



DYSTOPIAN LEGIONS

FREQUENTLY ASKED QUESTIONS

OBLIQUE CONTACT – PAGE 24 OF CORE RULEBOOK:

Q: On page 24 the diagram for Oblique contact seems to show the flanking and reserve edges around the wrong way?

A: The colours of those lines should be switched, red for green and green for red.

SURPRISE ATTACK – PAGE 24 OF CORE RULEBOOK:

Q: How does the Attacker deploy?

A: The Attacker deploys in the Deployment Zones designated by the letter A. There is no restriction as to how they deploy their forces between the Main and Advanced Deployment Zones – they effectively have a 16" Deployment Zone.

LIMITED VISIBILITY – PAGE 25 OF CORE RULEBOOK:

Amend battle field condition rules to:

All ranges in Limited Visibility Conditions are halved, rounding up (ER and LR both). Sections may not make an At the Double Move Action in Limited Visibility Conditions. This condition has no effect on Indirect Firing Weapons.

FORCE BUILDING – PAGES 29-33 OF CORE RULEBOOK:

Q: What can I put into my Strategic Forces (Flanking and Reserve)?

A: No more than 50% of the MFV of your force, and all from the same platoon, can be designated as Strategic Forces. Heavy Ironclads may never be a part of a Strategic force.

Q: How do Allies work? What can I take?

A: The Imperial Bond and Grand Coalition are the major alliances of the world war, each made up of a host of Major and Minor nations. Additionally the Free Nations are a collection of mercenaries and other forces that have their own loyalties. Being able to take members of an Allied nation is a big part of Dystopian Wars, and a big part of Dystopian Legions as well.

You may take Allies in Dystopian Legions, and a set of rules surrounding allies will soon be available for download from the Downloads Page on: www.spartangames.co.uk

Ironclads:

Ironclads are a big inclusion in any game, it is our suggestion that if you're playing a friendly game, you should make it clear whether Ironclads will be appearing in your army or not as you and your opponent build your force.

BUILDING YOUR TAC-DECK – PAGE 36 OF CORE RULEBOOK:

The first sentence of the Building your TAC Deck description implies that players have access to 16 Generic TAC cards. However, currently, players only have access to 12 Generic Cards. Over time new Generic, National and Character TACs will be released. If players only have access to the 12 Generic cards initially released with the game, it is from these that their TAC deck should be built. It may be expanded with additional Generic cards up to a deck size limit of 16 cards, and National and Character cards may be used to replace these Generic cards as per the rules on page 36.

THE SENIOR COMMANDING OFFICER – PAGE 44-45 OF CORE RULEBOOK:

Your Senior Commanding Officer is the highest ranking officer in your army (if there are more than one of the same Rank the player should note which is the Senior Commanding Officer). Senior Commanding Officers get to use their Command Points to boost the number of dice rolled for Initiative at the beginning of a turn (page 45).

If your Senior Commanding Officer is killed during the game the role of Senior Commanding Officer is passed down the chain of command. In other words, the next highest ranking officer will become the Senior Commanding Officer, and may use their Command Points to bolster the number of dice used for Initiative as per the rules on page 45.

If the Senior Commanding Officer is not on the table for other reasons (i.e. being positioned in the Flank or Reserve), then the Highest Ranking Officer on the table is the one who may use Command Points to boost initiative.

THE SENIOR COMMANDING OFFICER AND INITIATIVE – PAGE 44 OF CORE RULEBOOK:

Q: What if all the Officers are killed? What Colour Dice do I roll for Initiative?

A: If you have no Officers left in a Force, your Initiative roll will be the basic 2 BLACK Dice.

WITH ME! – PAGE 46 OF CORE RULEBOOK:

Amend the first bullet point in the With Me! Order description to the following:

During the **Shooting Segment** each Section may target the same enemy Section with a firing action, each Section may either take part in the **SAME** firing action, **or** may resolve their Shooting Actions **Independently**. (sometimes a Commander may want to pool a large number of dice to attack a particularly dangerous enemy, sometimes a Commander may be happy to fire each 'With Me' ordered Section independently, hoping to cause more Morale checks)

MORALE – PAGE 49 OF CORE RULEBOOK:

On Page 49 the Morale rules stipulate that a Section requires +1 **Success** if the Section is **below HALF of its initial number of Life Points**.

Replace with:

1 Dice is removed when making a Morale Test if the Section is **below HALF of its initial number of Life Points**. (If a Section is forced to make a Morale Test (normally rolling 2 Dice), and has been reduced to below half its initial Life Points, it would roll 1 Dice for the Morale Test (which may be boosted by the expenditure of Command Points as usual).

ROUTED SECTIONS THAT MOVE OFF THE BOARD:

If a routing model comes into contact with the board edge it is removed from play as a casualty, and may never return to the board unless a specific scenario condition stipulates otherwise.

SMOKE BARRIER TERRAIN – PAGE 55 OF CORE RULEBOOK:

Q: Is the Smoke Barrier really impassable to Infantry, Heavy Infantry and Cavalry?

A: **Yes**. This is a world where no Geneva Convention has placed a ban on the use of chemicals and gases in war. Smoke is also used extensively to cover mines and booby traps. Soldiers and Cavalry will not enter or move through Smoke Barriers.

CRUSHING TERRAIN – PAGE 56 OF CORE RULEBOOK:

Some Terrain may be crushed by Ironclads moving into or over them. Amend this rule to state that Regular and Heavy Ironclads are able to Crush certain types of Terrain. Small Ironclads cannot.

In addition – any Terrain type that states in its special rules that Cavalry may ride/drive through, may also be driven through by Small Ironclads as per the exact same rules:

Cavalry and Small Ironclads can drive/ride through a Railing, Light Fence or Wooden Fence destroying that section of Linear Terrain. A Section of Cavalry or Small Ironclad/s doing so gains 1 Shaken Marker.

OPERATIONAL ADVANTAGE – PAGE 61 OF CORE RULEBOOK:

Q: On page 61 it mentions Operational Advantage, should this be Strategic or Tactical Advantage?

A: This is an error, and should read Strategic Advantage.

COMMAND SEGMENT – PAGE 63 OF CORE RULEBOOK:**COHERENCY:**

Q: If a section is equipped with two APCs, and one is destroyed causing the models inside to disembark, how does the Section maintain Coherency when half the Section is on foot and the other half inside an APC?

A: A Section split in this way must maintain Coherency. The Section figures 'on the ground' must maintain their usual 1-2" Coherency (see page 63), while the remainder of the Section, embarked as they are on an APC must remain with 4" of the disembarked half (4" being the Coherency distance for an Ironclad).

MOVEMENT ACTIONS – PAGE 65-66 OF CORE RULEBOOK:

On page 66 an example states: *An Infantry Section may have the Riflemen simply **Advance**, whilst the Heavy Machine Gun Team **Holds Its Ground**, as they would be unable to fire if they **Advanced** themselves.*

This example is **incorrect** and should be disregarded. As it states on page 65: All models in a Section are assumed to make the same Movement Action during their Activation.

Also: See the **Fire Teams** rules in the **ORBATS**.

EMBARKING – PAGE 66 OF CORE RULEBOOK:

Q: Can a single Section embark onto two APCs without being split into Fire Teams?

A: **Yes**, a Section can be embarked on two APCs – the two APCs are regarded as a single Section for Activation purposes, and must maintain Coherency (see page 63). It should also be noted that Fire Teams are designated in the Army List prior to the beginning of the game, and not during the game (see Fire Teams rules in the ORBATs).

CHARGING FLYING UNITS – PAGE 66 OF CORE RULEBOOK:

Q: Can a Flying Section be Charged by a Non-Flying Section?

A: If a Section has an Elevated marker next to it, it may not be charged by a section, unless that section also has an Elevated marker next to them, or makes a move that gains an elevated Marker (ie: Jetpack troops making a Charge attack against other Jetpack Troops that are currently elevated).

Of course the downside of flying is that they a unit capable of flying (such as a Jetpack troop), that has an Elevated marker next to it is always regarded as being in the Open for Line of Sight!

Q: Can a Flying Section Charge a Non-Flying Section?

A: A Jetpack Section may Charge targets on the ground.

CHARGING MULTIPLE SECTIONS – PAGE 66 OF CORE RULEBOOK:

Q: Can a Section make a Charge move and end up in melee with multiple opponents?

A: **Yes**. As long as the Charging Section remains in coherency, it may end its Charge Move in contact with more than one enemy Section.

OVERWATCH – PAGES 78-79 OF CORE RULEBOOK:

A Section that is on *Overwatch* and which is *Charged* by another Section, may make their Shooting **Action** against the Charging Section only, this Shooting **Action** takes place at the end of the Charge Move. All shots are considered Rushed and all other aspects of the *Overwatch* rules apply. In the case where the Charging Section has the Daunting MAR, the Morale Check is made before the Overwatch Shooting **Action**.

HIT THE DECK – PAGES 79, 85 OF CORE RULEBOOK:

The Following replaces the rules found on Page 85:

Hit the Deck:

Troopers that come under heavy fire are often better to dive for Cover to minimise their silhouette. Models that execute a Hit the Deck Action generally improve their Cover Save by one, but suffer penalties for doing so (see below).

If a Section chooses to Hit the Deck, all members of the Section must do so, or the Action cannot be attempted.

At the end of their Movement Segment, or when an Infantry Section comes under fire, and before any Attack Dice are rolled, that Section may declare it has Hit the Deck. Place a **Hit the Deck Marker** next to this Section and replace any **Overwatch Marker** with an **Activation Marker**.

A Section with a *Hit the Deck Marker* will improve their *Cover Save* by one:

- Models in Open Ground gain the benefit of Soft Cover (1x [BLUE] Dice)
- Models in Soft Cover gain the benefit of Hard Cover (2x [BLUE] Dice)
- Models in Hard Cover gain no additional benefit.

For the rest of the Turn the Section will make any Shooting Action as Rushed Shots.

If the Section makes any Movement Action other than Hold Your Ground, remove the **Hit the Deck Marker** at the beginning of the Movement, otherwise the **Marker** is removed in the End Phase of the Turn. If the Movement Action was At the Double or Charge, the Section gains a **Shaken Marker**.

A Section that has already Activated, and which comes under fire, may declare that it Hits the Deck, but in addition to taking a **Hit the Deck Marker**, that Section will also take a **Shaken Marker**.

Q: Can a Model that is in a Section that has Hit the Deck make a Spotting Action?

A: **Yes**. The addition of a **Hit the Deck Marker** does not stop a model in that Section from making a Spotting action, as long as that model is able to (it has not participated in a different shooting action this turn, etc. As per the normal rules for spotters).

Q: How can flying units or Cavalry Hit the Deck?

A: Only models designated as Infantry may make the special **Hit the Deck Action**.

MINES AND BOOBY TRAPS – PAGE 71 OF CORE RULEBOOK:

Q: How much damage do Mines and Booby Traps do?

A: **Booby Traps** are simply **Mines** that exist in Cover whereas **Mines** exist out of Cover allowing for the creation of **Minefields**.

In both cases they generate **12 (RED) Attack Dice**.

The key difference intended is that Mines are NOT removed when triggered, whereas Booby Traps are.

This makes Booby Traps a single-shot effect on the table, where Mines are a persistent effect ...and so much more powerful!

LINE OF SIGHT – PAGE 75 OF CORE RULEBOOK:

In the example on page 75 it states that: **Figures A, B, and C** can draw a line to **Figures 3 and 4** – but not centre to centre. This means that **both figures** can be **shot** and both claim a **Cover Save**. This example is incorrect and should be disregarded. If a line of sight cannot be drawn as per the 3 Golden Rules on page 73, the Line of Sight is considered to be **Blocked**.

Q: Can Flying Units ignore intervening terrain when drawing Line of Sight?

A: Jet pack units that have moved and have an Elevated token beside them follow the rules for models in an elevated position, page 85.

SHOOTING SEGMENT – PAGES 77-88:

RANGE BANDS:

Q: Weapon Statistics leave an inch out between Effective and Long Range (ie: Effective = 0-8" Long = 9- 16"). What if something is 8.5"?

A: The numbers in the Ranges give an absolute limit, so for a pistol that has an Effective Range of 0- 8", something that is beyond 8", by any amount, is not within Effective Range, so 8.5, 8.4, 8.1, all of these are not within Effective Range. The Absolute limit of the pistol however is 16", with Long Range being listed as 9-16". Common sense should be the rule here, if something is not within Effective Range, but is still within the absolute range of the weapon, it is in Long Range.

SHOOTING AT A FIELD GUN:

Q: How do you handle shooting against a Field Gun? Do you have to target the crew or the small ironclad gun (mount)?

The Field Gun is a Small Ironclad, while the crew are Infantry. If a Section fires on a Field Gun Section, they may choose whether to fire at the Field Gun (using IAD), or at the Crew (using RAD), or splitting the section to fire some models at one, and some at the other as per the rules on pages 77 and 78. Individual crew are targeted in Target Priority Order

Q: What happens to a Field Gun if the Crew are Killed or Routed?

A: If the Crew are Killed the Field Gun cannot be fired, it may not be activated. If the Crew are Killed the Field Gun must also be destroyed if the player wishes to score Battle Log points for Destroying the Section.

If the Crew are Routed, the Field Gun cannot be fired and may not be activated (it is abandoned by the crew). If the Crew are Routed the opposing player gains Battle Log points for Routing an enemy Section as per normal.

Q: Does a Field Gun or Emplacement provide Cover?

A: Line of Sight is drawn normally, if LOS is drawn through the Field Gun model or its base, or any Emplacement, then Cover is awarded as normal. A Field Gun and Emplacement provide Hard Cover.

SPOTTING – PAGES 79, 85-87 OF CORE RULEBOOK:

Q: Is Spotting Passive or Active?

A: Spotting works exactly like the example on page 87. A spotter may use their Spotter **MAR** before, during or after the Section they belong to has activated, as long as they abide by certain conditions: A spotter doesn't have to declare their Spotting action when the section they belong to is activated.

INDIRECT FIRE – OVER OPEN SIGHTS – PAGES 85 OF CORE RULEBOOK:

Replace the bullet points and Over Open Sight rules on page 85 with:

- Weapons may only fire Observed Fire at a Weapon's Long Range.
- If an IDF weapon can draw Line of Sight to the target the weapon may fire on that target directly Over Open Sight.

Over Open Sight

Firing Over Open Sight is when an IDF weapon can see its intended target. Firing Over Open Sight does not require a Model with the Spotter **MAR** to have a Line of Sight to the Target. Over Open Sight Attacks still use the Scatter Mechanic noted below. (These rules are noted in the rules book on page 86).

Q: Can Indirect Fire attacks kill enemies not under the blast template?

A: **Yes.** If enough Hits are rolled models further from the centre of the blast template are effected, and this includes those not beneath it.

Q: How does Cover work for models when there is a situation whereby the damage from an attack would hit a model that is blocked from LOS of the template?

A: IDF Weapons reduce cover by one, in this instance, blocked is reduced to Hard Cover – so a model inside a building, that is affected by an attack from an IDF weapon hitting outside the building would count as being in Hard Cover rather than being blocked.

FIRING IDF WEAPONS AT FLYING UNITS – PAGES 85-87 OF CORE RULEBOOK:

Elevated Sections may be targeted by **IDF Weapons**.

MELEE PHASE – PAGES 91-98 OF CORE RULEBOOK:**UNENGAGED MODELS IN A SECTION IN MELEE:**

In some instances a Section may be involved in Melee, but one or several of the models in the Section may not be Engaged.

Q: Can Unengaged Models in a Section in Melee be fired at?

A: **No.** Page 78 in the **Shooting Segment Chapter** stipulates that one of the conditions of being a Valid Target is that a Model 'not be engaged in Melee'. This should be regarded as: A Model '*not belonging to a Section Engaged in Melee*'. A Melee is a messy and fluid hand-to-hand engagement, and the same restrictions that would cause an officer not to order his men to fire into a Melee also apply to models belonging to a section engaged in Melee.

Q: Can Unengaged Models in a Section in be given a Fire Action?

A: **No.** Sections are trained to fight, fire and operate together, en masse. A model or models that belong to a Section that is Engaged in Melee will focus their attention on their Section, looking for any opportunity to step in (represented by the Move Up at the end of the **Melee Phase**).

THE UPPER HAND MARKER – PAGE 94 OF CORE RULEBOOK:

Q: If you gain an Upper Hand marker from combat with Section A, do you keep it then when you defeat them and charge into Section B?

A: **No**, the Upper Hand represents your advantage within the current melee combat (Your opponents section is losing hope against your section for example). If the melee combat ends all Upper Hand markers are removed.

HIT AND RUN – PAGE 96 OF CORE RULEBOOK:

Q: Can a Cavalry section make multiple Hit and Run Attacks? When does a player resolve the Hit and Run Attacks?

A: **Yes**, a Cavalry Section may make multiple Hit and Run attacks in during the Advance Move, these may be resolved either as the Section moves past, or at the end of the movement – whichever the attacking player finds more convenient.

Q: Can a Hit and Run attack be made against a Section engaged in Melee?

A: **No**, A melee is a messy brawl, a Hit and Run attack, by its nature, would pose too great a risk to a force's own soldiers.

ROUTED IN MELEE:

A Section engaged in Melee that fails a Morale Test and is caused to Rout does so as if they are Disengaging (as per the Disengage Order on page 47). This means the enemy have a chance of attacking them as they Rout away from the Melee.

END PHASE – PAGE 99-100 OF CORE RULEBOOK:

The order of the Steps in the End Phase should be altered to:

- 1) Battle Log Points Step
- 2) Restore Order Step
- 3) Repairs and Medics Step
- 4) Check for the End of Game Step
- 5) Remove Expired Markers Step

RESTORE ORDER STEP – PAGE 99 OF CORE RULEBOOK:

Q: If a Section fails its Morale Roll in the Restore Order Step does it gain a Shaken Marker for failing a Morale Test?

A: **No.** Shaken Markers for failing Morale Tests are gained when a Morale Test is taken only, not in the Restore Order Step.

CHECK FOR END OF GAME STEP – PAGE 100 OF CORE RULEBOOK:

Alter the Battle Log Target Table to the following:

The Battle Log Target required to win the game is equal to 1 for every 100 points of MFV or part thereof.

(A game with an MFV of 600 points would have a Battle Log Target of 6, a game with a MFV of 1500 would have a Battle Log Target of 15, a game with an MFV of 1250 would have a Battle Log Target of 13, etc.)

IRONCLADS – PAGE 107 OF CORE RULEBOOK:

Q: If a Section is Embarked on an Ironclad and the Ironclad Explodes is the Embarked Section also destroyed?

A: A Section Embarked on an Ironclad that Explodes will suffer damage as per any Section with 4" (see the Explodes result on the Ironclad Damage Table on page 109). That is: All Sections within 4" are hit by an attack with AD equal to the highest armour value on the Ironclad, using RED Dice, with the Blast MAR.

If the Ironclad is made a wreck (it loses all its HP), any Embarked Models are immediately Disembarked, and an activated Marker is placed next to the Section.

Q: Can a Transport make a Move Action and the Section within the Ironclad Disembark?

At the end of any Transport Advance or Hold your Ground Move Action an Embarked Section may make a Disembark Move Action. Open Topped Transports also allow a Special Charge Action (see page 112).

Q: Can a Transport that has disembarked a Section make a Shooting Action, or have they finished their Activation?

A: On Page 67 it stipulates that a Transport that disembarks troops is considered to have completed its activation. This is an error, a Transport that has disembarked troops may not subsequently make a Move Action, but may fire any weapons. The Transport is considered to make a separate Shooting Action to any Shooting Action made by the disembarked Section.

Q: Do Ironclads make Morale Checks when they lose a Hull Point?

A: **Yes.**

Q: If an Ironclad is routed, how does it retreat?

A: An Ironclad either turns (if possible), or reverses at an 'Advance Move' toward their own board edge.

Q: Do Ironclad Shields work in the same way as Infantry Shields?

A: **Yes.**

Q: Are Field Guns with no remaining Crew removed from the board?

A: **No**, unless these are destroyed they are not removed from the board. However, a Field Gun with no Crew cannot make any Move Action other than Hold Your Ground (and may not rotate or fire either)

IRONCLAD MOVEMENT – PAGE 107 OF CORE RULEBOOK:

An Ironclad that has been given the Stand Your Ground Move Action may rotate up to 45°. This rotation does not count as movement for the purpose of Move or Fire Weapons (like many Field Guns).

IRONCLAD DAMAGE – PAGE 111 OF CORE RULEBOOK:

An Ironclad suffers 15 hits from a powerful anti-tank weapon against the Front Armour with an Armour Value of 8. The attack has beaten the Armour Value by 7, so a roll is made on the Ironclad Damage Table. The Attack also has the Armour Piercing (2) MAR. The result of the 2D6 roll is 8, plus 7 for the number of successes in excess of the Armour Rating, plus a further 2 for the Armour Piercing MAR. The total is therefore 8+7+2=17, and so the Ironclad Explodes!

IRONCLADS AND TEMPLATES:

Q: Which Armour Facing is used when an Ironclad is hit on top by an IDF Template (Front, Side or Rear)?

A: Use the rating for the Side Armour.

ORBATS:**BUYING FIELD GUNS AND CREW:**

When buying a Field Gun and Crew, you must purchase the Field Gun and the Crew individually. So if you want to buy a Field Gun for your force, you must purchase the Field Gun and the Crew to man it. Many Field Guns will also allow you to purchase extra crew.

FIELD EQUIPMENT:

Some Sections in the ORBATs can be upgraded by the purchasing of Field Equipment. Often this is listed as a price per model. However some Character Sections may have a sidekick model that is unable to be equipped with some types of Field Equipment – such as the Clock-o-dile and Glücklich the Dog. These models cannot be equipped with Flash Bangs or Tank Mines, when buying that Field Equipment for the Section do not purchase the Field Equipment for those models.

MODEL ASSIGNED RULES (MARS):**BATTLE HARDENED:**

The Battle Hardened MAR does not stack, so if multiple models in the Section have the MAR the Section still counts as having a single NCO (2).

DRONE ENGINEER:

Add the following to the *Drone Engineer MAR*: If the roll is lower than the **X+** listed in the brackets the model is removed from the table as a casualty.

FEARLESS:

Models with the *Fearless MAR* do not take Morale Tests for any reason. If a Model with the *Fearless MAR* is part of a Section, all Models in the Section are considered to have this **MAR!**

LETHAL:

Q: Does the Lethal MAR works against Ironclad?

A: **No.** An Ironclad doesn't have a Life Point or Injury Rating value.

MEDIC:

Add the following to the *Medic* **MAR**: If the roll is lower than the **X+** listed in the brackets the model is removed from the table as a casualty.

MUSICIAN:

Change MAR to:

Any Command Check performed by a Section containing a Musician may reroll any rolls of a 1 in the **Initial Roll**. *Any Moral Test performed by a Section containing a Musician* may reroll 1 dice in the **Initial Roll**.

POLITICAL OFFICER:

A *Political Officer* generates a number of additional Command Points equal to the value listed in the Bracket. A *Political Officer* may not issue Orders, but may use the Command Points it generates to bolster Command and Morale Checks made by the Section it belongs to, as per the rules on Pages 44-45.

If any Friendly Section fails a Command or Morale Check within 12" of a *Political Officer* IMMEDIATELY subtract D3-1 Command Points from the Command Pool.

RUN AND GUN:

The Run and Gun **MAR** should be amended to read:

A Section of models with the Run and Gun **MAR** may perform an **Open Fire Shooting Action** BEFORE they make their **Movement Action** or in the **Shooting phase** as per the normal rules. A Section selecting to make a **Shooting Action** before they move is not permitted to make a second **Shooting Action** in the **Shooting Phase**, they are, in essence, taking their **shooting phase** early. If a Section with the Run and Gun **MAR** makes a **Shooting Action** before they move, they may not make an At the Double **Move Action**.

SMOKE LAUNCHER:

When do you place the Smoke Screen template from the *Smoke Launcher* **MAR**? The *Smoke Launcher* **MAR** states:

A model with the *Smoke Launcher* **MAR** may deploy a finite number of **Smoke Barrier Markers** up to the Value listed in the Bracket, anywhere within 4" ONCE per Activation.

This should be amended to read:

A model with the *Smoke Launcher* **MAR** may deploy a finite number of **Smoke Barrier Markers** up to the Value listed in the Bracket, anywhere within 4" at the END of the Movement Phase, in the Movement Consolidation Step and after any Overwatch Fire has been resolved.

STEADFAST:

The *Steadfast* **MAR** should read: Models with the *Steadfast* **MAR** ignore scenario based/mission conditions that give negative penalties on Morale checks. Like the *Battle Weary Battlefield* Condition. More information about this **MAR** is coming in Blogs, campaign books and scenarios.

Models with the *Steadfast* **MAR** ignore the -1 dice penalty when making Morale Checks for a Section below half its initial Life Points. (See Morale FAQ above).

SPOTTER:

Add the following to the *Spotter MAR*:

A model with the *Spotter MAR* may make an Advance move, even when the Section they belong to is given a *Hold Your Ground Move Order*. The Spotter must remain in coherency with their Section in order to use their *Spotter MAR*.

WALKER:

The Walker MAR should be altered to read:

Ironclads with the Walker MAR count as Cavalry for the purposes of moving through Area Terrain.

TAC:

Q: Breath of the Green Dragon TAC for the Empire of the Blazing Sun mentions Smoke Grenades, what are these?

This should read 'Gas Grenades'.

Thanks to the players in the Spartan Games Dystopian Legions forums and Focus Group for doing such a wonderful job of compiling questions. A special thanks goes to Lorenzo Salden and Thomas Kjellberg!