

This document contains Model statistics for the **Invaders** Faction. The statistics are compatible with the **Dystopian Wars 2.0 Game Engine**.

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Version 1.3
Last Updated June 20th 2014



THE INVADERS

Design Note: The Invaders are designed as an outside of canon expansion for the Dystopian World.

They are absolutely not intended to be used competitively, or to be remotely balanced compared to human Models!

- If facing the Invaders, **ANY** human Forces may form a temporary alliance in order to repel them. These alliances will often simply be referred to as 'Humans'
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UNIVERSAL RULES FOR THE INVADERS

All Invader Models have the **Engineers (Experienced)**, **Inventive Scientists** and **Redoubtable Model Assigned Rules**

INVADER SPECIFIC RULES

Core Forces:

The **Invaders** simply ignore **Core Force Types**. They **NEVER** use **Rule Three** for **Force Composition** and may only be chosen with an opponent's permission.

Crew Type: Alien

Alien Crew May **NEVER** initiate an **Aggressive Boarding Action**. If they are called upon to defend in a **Boarding Action**, they hit opposing **Attack Groups** on a **5+** before any modifiers apply.

Boarding Vulnerability.

No **Aggressive Boarding Action** may be launched against an **Invader** Model unless it has the **Vulnerable MAR**

Death Rays:

Death Rays are weapons that increase in effectiveness against larger targets. They appear to use thermal radiation, judging from the way their targets burst into flame so readily, and as yet, there has been little opportunity to conduct more structured research.

The **Profile Attack Dice** of a **Death Ray** is a Multiple of the Target Model's **Damage Rating (DR)**.

For example: A **Death Ray** with **3xDR** marked in its profile, firing at a **DR6** Battleship has $3 \times 6 = 18$ **Profile Attack Dice!**

- All **Death Rays** have the **Incendiary** and **Lethal Munitions Type**
- All **Death Rays** may use the **Combined Fire** option.
- All **Death Rays** have the **Deadly To Infantry, High Angle** and **Terrifying MARs**

Energy Arcs

Energy Arcs fire bolts of plasma energy, capable of piercing targets at incredible ranges.

- All **Energy Arcs** have the **Lethal Munitions Type**.
- All **Energy Arcs** may use the **Combined Fire** option.
- All **Energy Arcs** have the **High Angle, Pinpoint Gunnery** and **Sub Killer MARs**

INVADER COMMODORES RULES

COMMAND ABILITIES

Each **Game Turn**, the controlling player may have the **Commodore** perform **ONE** of the following **Command Abilities**:

- **Safe Passage** - (Within **8"** of the **Commodore's** Model) – Re-roll one **Treacherous Terrain Test** for a Model in their fleet.
- **Damage Control** - (Within **8"** of the **Commodore's** Model) – Re-roll one **Damage Repair Test** for a Model in their fleet.
- **Auxiliary Systems to Maximum** - This **Ability** may be used at any time, on a Squadron with a Model within **8"** of the **Commodore's** Model. The Target Squadron gains the **Heavy Ack Ack MAR** for this Activation.

COMMODORE DOCTRINES

In addition to their **Command Abilities**, all **Invader Commodores** can perform **ONE** of the following **Doctrine Abilities ONCE** per **Game Turn**.

- **Broken Codes** - *Human Cryptography is no match for the fearsome intelligence arrayed against it.*
This **Ability** can be activated **Once per Game**, during the **Tactical Action Cards** step of the **Pre-Turn Phase**, before any cards can be played. The human player(s) may not use any **TACs** this turn!
- **Complete Control** - *Through the confusion of battle, a cool, clear voice of command issues orders to the crew, which are obeyed without question...*
Once per Game, during the **Invader Commodore's** Activation, the **Commodore** may take over the minds of a single Human Model fully or partially within **8"** of the **Commodore's** Model. Only a Model that is **Ready to Activate** can be declared as a target for this ability. The Human Model performs an immediate, out of sequence Forced Activation, under the control of the Invader Player.

During this Forced Activation: The Squadron may not attempt any kind of **Boarding Action** but other than that, the Squadron regards **ALL** other Human Squadrons as the Enemy, and so may target them! After activating, the Squadron receives an Activation Marker.

BATTLE GROUPS

The **Invaders** makes use of the following **Battle Groups**:

- The inclusion of any of these **Battle Groups** allows the **Force** access to the **Tally Ho! Tactical Action Card (TAC)** into the **Tactical Action Card Deck**.
- Models that form part of a specific **Battle Group** must be clearly identifiable.

Invader Battle Group

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
None	1x Scarab Hive Ship	2x Sentinel Medium Tripods 3x Predator Bombers	3x Terror Small Tripods	None	None

INVADERS NAVAL AND ARMoured FORCES

Invaders		Scarab				Pts	240	
Hive Ship					Crew Type: Alien			
RB	1	2	3	4	DR	CR	MV	HP
Heavy Death Ray (T)	4xDR	3xDR	2xDR	1xDR	6	10	6"	10
Energy Arc (S)	6	6	6	6	AP	AA	CC	IR
					7	6	4	7

LARGE CAPITAL SURFACE SKIMMER REPAIR MODEL

Minimum Move: 1"
Turning Template: 45 Degree
Turn Limit: 0"
Squadron Size: 1

Model Assigned Rules: **Ablative Armour (3), Combat Co-ordinator (Invaders, Fearless, 18")**
Drone Launcher (6) Strategic Value (75)

Options: The Model is fitted with an **Internal Guardian (3, 8", Protective=2) Generator**
 The Model may upgrade the **Drone Launcher (6) MAR** to **Drone Launcher (9)** for
+30 points

Weaponry Arcs: **ONE Heavy Death Ray (T)** has a 270 degree Fore Fire Arc
TWO Energy Arcs (S) have a 270 degree Fore Fire Arc

Invaders				Harvester				Pts	260
Hive Ship				Crew Type: Alien					
RB	1	2	3	4	DR	CR	MV	HP	
Harvester Gun (T)	12	10	8	6	6	10	6"	10	
Energy Arc (S)	6	6	6	6	AP	AA	CC	IR	
					7	6	4	7	

LARGE CAPITAL SURFACE SKIMMING MODEL

Minimum Move: 1"
Turning Template: 45 Degree
Turn Limit: 0"
Squadron Size: 1

Model Assigned Rules: **Ablative Armour (3), Combat Co-ordinator (Invaders, Fearless, 18") Strategic Value (125)**

Options: The Model is fitted with an **Internal Guardian (3, 8", Protective=2) Generator**

Weaponry Arcs: **ONE Harvester Gun (T)** has a 270 degree Fore Fire Arc
TWO Energy Arcs (S) have a 270 degree Fore Fire Arc

Harvester Gun
The Aliens wish to know their foes, and so have developed a weapon capable of teleporting targets to their custom built Harvester Ships, where their captives are subjected to all manner of horrors as the Invaders delve deeper into the Human DNA searching for something....but what?

A **Harvester Gun** fires at the **Range Bands** indicated, its attacks are treated as **Indiscriminate** and always hits on a **4, 5 or (RED) 6**.

The **AD** of the weapon does **NOT** target the Model's **Damage** and **Critical Ratings** however. Instead, for every hit the weapon causes on the target, the Model loses **IAP** down to a minimum of **0**, and the abducted crew are transferred to the Harvester Ship.

The amount of captured **AP** on-board the Harvester during the **End Phase** is referred to as their **Abduction Total (AT)** and translates to their **Victory Points Total** as follows:

1-3 (AT)	The Invaders gain +50VPs to their Victory Points Total while the Harvester Hive Ship is on the table and functioning.
4-6 (AT)	The Invaders gain +100VPs to their Victory Points Total while the Harvester Hive Ship is on the table and functioning.
7-10 (AT)	The Invaders gain +150VPs to their Victory Points Total while the Harvester Hive Ship is on the table and functioning.
11-15 (AT)	The Invaders gain +200VPs to their Victory Points Total while the Harvester Hive Ship is on the table and functioning.
16+(AT)	The Harvester is full and the Invaders gain +200VPs PERMANENTLY . The Model then returns its Abduction Total to 0 and begins reaping Humans once more!

Invaders		Sentinel				Pts	120	
Medium Tripod					Crew Type: Alien			
RB	1	2	3	4	DR	CR	MV	HP
Death Ray (T)	3x DR	2x DR	1x DR	-	4	7	6"	6
Energy Arc (S)	6	6	6	6	AP	AA	CC	IR
					5	4	2	3

MEDIUM CAPITAL MULTI-PURPOSE MODEL

Minimum Move: 0"
Turning Template: 360 Degree
Turn Limit: 0"
Squadron Size: 1-2

Model Assigned Rules: Ablative Armour (2), All-Terrain, Altered Silhouette (Large)

Options: The Model is fitted with an **Internal Shield (3) Generator**

The Model may purchase the **Combat Co-ordinator (Invaders, Fearless, 8") MAR** for +15 points

Weaponry Arcs: **ONE Death Ray (T)** has a 270 degree Fore Fire Arc
ONE Energy Arc (S) has a 180 degree Fore Fire Arc

Invaders		Terror				Pts	45	
Small Tripod					Crew Type: Alien			
RB	1	2	3	4	DR	CR	MV	HP
Energy Arc (S)	4	4	4	4	3	6	9"	3
Surface Mines	(4)	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	3	1	2

SMALL MULTI-PURPOSE MODEL

Minimum Move: 0"
Turning Template: 360 Degree
Turn Limit: 0"
Squadron Size: 1-3

Model Assigned Rules: Attachment (Invaders, Hive Ship, 2), Ablative Armour (1), All-Terrain, Altered Silhouette (Medium), Terrifying (Mines)

Options: None

Weaponry Arcs: **ONE Energy Arc (S)** has a 180 degree Fore Fire Arc

INVADERS AERIAL FORCES

Invaders		Predator				Pts	90	
Bomber					Crew Type: Alien			
RB	1	2	3	4	DR	CR	MV	HP
Energy Arc (S)	6	6	6	6	4	7	10"	5
Bomb Bay (T)	8	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	3	1	3

MEDIUM AERIAL CAPITAL LOW LEVEL FLYER MODEL

Minimum Move: 0"
Turning Template: 45 degree
Turn Limit: 0"
Squadron Size: 1-3

Model Assigned Rules: Ablative Armour (2), Area Bombardment (Bombs)

Options: The Model is fitted with an **Internal Shield (2) Generator**
 The Model is fitted with an **Internal Disruption (8") Generator**

Weaponry Arcs: **ONE Bomb Bay (T)** has a 2" Range and a 360 degree Fire Arc
ONE Energy Arc (S) has a 180 degree Fore Fire Arc

SUPPORT AIRCRAFT SQUADRON RULES

Aircraft	Move	AD	AA	MARs	DR	HP
Hornet Drones (Fighters)	16"	0	2	Hunter (Aerial +1) Swarm Tactics	2	1
Wasp Drones (Dive Bombers)	12"	3	1	Hunter (Surface and Submerged+1) Swarm Tactics	2	1

INVADERS FORTIFICATIONS

UNIVERSAL FORTIFICATIONS

These **Fortifications** may be deployed on either the **Land** or **Water Major Surface** as desired.

Invaders		Drone Hive				Pts	140	
Universal Fortification					Crew Type: Alien			
RB	1	2	3	4	DR	CR	MV	HP
Heavy Flamethrower(T)	10	5	-	-	5	8	0"	9
Node Launcher (Sonic)	-	x	x	-	AP	AA	CC	IR
					5	8	2	8

LARGE CAPITAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Ablative Armour (2), Drone Launcher (9), Fuel Reserves, Heavy Ack -Ack, Minefield (AD6, 5), Strategic Value (75),

Options:

The Model is fitted with an **Internal Shield (2) Generator**
 The Model is fitted with an **Internal Sonic (8") Generator**
 The Model has the **Corrosive (Flamethrower) Munitions Type**

Weaponry Arcs:

ONE Heavy Flamethrower (T) has a 360 degree Fire Arc
ONE Node Launcher has a 360 degree Fire Arc