or intelligence from the enemy that can aid in battle has been found by you.

The player that **first** Holds this objective permanently gains **1 additional Black Dice** when rolling a Command Check for Initiative, this effect applies for the remainder of the game.

MUNITION CRATES:

Crates of ammo for various weapons have been found, meaning that limited munitions isn't a problem anymore.

All models in the section that Holds this objective gain the **Rapid Fire (1) MAR**.

FLAG:

"Our flag has fallen comrades! We won't fall! We stand our ground! We protect our flag!"

The section that Holds this objective gains an additional dice (of a colour equal to their Quality) when making any Command Checks.

UNDERGROUND ACCESS:

"We've secured the secret objective commander! The complex is now ours."

The side that first manages to Hold this objective gains an additional **1D3 Battle Log Points**.

FUEL DUMP:

"Pass me a few of those canteens and bottles... I have an interesting idea."

The section that currently Holds this objective counts as having the **Gas Grenades MAR**.

SECRET RADIO:

"It works Commander..."

A section containing an Officer that currently Holds this objective **doubles** the Command Distance of the Officer. This is **not** cumulative with Flag Signallers.

STURGINIUM CANISTERS:

In the Sturginium Age there is nothing more important than securing Sturginium. All sections and soldiers will do anything to secure this important element for their nation.

Any section can Hold this objective, even if they are not normally allowed to do so (such as if they are Shaken or an Ironclad). The Section that Holds this objective counts as having the **Steadfast MAR**. If the section already has the **Steadfast MAR** it counts as having the **Fearless MAR**.

UNKNOWN MACHINERY:

In this age strange and unique machinery can be found in the most unlikely of places...

The section capturing this objective counts as being in **Soft Cover**.