

# DYSTOPIAN WARS FAQ (03-03-2016)

## GENERAL

QUESTION 1: *I'm using the Commodore Edition rulebook, Battlescribe, reference cards etc. and the stats don't agree with the current Spartan PDF. Which is correct?*

ANSWER: Dystopian Wars is a living rules set, and stats do get updated as and when changes are needed. The most recent Spartan PDF is correct- see [www.spartangames.co.uk/downloads](http://www.spartangames.co.uk/downloads) for the latest documents.

QUESTION 2: *Is <a particular Stat, MAR, rule etc> a mistake, or is it intentional?*

ANSWER: Please notify Spartan Games, using the 'Is this a Typo?' Thread in the DW rules forum. We will reply to let people know, and if it is a typo, fix it in the next update!

## TACTICAL ACTION CARDS

QUESTION 3: *Does using a TAC to cancel an opponent's TAC count as playing a TAC?*

ANSWER: Yes. You may not use a TAC to cancel an opponent's TAC and play your own TAC in the same activation.

QUESTION 4: *How does playing Pre-Turn TACs work?*

ANSWER: All players wishing to play a Pre Turn TAC should place them face down on the table simultaneously. The player with Initiative chooses who reveals their card first.

**Note:** this means the only way to cancel an opponent's Card in the Pre-Turn phase is to use the Espionage card, or, if you are the player revealing second, you may use your TAC to cancel the opponents if the value is high enough.

QUESTION 5: *Can I use 2 or more TACs to cancel an opponent's TAC?*

ANSWER: Yes. If you need to use several cards, these collectively count as the 'one card' you may play per Activation or Pre-Turn Phase.

## MOVEMENT

QUESTION 6: *Due to unusual circumstances, a models maximum movement has been reduced to less than its minimum movement. What happens?*

ANSWER: If this does happen, the models reduced maximum movement counts as its minimum movement. Of course, if some of the effects that caused the model to have such a reduced maximum movement are removed, the minimum movement reverts to normal.



## WEAPONS AND FIRING

QUESTION 7: *What does it mean when it says 'Nodes are one use devices'?*

ANSWER: Each time a model with a Node Launcher activates, it may use the Node Launcher to deploy a Node. The effects of that node are resolved, and it is then removed. The Node is one use, not the Launcher!

QUESTION 8: *Can a Model use a Node Launcher and use the Generator it affects normally in the same activation?*

ANSWER: No, it is one or the other. Any other Generators that are not channeled through the node may, of course, be used normally.

QUESTION 9: *Can a Node be placed out of Line of Sight of the model using the Node Launcher?*

ANSWER: No. You require Line of Sight from the Node Launcher to the point on the surface where you wish to place the node.

QUESTION 10: *A model is targeted by several different Rocket attacks in the same activation. What happens?*

ANSWER: The target model nominates any ONE of the attacks to Counterattack with AA, and the others get through unimpeded. This also applies to Torpedo attacks and CC.

QUESTION 11: *Can I make an Area Bombardment attack out of Line of Sight?*

ANSWER: Yes. To do so, the weapon making the attack must be capable of hitting the initial Aiming point using Indirect Fire, and you must have a Spotting Marker on the initial aiming point (which must therefore be a model). It may be an indiscriminate attack, but no commander is going blindly lob mortar fire over the hill hoping there is an enemy target there!

QUESTION 12: *Can I use spotting markers to improve the To Hit number, even if I have Line of Sight?*

ANSWER: No. Spotting Markers may be used for improving Indirect Fire only.

## WEAPONS AND FIRING

QUESTION 13: With Energy Weapons, are models partially under the template hit on full or half AD?

ANSWER: A model with any part fully or partially covered by the template suffers an attack at full AD.

QUESTION 14: Do Specialised Weapons, such as Flamethrowers, count as Gunnery Ordnance?

ANSWER: Yes. The biggest impact of this means that surface models are not able to fire Specialised Weapons (such as Flame Throwers) at targets occupying the Flying Height Bands in Range Band 1. In order to fire on Flying models in Range Band 1, a surface model requires the High Angle MAR.

## BOARDING

QUESTION 15: I don't think I'm doing boarding right!

ANSWER: In general, just about every boarding question can be resolved by looking at the example on Pages 82-83 of the Admirals Edition Core rulebook. If you remember the following key points in order, it is hard to go wrong:

- Each attacking model forms a separate assault group.
- AA/CC must be allocated against incoming attack groups.
- All Attacking AP who survive the AA/CC fight the defending AP.
- Defenders AP fight specific attack groups - any excess hits they score do not carry over.
- Attackers AP fight against all the defending AP.

QUESTION 16: During a Boarding attempt, the Attackers and Defenders both rolled the same number of hits (attack repelled), but the defenders were wiped out (Victorious). Which one applies?

ANSWER: In some print editions of the rule book, there was a small omission from the Boarding Success table in section C, but not from the one in the Quick reference section.

The correct wording for Attack Repelled is: Both Attacker and Defender roll the same number of Hits but the Defender's AP is not wiped out.

## MARs

QUESTION 17: *Does the Isolated Systems MAR protect against Critical Effects that occur without a Critical Hit (For example: from Tesla Generators)?*

ANSWER: No, it does not.

QUESTION 18: *A model with Retardant Armour suffers an attack from a weapon with the Devastating Ordnance Munitions type. What happens?*

ANSWER: Each **Red 6** in the initial roll of the dice, up to the value of the retardant Armour, is downgraded to a **Blue 6** instead. That means the attacking player gets no extra dice for this 6, rather than an extra dice.

For example: A model with Retardant Armour (2) suffers an attack from Devastating Ordnance Munitions type, which has three **Red 6s** in the initial roll. The Retardant Armour downgrades two of these to **Blue 6s**, so the attacking player has one **Red 6** left, and therefore rolls 2 more dice (1 exploding result = 2 extra dice due to Devastating Munitions type).

QUESTION 19: *Pack Tactics. I see some models have the Pack tactics (+2) MAR. What does this mean?*

ANSWER: This is a minor change from the printed rulebook. For an eligible attack, instead of just adding +1 AD, the MAR now adds the specified number of AD, so Pack Tactics (+2) adds 2 AD for each model after the first.

QUESTION 20: *I don't understand the Squadron Support MAR!*

ANSWER: Squadron Support Models are paid for in the cost of their parent Squadron, either built in or as an option. Once they are deployed on the table, they form a separate Squadron, which acts normally in all respects.

QUESTION 21: *Terror Tactics: A model has both the Terror Tactics (1) and Terror tactics (2) MARs. What happens?*

ANSWER: Use the highest single value of terror tactics it has, in this case, Terror Tactics (2). The MAR does not stack!

QUESTION 22: *The 'Sharpshooters' MAR in the physical rule book lists the dice roll as a Basic roll (5, 6 BLACK), while the Digital rule book lists the dice roll as Explosive (5, 6 RED), which is correct?*

ANSWER: The Digital Rule Book is correct, the *Sharpshooters* MAR uses an Explosive Dice Mechanic, hitting with a 5, 6 (**RED**), with each success removing 1AP from the target.

## GENERATORS

QUESTION 23: *I've used an Energy Blast or Particle Accelerator, can I still use my shields?*

ANSWER: Yes. Any Generator which is always on, like a Shield Generator, does not stop working when you use these weapons. It is only Generators that require activating, like the Target Painter, which cannot be used.

QUESTION 24: *In regards to the Time flow Generator: Can I use the same template to both speed up and slow down models?*

ANSWER: No. When the template is placed, the player doing so declares if it is a 'speed up' or 'slow down' effect.

QUESTION 25: *Can I use Inventive Scientists to re-roll a dice when a model is affected by a Time flow Generator or a Teleport Generator?*

ANSWER: No. Only Generators used by the model, such as Shield Generators, may benefit from the re-roll. The following Generators can benefit: Glacier, Kinetic, Mimic, Mine Controller, Disruption, Fury, Target Painter, Sonic, Tesla, Calcification, Shield (including Guardian effect), Nullification, and Target Jammer.

QUESTION 26: *Can a model be affected by multiple Time flow Generators?*

ANSWER: Yes. There is nothing stopping a model being sped up by several of these!

QUESTION 27: *Some Generators create templates on the board. Do these stay in place if the model that created them has its Generators taken offline, or is destroyed?*

ANSWER: For the Weather Manipulation generator, it specifies in the Generator entry that the templates are removed if the Generator goes offline or if the model destroyed. For icebergs from the Glacier Generator, and Teleport, Time flow, and Dilation Field templates: they stay in place until the end of the turn.

QUESTION 28: *The Weather Manipulation Generator can be used to give a model a Cloud Effect as per the Cloud Generator. Is the Cloud Effect created by the Weather Manipulation Generator Continuous Effect?*

ANSWER: No. The Weather Manipulation Generator is activated in the Command and Consolidation Phase of a models activation, at that point the model may spend Storm Points to create a cloud effect.

## SAS AND CARRIERS

QUESTION 29: *I have a Squadron with several Carriers in it. Can I pool their Carrier Points at the start of the game when creating SAS?*

ANSWER: Yes, you can. For example: A Squadron with two Carrier (4) in it could deploy their 8 SAWs as follows: (5+3 or 3+1+4 or 3+1+3+1 or 4+4)

QUESTION 30: *I have Lend Lease Carriers in my list. What Kind of SAWs do they launch, and what can they do?*

ANSWER: Lend Lease Carriers launch SAWs of the Nation they are lent to, and they can service SAS of that nation. For example, a Lead Lease Illustrious Sky Fortress in an Indian Raj list Launches and services Raj SAS.

QUESTION 31: *I have Allied carriers in my list. What Kind of SAWs do they launch, and what can they do?*

ANSWER: Allied Carriers launch their own nation's SAWs. For example, if you have an Allied FSA carrier in a KoB list, the FSA carrier Launches and services FSA SAS

QUESTION 32: *Can a squadron of carriers create more than one recon SAS?*

ANSWER: Yes, up to one Recon SAS per Carrier.

QUESTION 33: *Do Magazine explosions affect SAS?*

ANSWER: No. The only thing that hits SAS is Ack Ack. Anything without an AA value, such as Air Burst mines, Particle Accelerators or Magazine explosions simply have no effect on them!

QUESTION 34: *Combat Air Patrols. What can they do?*

ANSWER: If the Parent model is the Target of a Boarding Action, the Combat Patrol can Link it's AA with that of the Parent model to help defend it

If the Parent Model is the Target of an Attack by a flying model, the Combat Patrol can Link it's AA with that of the Parent model to make an Aggressive Counter Attack against that model.

During their activation, the Parent model and combat patrol may make separate attacks.

## MISCELLANEOUS

QUESTION 35: *A model moved 0" in its last activation. Do I get the +1 to hit when firing at it?*

ANSWER: No. Only Models with the Low Speed Maneuver marker or Buildings provide that 'To Hit' modifier.

QUESTION 36: *Can repair models attempt to fix themselves?*

ANSWER: Yes!

QUESTION 37: *Can a Model with 0 AA defend itself against Rockets, SAS, Boarders etc.?*

ANSWER: Yes. It leads with its AA of 1 (no weapon system may fall below IAD (unless a critical effect is placed on the model, such as Shredded Defenses)).

QUESTION 38: *An ability specifies 'A friendly model'. Can it be used on allies?*

ANSWER: In general, yes, unless a specific exception applies, e.g. TACs and Carrier actions.

QUESTION 39: *A model can be taken in various Marks, or with various upgrades. Does the squadron all have to be the same?*

ANSWER: It depends. If the relevant option says 'the model may', then they can all be different. If the option says 'the squadron may', then all members of the squadron must be the same.

QUESTION 40: *An Ability (Eg: the Concussive Munitions type) is triggered by reaching the Critical Rating of a Model. If I reach double the critical rating, does the effect happen twice?*

ANSWER: Unless otherwise specified, no. If you have reached the CR, you have reached the CR, and it doesn't matter how much by.

QUESTION 41: *What limits do the points for Specialised Group Squadrons count against?*

ANSWER: The points come out of their own size class allowance. So a Squadron with 2x Mediums and 3x Smalls would take the 2x Mediums as a part of the Medium allowance and the 3x Smalls would come out of the Small Allowance.

## NON RULES-RELATED QUESTIONS

QUESTION: *I have a miscast or missing component, what should I do?*

ANSWER: Contact [despatch@spartangames.co.uk](mailto:despatch@spartangames.co.uk) with the details of the problem, and they will sort it out.

QUESTION: *I am looking for players in a specific area.*

ANSWER: Try the 'Roll Call' thread, pinned in the Dystopian Wars General Discussion forum, which lists players by location.

QUESTION: *When I am playing, I want to change a rule.*

ANSWER: Feel free to house rule anything you like about the game. Just remember that house rules should be agreed by everyone using them. Just deciding your Dreadnought should only be 50 points without talking to the people you are playing with won't go down well!