



Dystopian Legions Community Edition

Rules V0.02

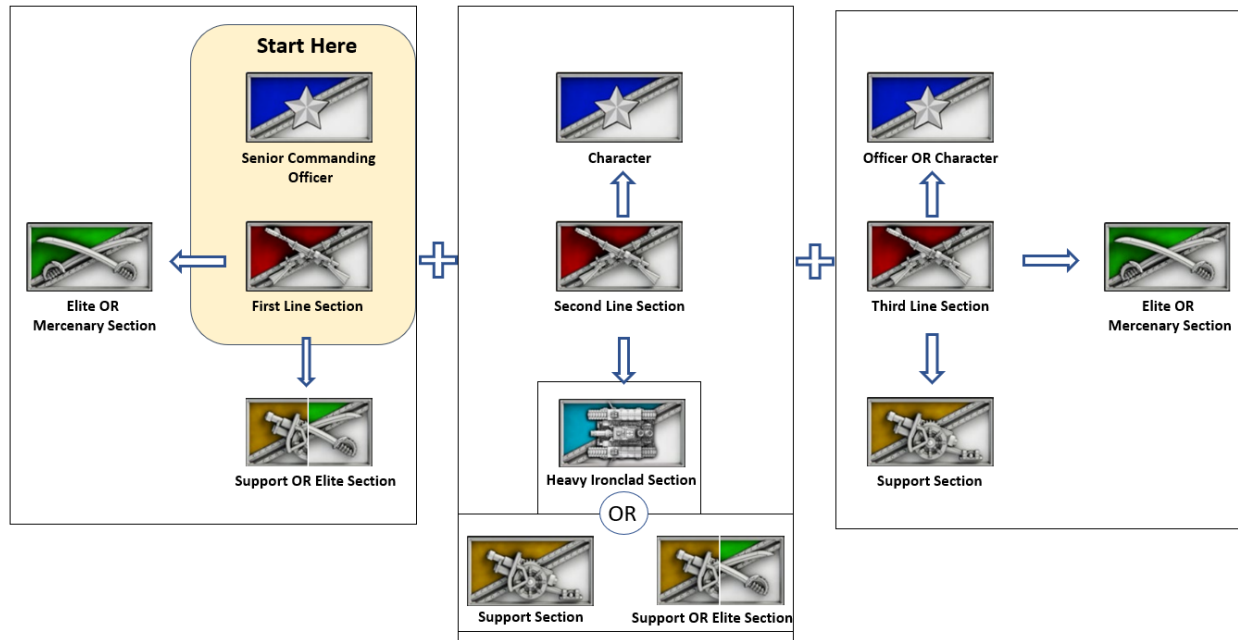
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With thanks to Jack Stefaniak

Basics

- All measurements between minis are made from the nearest edge of one base to the nearest edge of the other.
- Premeasuring is allowed at any time.
- DL CE uses the standard spartan dice:
 - Black dice are worth 0 on 1,2,3 and 1 on 4,5,6
 - Blue dice are the same as black but worth 2 on a 6
 - Red dice are the same as blue but on a 6, roll an extra dice and combine, further 6s will generate more dice potentially forever.

Force building

Both players should agree on a points total and a number of platoons.
Then build an army using the codexes. Generally 1000 points is the minimum for the game to function correctly.
Each platoon is built using the platoon diagram:



Each section you purchase must fit into an empty slot in the diagram.

- You must purchase an officer to lead the platoon and a line section.
- Additional line sections unlock the attached slots.
- You may not start a new platoon until you have filled all 3 line sections in the previous one.

Preparing the Battlefield

- **SET UP TERRAIN**

Commanders need to set up the Terrain over which they will fight. When deploying Terrain, the Commanders should agree amongst themselves on how to set up the Game Table. Here are some general guidelines you can use:

- We generally recommend a 6' by 4' or 8' by 4' table
- Scenarios with pre-set maps should be followed, as closely as your Terrain collection allows!
- Having around $\frac{1}{4}$ to $\frac{1}{3}$ of the Game Table covered in Terrain gives the best games.
- A good variety of Terrain Types will also provide a better game.
- Try to avoid placing elevated features, such as Buildings and Hills in Deployment Zones, as this will encourage long range units to simply dominate the battlefield.

- We would encourage Commanders to set up the Terrain with an eye on a possible narrative they can stitch into the gameplay, talking to their opponent to create a consensus of storyline about the game they are planning to fight.
- A neutral third party, such as a Tournament Organiser or the Commanders from the next table can set up the Terrain so it is neutral if Commanders cannot agree.
- Another good alternative is one Commander sets up the Terrain, and the other Commander automatically gets Strategic Advantage (see below).

For rules describing the effects and suggested size of the various Terrain Pieces available, see the Terrain section, Page 51 and for more advice see Page 120.

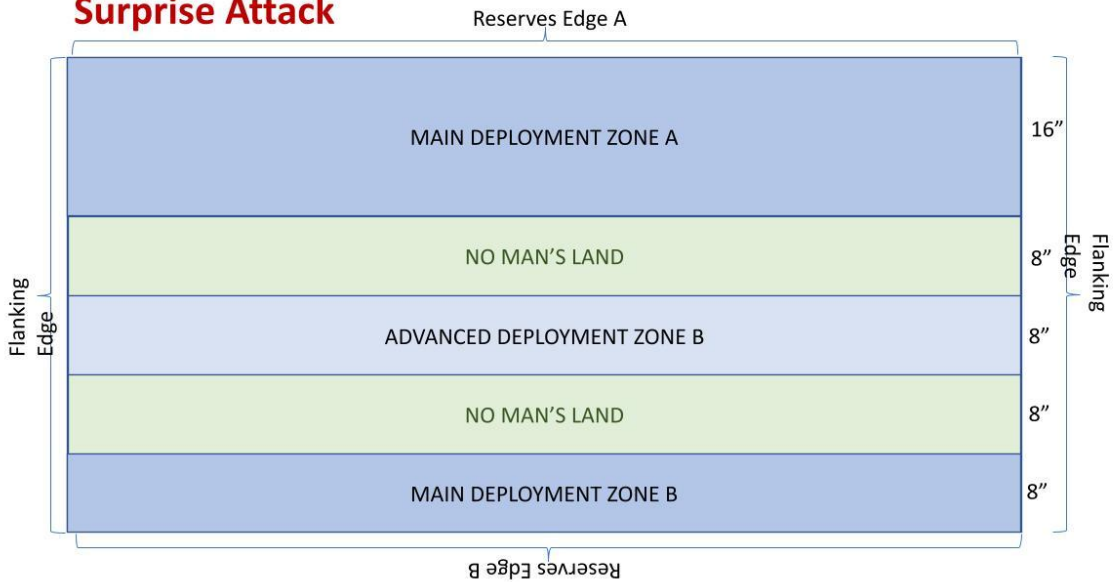
- **TACTICAL & STRATEGIC ADVANTAGE**

Commanders should roll an Opposed Command Check (see Page 45). The Commander (or side) with the most Successes has the Strategic Advantage, whilst their opponent(s) have the Tactical Advantage.

The Commander with Strategic Advantage gets to choose their preferred Deployment Zone, and the Commander with Tactical Advantage will get to choose Flanking Edges and make other tactical choices. The Commander with Tactical Advantage also gains 1 BLACK die to their Initiative roll for the first game turn.

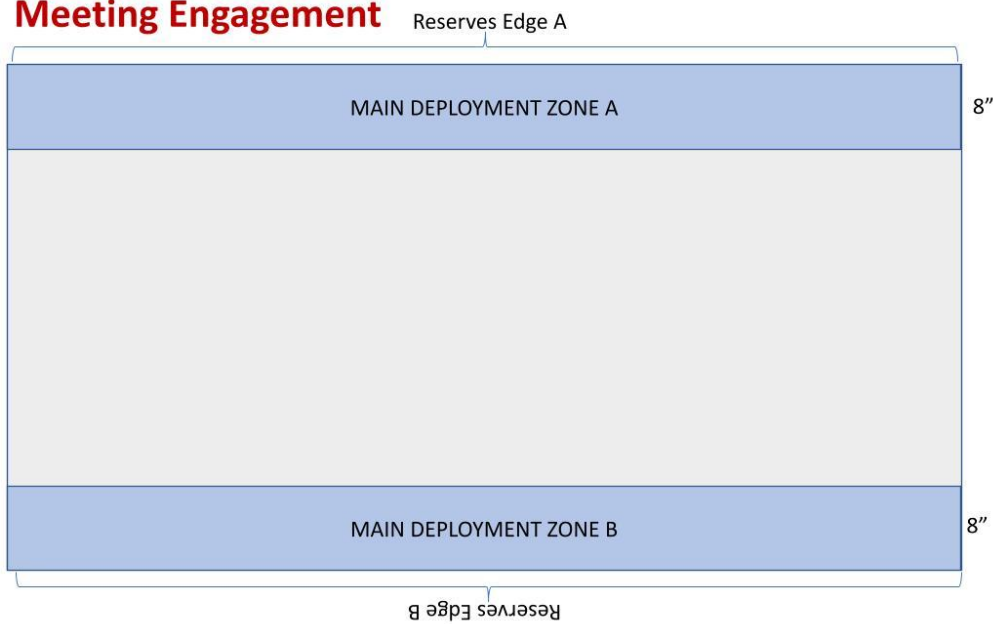
Deployment Maps

Surprise Attack



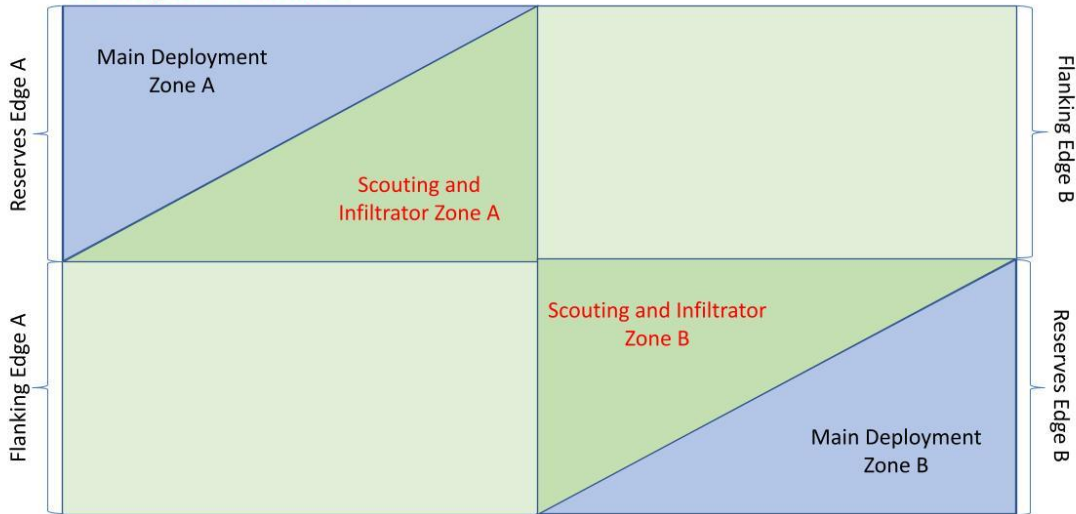
The Commander with *Strategic Advantage* chooses a **Main Deployment Zone**.
Commander B MUST place AT LEAST 1/3 of their Force in their Advanced Deployment Zone B as well
As AT LEAST 1/3 of their Force in Main Deployment Zone B.

Meeting Engagement



The Commander with *Strategic Advantage* chooses a **Main Deployment Zone**.

Oblique Contact



The Commander with *Strategic Advantage* chooses a **Main Deployment Zone**.
 The Main Deployment Zones are defined by connecting the midpoints of the width and length of the table.

Advancing Lines



The Commander with *Strategic Advantage* chooses a **Main Deployment Zone**.

Objectives

Chose of the following objectives

Rules for how objectives and kill points are scored are in the end phase section. Any rules for battle log points included below are addition to and supersede those. After you have played a few games we recommend determining which objective is used randomly.

CENTRE GROUND

You have been ordered to Advance and secure various points on the Battlefield. Objectives are placed using the following procedure:

- Divide the board into 24"x 24" (or as close as possible) sectors.
- In each sector, ONE Objective Marker must be placed.

The Commander with Strategic Advantage determines who places the first Objective.

- A Commander may not place an Objective within 24" of their own Reserves Edge or within 8" of another Objective, or Area Terrain containing an Objective.
- Where possible, Objective Markers should be placed on areas of strategic importance, such as Hill, Bridges etc for the purposes of narrative.
- Terrain can be moved slightly to accommodate the sensible placement of Objective Markers, if Commanders agree.

The game plays very differently if the objectives are inside area terrain. We recommend either none or an even number of the objectives be inside area terrain.

Suggested Maps

Roll a D3 to determine which of the following maps is used:

Meeting Engagement

Oblique Contact

Advancing Lines

VITAL OBJECTIVE

You're only here for one thing – Seize that objective!

Place a point or area objective at the center of the table.

Do not place any other objectives on the table.

This objective is worth 4 BL points per turn (instead of the usual number).

Suggested Maps

Roll a D3 to determine which of the following maps is used:

Meeting Engagement

Oblique Contact

Advancing Lines

ANNIHILATE

Driving them off is not good enough, the Enemy Battle group must be Destroyed!

No special rules or objectives.

Suggested Maps

Roll a D3 to determine which of the following maps is used:

Surprise Attack

Oblique Contact

Advancing Lines

BREAK THROUGH

Your orders are clear – Break Through!

During the Scoring Step of the End Phase:

For every Section without any Shaken Markers past the centre line of the board, you receive 1 Battle Log Point. If any of those sections are inside your Opponent's Main Deployment Zone you receive an additional battle log point for a total of 2 Battle Log Points.

Suggested Maps

Roll a D3 to determine which of the following maps is used:

Oblique Contact

Meeting Engagement

Advancing Lines

Deployment

Allocate Deployments

-Each player determines when each of their Sections will deploy.

Most Sections will be allocated to the Main Deployment, and if they are not allocated to any other deployment then this is their Deployment allocation.

-If every model in a Section has the Scouting MAR then it may be allocated to Scouting Deployment.

-If every model in a Section has the Infiltrator MAR then it may be allocated to Infiltrator Deployment.

-Strategic Forces - Sections may be allocated to the Strategic Forces, either Reserves or Flanking. Only up to half of the Sections in a Platoon may be allocated to Strategic Forces.

Main Deployment

The Commander with **Tactical Advantage** dictates who deploys a Section allocated to the Main Deployment first. Commanders then alternate the deployment of Sections until all Sections allocated to Main Deployment are placed on the table. Models deployed at this time must be placed in their Main Deployment Zone.

Optional rule: Players may require that each player deploy all of their heavy ironclads before they may deploy any other sections.

Scouting Deployment

Fast and nimble units may use their speed to advance in front of the main line of battle.

All Sections allocated to Scouting Deployment are deployed at this step.

The Commander with Strategic Advantage dictates who deploys a Scouting Section first. Scouting Sections may deploy in areas defined in the Deployment Zone of the Scenario being played.

No Scouting Sections may be deployed within 12" of an enemy Section.

Infiltrator Deployment

Some units excel at advancing stealthily into position.

All Sections allocated to Infiltrator Deployment deploy at this step.

The Commander with Tactical Advantage dictates who deploys an Infiltrating Section first.

Infiltrating Sections may deploy in areas defined in the Deployment Zone of the scenario being played.

No Infiltrating Sections may be deployed within 12" of an enemy Section.

Strategic Forces

Any Reserves and Flanking Sections are not deployed before the Game starts. Instead, Roll a D3 for each Section, and place it next to it as a reminder. These Strategic Forces will arrive on the turn indicated by the D3 on the table edge indicated in the scenario being played.

Anatomy of a Model Profile

In this section of the book we look at a Model's 'Profile': a term used to signify the Model's statistics and values, allowing it to manifest itself on the Tabletop. Models in the game represent a wide range of soldiers and vehicles and their even more varied arms and equipment. Above is a typical set of statistics for an Infantry Model,

What these statistics mean is described below:

NAME

All models in the game have a NAME, used to identify it in the rules.

MODEL TYPE

Although there is a very wide range of Models in Dystopian Legions, they can all be categorised into one of a number of basic Types which will determine how they can move and fight.

MOVEMENT VALUE (MV)

The distance that the Model can move during its Activation in inches (").

INJURY RATING (IR)

A Model's Injury Rating is the number of Successes an attacking Model needs to roll to cause the loss of ONE Life Point.

LIFE POINTS (LP)

If a Model loses ALL of its Life Points, it is Killed and normally removed from the Game Board and placed in the Graveyard.

MELEE ATTACK DICE (MAD)

A Model's Melee Attack Dice is the number of dice it rolls when fighting in Melee and the Dice Colour. This is representative of the Model's skill in close-quarters fighting.

Important Note: Weapons used exclusively at close quarters (sabres, lances, bayonets etc.) are NOT listed as part of a model's Weapons Statistic. Instead, their effects are normally incorporated directly into the number and Dice Colour of a model's MAD, or represented by Model Assigned Rules (MARs).

WEAPONS

This details the Weapon/s that the Model uses when making Ranged Attacks. If these Weapons have a restricted Firing Arc, this will also be noted here.

MODEL ASSIGNED RULES (MARS)

In addition to a Model's statistics, it may have one or more Model Assigned Rules. These detail various special actions or abilities that a Model might be able to perform, or specific rules that differentiate it from other Models beyond its statistics.

Officers

Officers and NCOs

NCOS

NCOs may only spend Command Points on their own Section – their Command Range is limited to their Section only. NCOs have the NCO (X) MAR, where X is the number of Command Points they generate each turn.

OFFICERS

Officers have a Command Range of 8" as well as the quantity of Command Points they generate each turn. Officers may spend Command Points on any friendly section within their Command Range or their own section, that includes themselves.

THE SENIOR COMMANDING OFFICER

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.

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.

Losing an Officer

Any Section within the Command Range of a friendly Officer that is Killed must take an immediate Morale Check (see Page 49). This DOES NOT apply to the loss of an NCO.

Command points (CP)

Each player, at the start of each turn, generates a pool of command points equal to the sum of all command points generated by their ncos and officers.

It is recommended to create a stack of CP tokens to represent this pool.

These are then spent by sections over the course of the turn. At the end of the turn all unspent points are lost and a new pool generated.

An nco or officer may only spend as many points each turn as they generate.

An exception to this is the battle hardened mar which allows a section to spend CP but not generate them.

When a section spends CP, move the number of CP counters next to the section to indicate this.

Optional rule:

Change the battle hardened mar to also generate CP. At the start of each turn place a number of tokens next to each section equal to the number it generates. Take those tokens away as the section spends CP.

This rule simplifies things a little but will throw off the balance slightly. We may release orbats with updated points costs for this setup in the future.

COMMAND CHECKS

Many actions in DYSTOPIAN LEGIONS will require the players to take what are collectively known as Command Checks to determine how well their instructions have been delivered and understood by their troops. These range from Orders (normally given by Officers attempting to execute special actions) to Morale Checks (taken by Sections in danger of becoming Shaken), and Opposed Command Checks (normally taken by players to determine the order in which actions are performed).

All Command Checks are rolled using **BLUE Dice**.

The Initial number of Dice used to take the Check is 3

Successes come from results of 4, 5 or 6, but this may be modified with other rules. Count the number of Successes and compare the total to the number required to determine if the Test has been Passed or Failed.

Bolstering a Command Check

If the Section taking the Command Check contains an Officer or NCO, or is within the Command Range of a friendly Officer, additional dice may be added to the Command Check BEFORE the roll is made.

This is called bolstering the Command Check.

These dice cost ONE Command Point each, and contribute towards the maximum number of Command Points the Officer or NCO may spend this Turn.

(for record keeping, place a Command Point Token(s) next to the Officer or NCO that is improving the Command Check in the normal manner, to remind you that they have been spent).

Penalties to Command Checks-

The number of Successes required is dependent largely on what manner of Command Check is being undertaken, and as such will be made clear as and when required.

It is also worth noting that depending on the Scenario being fought, additional passes may be required.

Failing a Command Check can have a variety of penalties, typically stemming indirectly from the desired Order not being carried out, or directly in the case of a failed Morale Check as a Shaken Marker is added to the Section.

MORALE

A Morale Check is a special type of Command Check, and is taken in the same way. Morale Checks are resolved at the end of the battlefield event that caused them.

A Section is required to make a Morale Check if any of the following battlefield circumstances apply:

- A Section loses one or more Life Points.
- A Section is within 8" of a Friendly Section which is entirely Killed or Broken and are removed from the table.

- A Section is in the Command Range of a Friendly Officer when the Officer is Killed. Note this does not include NCOs.

A Morale Check is taken using the rules described in the Command, Officers and Orders chapter on Page 43, and requires TWO Successes to pass as standard.

However, certain modifiers may alter this:

- If the Section is below HALF of its initial number of Life Points when making a Morale Test the dice will hit on a 5+ instead of 4+ .
- +1 Success is required if the Section suffers Life Point loss from a weapon with the Suppression MAR.
- +1 Success is required if the Section is within 8" of 1 or more enemy Heavy Ironclad models.
- +x Dice may be added by bolstering the Command Check.

If the test is passed, there is no effect. If the test is failed, the Section gains a Shaken Marker.

Shaken Officers and NCOs

Officers and NCOs can become Shaken, just like their troops, impairing their own combat efficiency and their capacity to lead.

In addition to any general effects listed above, during the Command Point Step of the Pre-Turn Phase once the Command Point Pool has been created, remove ONE Command Point for each Shaken Marker on a Section containing an Officer or NCO in the force.

MORALE STATES

Sections may be in one of three Morale States (see the Table below) which is determined by the number of Shaken Markers they have. The Morale State will dictate the general effect on a Section's willingness to fight and its ability to operate on the battlefield.

Name	No. of Shaken Markers	Effects
In Good Order	0	None
Shaken	1+	All Shooting Attacks are

		Rushed Shots, all Melee attacks hit on a 5+
Ordered Retreat	2-3	The Section must make an Advance move using its full Mv towards its deployment zone. If there is a piece of Defensible Terrain within the Sections Mv then it may make its Advance move to Occupy the piece of Terrain. The Section may perform a Shooting Attack as <i>Rushed Shots</i> .
Broken	4	Remove the Section from the table. The soldiers have lost all their nerve and cannot be rallied.

Ordered Retreat

An Ordered Retreating Section will try to Fall Back away from danger.

During its Activation, a Section that is Ordered Retreating MUST:

- Make an Advance move towards the nearest friendly board edge using the quickest possible route.
- The Section may not have any Orders used on it, unless the Order is an attempt to Rally the unit..
- If, for any reason, a Routed Section is reduced to having 1 or fewer Shaken Markers, it immediately reverts to the Morale State applicable, and is free to Activate as normal assuming it has not already done so.

Ironclads do not suffer from the Ordered Retreat state. But all of their Ranged Attacks will still count as *Rushed Shots*

Opposed Command Checks

An Opposed Command Check is taken in the same manner as a regular Command Check, but unlike normal Command Checks where only one Commander is involved, an Opposed Command Check is rolled SIMULTANEOUSLY with the opponent. For an Opposed Command Check there is not a target number of Successes; once the Successes are calculated, players compare their totals. The player with most Successes wins the Opposed Command Check. Keep re-rolling until there is a winner, use the same pools of dice for each reroll. Players may not add extra dice after the first roll.

Issuing Orders

To issue Orders:

1. The Officer or NCO must spend the required Command Points.
 2. Officers and the target section's NCO may bolster the check.
 3. Add or remove any dice due to mars assigned to the target section such as militia.
 4. The target friendly Sections must be within the issuing Officer's Command Range or in the same Section as the NCO.
 5. A command check must be passed, the target number is specified in the order.
 6. If the check fails then the CP are not refunded.
 7. If the test passes then the order is cast and impacts the game.
- A section may only ever be subject to one order at any given time: You cannot stack Spray 'em with Focus Fire etc.
 - Generally a section may benefit from the same order several times in a turn. For example an officer may cast 'Fight harder!' on both a section's RAD attack and then again on any of its IAD attacks. There are exceptions to this which will be specified in the order's description.
 - Orders are generally issued when they would be implemented. An officer or NCO does **not** have to be the active section to give orders. Each order will specify when it is cast.

STANDARD ORDERS

Order Name	CP Cost	Successes	Issued In	Summary
With Me!	Varies		Officer's Command 2 Segment	Activate out of order
Rally	1	1	Officers Movement	Remove Shaken Markers other units
Snap Out of it	1	2	Sections Command	Remove Shaken Markers this unit
Make that safe	1	3	Sections Command	Disarm mines
Spread Out Men	1	1	Sections Movement	Rushed Shots defensive and offensive (Change Restrict MV to Advance)
Stand Fast	2	2	Sections Movement	Steadfast and Reroll
Run Run	1	2	Sections Movement	D3 to At the Double
On your Bellies	2	1	Sections Movement	Move with Hit the Deck
Focus Fire	3	2	Sections Shooting	Placed Shots
Spray Em	1	1	Sections Shooting	Gain Suppression but make Rushed Shots
Fight Harder!	1	2	Before Rolling Attack Dice	Reroll D3 Attack Dice
Dig In	2	2	Before Rolling Cover Dice	Reroll Cover
On my Mark	3	2	Out of Sequence	Charge Reaction shot
Hold the Line!	2	2	Melee Phase	Stalwart Defender MAR

Order Details

WITH ME!

Cmd Cost: 2 CP

Successes Required: 2

Issued During: Officers Command Segment

This order may target up to TWO non-Ironclad Sections, the CP cost is spent for each Section the Order is Issued to.

All Sections that pass the Command Check, Activate at the same time as the Officer:

- During the Shooting Segment, all the activating Sections may take part in the same Fire Action.
- Each Section resolves its Melee independently of each other as normal.

RALLY

Cmd Cost: 1 CP

Successes Required: 2

Issued During: Officers Movement Segment

This order can be issued at any point in the Officers Movement Segment.

If passed, the targeted Section may remove D3+1 Shaken Markers

SNAP OUT OF IT!

Cmd Cost: 1 CP

Successes Required: 2

Issued During: Sections Command Segment

If passed, the targeted Section may remove D3 Shaken Markers

MAKE THAT SAFE!

Cmd Cost: 1 CP

Successes Required: 3

Issued During: Sections Command Segment

This Order may be issued to any Infantry Section within Command Range. The Section may attempt to disarm a Mine or a piece of Area Terrain that is Booby Trapped within 2". If the Command Check is passed, the Booby Trap is removed from play without Triggering it, otherwise it remains in play.

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

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: 2

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

Run Run!

Cmd Cost: 1

Successes Required: 2

Issued During: Section's Movement Segment

The ordered section may add D3" inches to its 'At the Double' Movement.

A section may only benefit from this order once per turn.

On Your Bellies!

Cmd Cost: 2

Successes Required: 2

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

FOCUS FIRE!

Cmd Cost: 3

Successes Required: 2

Issued During: Section's Shooting Segment

This order may only be issued to a Section that has made a Hold Your Ground movement action. If passed, all Firing by the Section will count its shots as being Placed Shots.

Spray 'Em!

Cmd cost: 1

Successes Required: 1

Issued During: Section's Shooting Segment.

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

Fight Harder!

Cmd cost: 1

Successes Required: 2

Issued During: Section's Shooting or Melee Segment

This order is issued BEFORE Attack Dice have been rolled. The Section may reroll D3 Attack Dice for the attack. Applies to all forms of attack, RAD, IAD, MAD, etc.

Dig In!

Cmd Cost: 3

Successes Required: 2

Issued During: Out of Sequence

This order is issued BEFORE Attack Dice have been rolled.

The Section may reroll any failed cover dice.

This order may not be given to models that are Ironclads, or have the Skimming or Towering MARs

This does not allow the rerolling of shield dice.

Under review

ON MY MARK

Cmd Cost: 3

Successes Required: 2

Issued During: Opponents Movement Segment

This Order may only target a Ready-To-Activate Section which has been declared as the target of a Charge by enemy Models.

If the order is passed, the Section may make an immediate Shooting Action against the Charging Section.

This Firing Action is treated as a Rushed Shot, and is resolved before any Chargers are moved. Note: This Order may not be issued to Sections that have an Activated Marker.

Hold The Line!

Cmd Cost: 2

Successes Required: 2

Issued During: Opponents Melee Segment

This Order may be issued to Infantry Sections.

If it is passed, all models in the Section gain the Stalwart Defender MAR(1 black).

The exact number of dice this order gives is under review

Terrain

AREA TERRAIN

Area Terrain is the name given to any piece of Terrain that has a large base and represents an area of the Game Board home to a feature of some kind, be it woodlands, fields of crops, a ruined building or something similar.

All Area Terrain should have a defined footprint, so players know exactly where it is.

If a mini's base is entirely inside an item of area terrain then:

- That mini benefits from any cover afforded by the item of terrain
- When drawing LOS to and from that mini, ignore the item of area terrain it is inside

Items of area terrain can be occupied, rules for this are included in the end phase section of the rules.

BUILDINGS

Buildings are a special type of area terrain.

Players should clarify which items of area terrain count as buildings when placing terrain.

Trenches for example, will usually be buildings, ruins may or may not be.

While inside a building a section benefits from fortified cover (3 blue).

LOS to and from the section inside the building may be drawn from any point on the building.

Sections enter and exit buildings via the rules in the movement options section or if they are forced out by losing melee.

Otherwise buildings are impassable.

Only 1 section can ever occupy a building at any one time. Players may wish to break larger buildings up into smaller 'buildings' for this reason - agree this while placing terrain.

LINEAR TERRAIN

Linear Terrain is the name given to any piece of Terrain that represents a barrier of some kind, be it a brick wall, a picket fence, a hedge or something similar.

Linear Terrain should be treated as Open for the purposes of Line of Sight (...within reason of course! Commanders should use their discretion if there is a wall on the table that is clearly too high for this to be the case, and as such it can be reclassified as Blocking Terrain and possibly even Impassable to certain units if necessary)

Models may move over Linear Terrain that is not Impassable to them.

Models are considered to be Occupying a piece of Linear Terrain if they are in Base Contact with the Linear Terrain feature, or are in Base-to-Base Contact with a Model that is.

In addition, the Linear Terrain must intersect a line drawn between the majority of the Firing Section and the Target. If these conditions are met, the target model gains a Cover Save equal to the Degree Of Cover they are sheltering behind.

Models gain the benefit of Cover Saves according to the Degree Of Cover of Linear Terrain in different ways:

- Minis have to be in base to base contact with an item of linear terrain in order to benefit from cover from it.
- See the shooting section for rules around when a section does or does not benefit from the cover bonus.
- Any piece of Linear Terrain that the Firing Section is currently Occupying does NOT grant a Cover Save to its target. As such if two sections are either side of a wall or similar, and both are touching it, neither will get cover saves from the wall.

All terrain is one of the following 3 types, see the movement section for more details.

CLEAR TERRAIN

Clear Terrain presents no difficulties to a Model moving through it.

DIFFICULT TERRAIN

Difficult Terrain, as the name suggests, is Terrain that a model type finds it difficult to move through.

IMPASSABLE TERRAIN

Models may not be moved through Terrain that is Impassable to them.

Certain Terrain Types will have differing penalties depending on the models traversing it – Tank Traps are Impassable to Iron-clads, but Infantry can easily slip between them, so they treat them as Clear.

TODO insert the terrain types tables here

LINE OF SIGHT

Area Terrain features will affect Line of Sight in TWO ways, being either Open or Blocked.

Open – The Area Terrain Feature does not block Line of Sight, and so any firing through the feature is unaffected.

Blocked – The Area Terrain Feature blocks Line of Sight, and so no firing may be performed through the feature.

Crushing Terrain

If a Regular or Heavy Ironclad moves over a piece of Terrain with the Crushed Special Rules, the piece of Terrain is removed from the Game Board. The area that was previously occupied by that Linear Terrain is now treated as Open Ground.

Terrain Table

Name	Type	Movement Penalty			Cover Provided	Line of Sight	Defensible	Special Rules
		Infantry	Cavalry	Ironclad				
Forest/ Woodland	Area	Difficult	Impassable	Impassable	Soft	Blocking	Yes	
Roads	Area	Clear	Clear	Clear	-	Open	No	
Ruins	Area	Difficult	Impassable	Impassable	Hard	Blocking	Yes	
Craters	Area	Difficult	Difficult	Clear	Hard	Open	No	
Tank Traps/ Rocks	Area	Clear	Impassable	Impassable	Hard	Blocking	No	
Trenches	Area	Difficult	Impassable	Difficult	Hard	Open	Yes	Infantry treat Trenches as Clear Terrain while Occupying it
Crops/ Long Grass	Area	Difficult	Clear	Clear	Soft	Open	No	
Intact Buildings	Area	Impassable	Impassable	Impassable	Fortified	Blocking	Yes	
Hills	Area	Clear	Clear	Clear	-	Blocking	No	Elevated
Shallow Water	Area	Difficult	Difficult	Difficult	-	Open	No	
Smoke Cloud	Area	Difficult	Difficult	Difficult	Soft	Blocking	No	In the End Phase, each cloud will dissipate on a roll of 4+
Barbed Wire	Linear	Difficult	Clear	Clear	-	Open	Yes	Can be Crushed by Ironclads
Hedges/ Light Fence	Linear	Difficult	Difficult	Clear	Soft	Open	Yes	Can be Crushed by Ironclads
Sandbags/ Low Walls	Linear	Difficult	Difficult	Difficult	Hard	Open	Yes	
High Walls	Linear	Impassable	Impassable	Impassable	Hard	Blocking	No	
Smoke Barrier	Linear	Impassable	Impassable	Clear	Soft	Open	Yes	

Sequence of play

Each turn:

1. Both players should build their CP pool
2. An opposed command check is made (Initiative test)
 - Only the senior officer may bolster this check
 - The player who wins may choose to activate a section first or second.
3. Late arrivals step
4. Players then alternate activating sections.
5. The player that finishes activating all of their sections first gains an extra 1 dice to use for their next Initiative test
6. If a player has no more activations then the other player continues to activate sections until both are finished
7. Handle the end of turn phase

LATE ARRIVALS STEP

Sometimes Commanders wish to place forces in reserve, execute bold flanking manoeuvres with fast moving units or forces might arrive late after the battle has been joined due to narrative/scenario reasons. Regardless of the cause, these models are all deployed in the same way.

Models that are scheduled to arrive this Turn do so in the following way:

- The Commander who wins initiative decides which Commander must deploy a Section from their Strategic Forces first. Sections are placed alternately, using the Standard Order of Deployment.
- During the Late Arrivals Step, ALL models arriving this turn should be placed so that some part of the model is touching the relevant board edge. Arriving Ironclads should be placed so their aft 90-degree Arc is touching the relevant edge of the board.
- No Model may be deployed in Terrain that is Impassable to it.

Coherency

To be in Coherency, each model in a section must be no further than their Coherency Distance from another model in the Section. This model must in turn be no further than the Coherency Distance from another model in the Section and so on, until all models are accounted for. This must form a single unbroken chain including all minis in the section.

COHERENCY DISTANCE

Infantry 1"

Cavalry, Heavy Infantry and Aeronauts 2"

Ironclads 4"

Unit activation

When a commander activates a unit they progress through the following system.

Orders may be cast at any relevant time during this process.

- Check if the unit is in Coherency
- If the unit is not in Coherency the unit must select a movement option and move the section to be in coherency or as close to it as possible.
- Otherwise the commander may select any movement option allowed
- Resolve the movement following the rules in the movement section.
- Unless the movement option selected expressly **forbids** ranged attacks, the section may then make a number of attacks following the rules in the shooting section.
- If the unit charged into melee: resolve that now.
- Place an activated marker next to the section.

Movement

Rules for moving ironclads are handled in the ironclad section.

During their activation, a Section may perform ONE of the Movement Actions listed below.

All movement obeys the following rules, unless specifically stated otherwise:

- A Model's movement can be made in ANY direction, freely changing direction at any point, as long as the Model does not move further than its Movement Value.
- A Section CANNOT voluntarily finish its movement with ANY of its Models outside of Coherency.
- A Model CANNOT move through Impassable Terrain or other Models.
- A Model CANNOT finish its move with its base on top of another Model's base.

- A Model MUST end its movement at least 1" away from an enemy Model unless performing a Charge Move Action against the enemy Model's Section.
- All Models in a Section are assumed to make the same Movement Action during their Activation.
 - For the purposes of move or fire weapons, a mini only counts as having moved if it personally moved. Do not try and sneakily move your hmg team while moving the riflemen around it, that will make you a bad person.

MOVEMENT ACTIONS

Unless it is directly specified that a section may not fire after completing a movement action: the section may fire as normal.

Advance A section may move up to its Movement Value.

Hold Your Ground A section does not Move, but may pivot on the spot and Fire.

At The Double A section may move up to TWICE its Movement Value. The section may not perform a Fire Action.

Charge A Model may move up to TWICE the model's Movement Value into Melee. The section may not perform a Fire Action.

You must bring at least 1 mini, and as many as possible minis into base to base contact with the target enemy section. The moving minis must take the shortest route that they can to do so. Any minis that cannot reach base to base should be moved in as close as possible.

To charge an occupied building then the section must be able to move at least 1 (and as many more as possible) minis into base to base contact with the building without any exceeding their maximum movement (2 x mv).

All minis that cannot reach base to base with the target section should be placed as close as possible.

It is not permitted to charge a section that is embarked on an ironclad.

Enter the building

If all models are within their mv value of an unoccupied building, measure the shortest distance from each mini to the target, then the whole section may enter the building, either

place them inside the terrain piece or remove them from the table and mark the building is Occupied. Minis in a section should ignore other minis in their own section when measuring for this option.

Enter the building, At the double!

Same as entering the building, however, the distance is increased to twice the mini's mv value. The section may not perform a Fire Action this activation.

Exit the building

The Section may exit from a Building which they are Occupying.

Moving up to their mv, starting from any point on the building. This movement may not bring the section into melee.

Exit into melee

Sections Occupying a building may exit into melee.

This follows all the same rules as the charge movement action with the following changes:

- Measure the starting point for movement from any point on the building.
- The section may move up to its mv value (not double)

This counts as charging for all purposes and the section may not make any fire actions.

Movement and terrain

- Sections may freely enter and exit area terrain during their movement.
- Sections may not move through impassable terrain such as buildings.
- Moving over an item of difficult linear terrain such as a wall costs 1" extra inch of moment.
- Any inch moved through difficult terrain costs 2 inches of moment.

Generally climbing a slope of a hill does not affect moment. However, if the board has a particularly difficult to climb area then players should agree if it counts as difficult terrain. Agree this before picking board edges.

Aeronaut movement

Sections of Aeronauts move slightly differently to other sections.

Generally Aeronaut sections are assumed to be walking or hovering slightly above the ground so as not to present too much of a target, but they can choose to fly higher.

When moving, an Aeronaut unit may fly over any item of terrain even if it would normally be impassible.

When doing so that item of terrain is treated as open and clear and is ignored for LOS and cover purposes. This is important for overwatch.

Similarly, aeronauts may fly over friendly or enemy sections or anything else that would normally be impassible.

Aeronauts may walk through difficult terrain or fly over it.

If they walk they follow the restrictions as infantry.

The section may land (end their movement) in difficult terrain, in which case all normal rules such as cover apply.

The unit must land at the end of its activation therefore: all minis must finish the move in coherency and in a location where it is legal for them to be (not inside impassible terrain etc).

When charging it is permissible for the Aeronauts to fly over the target section and land behind it (or to the side etc), if they have the movement to do so. This can be handy to avoid fighting against a defended obstacle or similar. It is still required to move as many minis into base to base as possible.

Optional rule:

Landing on buildings. Aeronauts can be allowed to land on top of buildings, we feel this is an easy way for your minis to fall over and break since most buildings don't have a flat roof, so this rule is left optional. Agree this with your opponent while placing terrain.

Shooting

Pre measuring is allowed at all times.

There are two main Shooting Actions available to Sections.

- Open Fire Action
- Overwatch Action

Open Fire Actions

Classified as either: RAD or IAD.

RAD - Rad attacks are made against infantry

IAD - IAD attacks are made against ironclads

- A section may make **ONE** RAD attack per activation.
- A section may make any number of IAD attacks per activation.
- Each mini may only take part in one RAD **or** one IAD attack per activation
- Each attack is resolved one after the other
- Attacks may be resolved in any order
- The controlling player may wait until after an attack is resolved before declaring the next attack.

Cover

A mini may have: no cover, light cover, heavy cover, or fortified cover.

Cover is calculated for each mini for each attack.

- Light cover provides 1 blue dice
- Heavy cover provides 2 blue dice
- Fortified cover provides 3 blue dice.

The shield mar also provides cover dice, these are rolled in addition to any other cover dice.

How to determine LOS

Draw line of sight by

- Measure the shortest direct distance between the firing mini and the target mini
- Measure from any point on one base to any point on the other
- If the line intersects any terrain that blocks LOS or any mini other than LOS is blocked.
- **Non ironclad models in the firing section may ignore each other for LOS purposes. Ironclads may not be ignored.**

Essentially, while riflemen are assumed to kneel and form a firing line of sorts to all get a clean shot, they can't fire through their own transport.

Similarly tankettes may not fire through each other.

How to resolve a RAD attack

1. Choose which minis are taking part in the attack

For each mini in the attack

- a. Measure the shortest distance between each attacking mini and the closest mini in the target section to which LOS is not blocked.

- b. If LOS is blocked to all minis in the target section in range then the mini does not take part in the attack.
 - c. Choose which weapon, of the ones carried by the mini or an available section weapon, the mini will use for this attack
 - d. If the measured range is within the ER of the weapon add the dice specified in the ER RAD box for the weapon. If it is within the LR distance add the dice in the LR RAD box. If it is in neither then the mini does not contribute to the attack
2. Roll all the dice in the pool and sum the successes, apply any rerolls.
 3. Starting from the nearest* mini in the target section
 - For each mini in the target section
 - a. Roll any shield or cover dice the target mini has and remove the number of successes rolled from the successes remaining in the attack pool
 - b. While the number of successes in the attack pool is equal to or greater than the target's IR: remove 1LP from the target mini and reduce the number of successes by the target's IR. If the mini now has zero LP remove it from the board and move onto the now nearest mini. Otherwise repeat this step.

*Measure from the mini in the firing section that is closest to the target section. Ignore minis to which los is blocked.

How to resolve a IAD attack

IAD attacks always involve a single mini firing a single weapon, they are never pooled.

1. Select the mini that is making the attack and measure the distance to the nearest part of the target ironclad to which LOS is open.
If this is not possible then the attack does not happen.
2. DETERMINE ARMOUR FACING:
Establish which Armour Value is presented to the Attacking Models.
3. If the distance is within the ER of the weapon, roll the ER IAD, if it is within the LR roll the LR IAD, sum the successes.
4. Roll cover and shields
An ironclad with soft cover reduces the number of success rolled against it by D3-1
An ironclad with heavy cover reduces the number of success rolled against it by D3+1
Roll shield dice and subtract the number of successes rolled from the attacking successes.
TODO maybe ironclad cover should just be the same as infantry?

5. If the number of successes equals or exceeds the Armor Value: remove 1 HP from the target.
6. Add the ironclad's CR value to the armour facing. If the number of rolled successes equals or exceeds this new value: remove an additional 1 HP from the target.

Per the rules in the Morale section, any Section that loses 1 or more LP or ironclad that loses 1 or more HP from an attack must make a morale check.

Quality of Shooting

The roll to hit in Dystopian Legions varies greatly, depending on how well the shooting Section has been able to focus on its target. This can be affected by Orders, Shaken Markers, and other Factors.

It is divided into three types: Placed, Regular and Rushed Shots.

- Placed Shots occur when the Section's fire has been carefully directed, and is able to focus on shooting without any distractions. These shots hit on a 3+.
- Regular Shots are shots under normal combat conditions. These shots will hit on a 4+.
- Rushed Shots are fired under hazardous or stressful conditions, with no time to aim properly. These shots will hit on a 5+.

Unless otherwise stated, ALL Shooting begins as a Regular Shot. If a shot would have both the Placed and Rushed conditions applied, instead treat the shot as a Regular one, ignoring the conflicting conditions.

Overwatch Action

Overwatch is when a Section has prepared itself to fire at a moment's notice, such as when a Target moves into Line of Sight, out of Cover or at some other opportune moment.

Any Models that have moved during this Activation, or that have any Shaken Markers on them, may not perform an Overwatch action.

The Models do nothing in this Shooting Segment, but may make ONE Fire Action later in the Game Turn, resolved using the Shooting Sequence below. Place an Overwatch Marker next to the Section to remind you that the unit is on Overwatch. A Section on Overwatch may fire at the end of any subsequent Movement Segment – even an enemy Movement Segment!

- When a Section on Overwatch fires, all shots are considered to be Rushed.

- All Overwatch Markers are removed in the End Phase.
- If a Section on Overwatch gains a Shaken Marker, it immediately loses its Overwatch Marker and gains an Activated Marker instead.
- Once a Section has fired on Overwatch, it loses its Overwatch Marker and gains an Activated Marker.
- IDF Weapons may not use Observed Fire on Overwatch

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.

If a section doesn't use its overwatch fire by the end of the turn then the opportunity is lost and the section starts the next turn as a normal section.

HIT THE DECK ACTION

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

For a Section to attempt to Hit the Deck, all members of the Section must do so.

At the end of their Movement Segment, or when an Infantry Section comes under fire, and before any Attack Dice are rolled, that Infantry Section may declare it has Hit the Deck. Place a Hit the Deck Marker next to this Section and replace any Over- watch 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.
- Models in Soft Cover gain the benefit of Hard Cover.
- Models in Hard Cover or fortified 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.

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).

Edge case:

The spray and pray order lowers a target's cover by 1. Can a section in cover hit the deck to negate the spray and pray order? Yes.

ELEVATED POSITIONS

Models Occupying Raised Ground or other Elevated Terrain have a wide panoramic view of the battlefield and can weaken the efficacy of Terrain that the enemy might be covering behind! Elevated models may IGNORE non-Elevated Models for the purposes of determining Line of Sight.

Elevated Models firing at an Non-Elevated Target also gain an Elevated Bonus that reduced the level of Cover the target enjoys by one level. This means that:

- Models in Soft Cover are treated as being in Open Ground.
- Models in Hard Cover are treated as being in Soft Cover.
- Models in Fortified cover retain their fortified cover.
- Models that elect to Hit The Deck against fire from an Elevated Position ignore the Elevated Bonus and keep the Cover Level they are currently enjoying, prior to Hitting The Deck.

Section weapons

Usually a mini's weapons are unique to it and cannot be used by other minis, section weapons work differently to this.

A section may purchase section weapons as part of the usual force building process. When the section makes shooting attacks, a mini may choose to use a section weapon instead of its own.

Each section weapon may only be fired once per activation.

Section weapons are not lost when minis are removed as casualties.

Melee

Melee in Dystopian legions is quick and deadly, lasting only a single activation.

- Cover and shield saves do not apply during melee.
- A section that is occupying a building, trench or similar item of defensible area terrain gains the swift strike mar.
- The attacking section must bring as many minis into base to base contact as possible while remaining in cohesion.
- The attacking section must move each mini the shortest distance possible to get into base to base contact (Aeronauts ignore this rule).
- If the shortest route crosses a piece of linear terrain that the defender is occupying then place the attacking mini on the opposite side of the item of linear terrain, this counts as being in base to base. If **any** attacking minis are placed this way then the defender gains the swift strike mar.

When a section declares a charge and has finished moving into melee:

1. Apply *charge bonus*: Add 1 to the MAD stat of every mini in the attacking section and combine the updated MAD into a pool. If the section has the brutal charge mar apply the specified bonus **Instead** of +1.
Add the impact of the CQB MARs if any minis have it.
2. Pool the updated MAD of every mini in the attacking section. Include every mini regardless of if they are in base to base contact with the defender or not.
3. Pool the MAD stat of every mini in the defender's section, ignore base to base and coherency but do include CQB MARs if present.
4. Roll both pools of dice at the same time.
Remember to apply the impact of shaken markers
5. Starting with the defending mini with the lowest IR (the controlling player choses in case of ties)
6. If there are sufficient successes in the attacking players dice pool: subtract 1LP from the mini, if the mini now has zero LP remove it and move onto the next mini with the lowest IR. repeat this until there are insufficient dice left in the pool or all minis in the defender's section are dead.
7. Regardless of if there are any minis left in the defending section remove LP from the attacking section via the same process.
8. Whichever section removed more LP from their opponent has won combat. The defender wins on ties.

Winning combat

The section that won combat remains where it is.

Any sections that lost 1 or more LP should take a morale test as normal.

The defeated section:

- Moves their full MV (or as much as possible) back towards their deployment edge. If this moves any minis off the table then the whole section is removed and considered dead.

The defeated section ignores the attacking sections minis while making this move (this will mostly apply if they have been charged in the rear)

Swift strike

An opportunity to lash out before your opponent can respond!

For several reasons a section may benefit from the swift strike mar.

In this case:

Calculate the MAD pool for the section with swift strike as normal.

Roll the pool and remove minis from the other section as normal.

All remaining minis in the other section now pool and roll their mad as normal.

Edge cases:

If both sections have swift strike the mars cancel out and the melee is resolved as normal.

Even if, after resolving the attacks from the section with swift strike mar, there are no longer any minis in base to base contact, continue to pool and roll the other section's MAD as normal.

Charging more than one section

A section may charge multiple sections, this is a high risk high reward gamble.

To do so:

Declare which sections are being charged.

Move the charging sections minis into base to base.

The charging section must be able to move at least 1 mini into base to base with each target section while remaining in coherency, check that you can do this before you start to move minis.

To resolve the melee:

All defending sections pool all of their mad into a single large pool.

If any defending mini has swift strike for any reason then all of the defenders gain the mar for this combat.

The attacker must split their mad between the defender's sections.

They must allocate at least 1 mini's worth of mad to each defending section.

After which the attacker may allocate any remaining MAD between the pools as they see fit.

Combat is won or lost as normal. If the defenders lose, all of the defending sections fall back.

Ironclads and Melee

Ironclads do not fight in melee and cannot be charged.

Some sections are trained in the use of anti tank grenades or similar, however, these are resolved as shooting attacks.

Transports and Melee

See the While the parent section is disembarked section of transport rules for details.

Cavalry Charge

Cavalry are able to strike out at nearby enemies as they speed past.

Any Cavalry section that performs an At The Double Move Action that moves the at least 1 mini past an enemy Section within 2": can perform a melee attack.

This is resolved as a melee attack with the following changes:

- The defending section does not get to attack back
- The attacking section pools their MAD and then halves it, rounding up.
- The defeated section does not move towards their deployment edge.

Cavalry may choose instead to use the charge movement action following the normal Melee rules as stated in their section.

Ironclads

Movement

When they activate ironclads must select one of:

- Advance
- Hold Your Ground

- At The Double

When performing an advance move the ironclad moves in the same way as any other mini, making as many turns as required and ending their movement facing in any direction

Ironclads making an At the Double Movement Action must move in a straight line forward, upto double their mv value. However, they may make one turn of up to 90 degrees at any point in their movement.

RAMMING

A Ram is where an Ironclad makes contact with another Ironclad, friend or foe!

If two Ironclads make contact with each other, resolve an immediate attack against BOTH models! The Attack Dice Pool for each Ironclad is equal to the Armour Value of the arc making contact with the other Ironclad, and Attack Dice roll their damage against the AV of the opposing arc they are making contact with. If the moving Ironclad was making an Advance Move, all Attack Dice used by both sides are BLUE. If the moving Ironclad was making an At The Double Move, all Attack Dice used by both sides are RED.

Following a Ram, regardless of how much damage was caused, the moving Model immediately stops.

COLLISIONS

An Ironclad can also plough through non-Ironclad Sections. Unlike Ironclads, non-Ironclad Sections are usually agile enough to simply jump out the way without taking damage, but a rampaging Ironclad moving At The Double can place a great strain on unit cohesion, and may cause a Section to become Shaken.

Avoiding an Ironclad Advancing

If an Ironclad Advances through a Section (friend or foe), any models are assumed to jump out the way as necessary – this is called an Avoidance Move. If during the Ironclad's move, the Ironclad makes contact with a non-Ironclad model, move the non-Ironclad model the shortest possible distance so it is not in contact with the Ironclad, maintaining any Section Cohesion where possible. Any Section called upon to make an Avoidance Move loses its Overwatch.

Avoiding an Ironclad moving At The Double

If one or more models in a Section are in the path of an Ironclad making an At The Double action, the Section must make a Morale Check after it has completed its Avoidance Move.

If the Check is passed, the Section is unaffected. If the test is failed, the Section takes an immediate Shaken Marker.

Destroyed Ironclads

If an Ironclad is reduced to Zero Hull Points by any means, the Ironclad is Destroyed. Unlike other model Types, it should be left in place, as it may still impede the movement or Line of Sight of other models. Models Embarked upon a Destroyed Ironclad **MUST** immediately Disembark and an Activated Marker is placed next to the Section.

Transports

Transports are an exciting addition to the game and have their own rules.

When a transport is purchased it is added to the section like any other mini and **activates at the same time as the rest of the section**. The section as a whole gains and loses shaken markers as normal.

The transport must remain in coherency as normal but as it is an ironclad it uses the larger ironclad distance for this.

LOS

Transports are Ironclad and per the LOS rules always block LOS for everyone, including minis in their own section. A player can position the transport to block LOS to and from its own section, using it as a mobile wall, however this works both ways.

Melee

As an Ironclad, transports may not participate in melee.

- Whenever the parent section is in melee, the transport stays where it is and waits for the result.
- It cannot attack or be attacked.
- Being in base contact with the transport does **not** count as base to base with its parent section.
- Therefore, a charging section must be able to move a mini into base to base contact with a mini in the parent section, **not the transport**.

After the first mini has been moved, future minis can be placed within 1" of the transport if required.

- If the parent section Charges into melee the transport can still fire but only at a **different** section to the one being attacked in Melee.
- If the parent section falls back then so too does the transport.

Transport capacity

Transports are models with the Capacity [Type, Value] MAR. They can carry as many models of the Type specified as the Value listed in the brackets will allow. This is always specific as Transports are deliberately equipped to carry particular types of models.

A model with the Capacity [Infantry, 8] MAR may only hold up to 8 Infantry.

A model with the Capacity [Cavalry, 3] MAR may only hold up to 3 Cavalry models etc.

While the parent section is disembarked:

- The parent section may pick any movement option as normal, ignoring the transport.
- The transport must move to remain in coherency with its parent section.
If the parent section moves its mv so may the transport.
If the parent section moves double its mv so may the transport.
The transport benefits from orders that increase the movement of it's parent section such as Run run.
- The transport may fire whenever its parent section may fire.
The transport can pool its weapons with the rest of the section the same as any other mini.
- If the parent section charges or enters a building the transport waits next to its parent section. It can move freely so long as it remains in coherency.
Measure from any point on the building.
- The parent section may not move such that the transport is unable to remain in coherency.

While the parent section is embarked:

- As ironclads do not fallback the section will not have to make a fall back move even if it has shaken markers.
- The Transport functions like an independent Ironclad, following the movement options permitted to Ironclads and firing as normal.

How to embark:

Otherwise, when the section activates, if the section is in coherency then the section may embark into its transport(s). It does this instantly. Activate the section as if it had started the activation embarked.

Transports may not move at the double on the same activation that their section embarked. A section **cannot** embark and then disembark on the same activation.

A section may start the game embarked.

This is assumed to happen before the game starts, and does not prevent the transport from moving at the double or the section from disembarking on their first activation.

How to Disembark

At the end of the Movement Segment, if the Transport did not make an At the Double move, the Section may disembark.

Place the minis on the table so that they are in coherency, remember to include the transport.

No mini may move more than its Mv from the transport, measured from any point.

The section may only disembark if every model can be legally placed on the table.

The disembarked minis and the transport may fire as normal.

If the Transport is Open Topped or has Charge Doors the Section may Disembark into Melee

This follows all the same rules as the charge action, however the minis may only move up to their mv value, measured from any point on the transport.

Remember the transport also has to remain in coherency.

The transport may fire at a different section to the one charged but the disembarked section may not fire as they are busy stabbing people.

Forced to disembark

If a section is forced to disembark for any reason.

Place all of the embarked minis within their mv of the transport and in Coherency.

If it is not legally possible to place any of the minis then those that cannot be placed are dead.

OPEN TOPPED TRANSPORTS

Open Topped Transports are those with the Open Topped MAR, and have a number of advantages and disadvantages.

A Section may fire whilst Embarked in an Open Topped Transport but are affected by the following rules:

- All shooting actions taken by the Embarked Section are considered to be Rushed (the Rushed stipulation may not be altered under any circumstances).
- The passengers may fire together with the transport.
- All Range and Line of Sight is determined from any point on the Transport.
- The Embarked Section may be the target of Ranged Attacks and are treated as being within Hard Cover. Any casualties caused amongst the Embarked Section are assigned as chosen by the target's controlling player.

Sections with more minis than space

It is possible for a section to contain more minis than the transport capacity of its transports, for example, if a large section only bought one transport or if a transport is destroyed.

In this case:

The section may still embark at the start of its activation, you must move as many minis as possible into the transports if you do so.

The minis left unembarked take charge and the section acts following the 'While the parent section is disembarked' rules with the following changes:

- If the transport is open topped then the embarked minis may fire whenever the transport may fire.
- The parent section may only charge if the transports all have the open topped or charge doors mar. The disembarked minis move double their mv, the transport may move its mv and then the embarked minis *Disembark into melee*.

- If the section makes an advance or hold your ground move:
Move the transport as normal
The minis inside the transport may now *disembark*.
- While some of the section is embarked, the unembarked minis may not enter a building.
- If the disembarked minis are charged:
Move the attacking minis into base to base
Disembark as many minis as there is space for
All of the disembarked minis fight

Orphaned transports (Optional rule)

If the entire section that a transport was attached to is killed. The transport remains and activates normally. The transport may attach to a different section that it can legally transport.

To do this

Move the transport so that it is in coherency with the new parent section.

Declare that they are combining.

The transport and new parent section must end the turn in coherency.

From the beginning of the next turn the two sections are treated as a single section and the new parent section may embark as normal.

If this rule is in effect, if all of the parent section for a transport are killed, then the opposing player scores BL points for wiping out a section even though the transport is alive..

Towable Mar

Some sections, notably fieldguns, have the towable mar.

A section with the towable mar may deploy attached to any section with the utility vehicle mar.

Deploy the vehicle that will tow first and then later, as a second deployment deploy the section being towed. Place the towed section as close behind the towing vehicle as possible; the two sections are now connected.

If you deployed the towable section first then you may deploy the towing section later, place them in contact to indicate the connection.

When the towing vehicle activates: choose if the towed section will remain attached.

If the section remains attached, move the towed section along behind the towing section, it does not activate this turn.

If the towed section detaches then it remains where it is and may activate normally later in the turn.

You may activate the towed section first, doing so automatically detaches the section.

After detaching the two sections activate and move independently as normal.

End Phase

The End Phase of each Game Turn allows the players to collect together their thoughts and plans and ready the Game Board for the next Game Turn. During the End Phase of each Game Turn, the following Steps occur in order:

- Restore Order Step
- Repairs and Medics Step
- Battle Log Points Step
- Check for End of Game Step
- Remove Expired Markers Step

1: Restore Order Step

Commanders are likely to have a number of Sections which are disordered by the end of a Game Turn. In this Step, they may try to restore order to these units. Any Section that currently has a Shaken Marker may make a Morale Check at this point, which may be improved as normal. If they pass, they may remove a Shaken Marker. For every excess Success rolled, they may remove another Shaken Marker.

2: Repairs And Medics Step

Commanders may have Specialists available, capable of repairing Ironclads, or getting troopers back into the fight. During this Step, Models with the Medic MAR or Drone Engineer MAR act as specified in the relevant Model Assigned Rule.

Battle Log Points Step

Commanders earn Battle Log Points for Wiping out or Routing Enemy Sections and for Holding Objectives. You should record Battle Log Points scored.

OBJECTIVES

At the end of each turn each commander scores **2 BL points** for each objective they currently have claimed.

Each Objective on the Gaming Table will be in one of the following states: Claimed, Contested or Unclaimed.

Two types of objectives are used in DL: point and area.

Point objectives are represented by an objective token, area objectives should be an item of area terrain this can be a building.

Area Terrain objectives

If the objective is a building, then it is claimed if there is a section inside without any shaken markers, otherwise it is unclaimed.

If the area terrain is not a building:

If a section without any shaken markers has a mini inside the item of area terrain then that section is contesting the objective.

If only 1 commander has a section contesting an objective then the objective is claimed by that commander.

If 2 or more opposing commanders have a section contesting an objective then that objective is contested.

Ironclads may contest objectives and prevent the other player from scoring, however, they may not claim objectives.

Point objectives

Point objectives work identically to area objectives except that:

A section contests a point objective if it has a mini within 4" of the objective (measure edge of base to edge of base as usual).

As with area objectives sections with shaken markers may not contest and ironclads may contest but not claim.

ENEMY CASUALTIES

Commanders also score Battle Log Points for Opposing units Destroyed or Broken.

Each commander scores 1 BL point for each section they completely wipe out.

End of Game Step

Once Battle Log Points have been awarded, Commanders should check to see if the Game ends due to:

- One Commander achieving their Battle Log Target
- The Scenario's Victory Conditions having been satisfied by either Commander.
- The Commanders running out of time!

Commanders win a game by scoring the required number of Battle Log Points. The required number will depend on the MFV Value used.

MFV Played	Battle Log Target
Up to 1000	10
Up to 2000	20
Up to 3000	30
3000+	Add +10 for each full 1000pts played

In the unlikely event that BOTH Commanders achieve their Battle Log target in the same Turn, the game is a draw; otherwise, the Commander who reached their target first WINS!

5. Remove Expired Markers

Finally, if the game has not ended, any expired effects should be removed.

- Remove all Command Points, Overwatch Markers and Game Cards from the Board.
- Remove ONE Activated Marker from every Section on the board. If a Section still has an Activated Marker, that will mean it will not get to Activate in the upcoming turn!
- Advance the Turn Counter, if you are using one.
- At this point it is worth quickly checking over the game board and making sure everything is tidy and in place, ready for the next Turn.

Advanced topics

FIRE TEAMS IN LEGIONS

As a matter of expediency certain infantry sections often find themselves separating into distinct Fire Teams to allow the members of their original section to better support each other, particularly when on the advance.

Sections capable of forming Fire Teams are always noted in their relevant Nations ORBATs and are governed by the following rules:

- Sections may be split into Fire Teams during Deployment. They may not split into Fire Teams after the start of the first turn.
- A Section may only split into 2 Fire Teams, and they must start with equal numbers of models if possible. Gun Teams count as 2 models for this purpose.
- Once a Fire Team is formed it becomes a separate entity for the purposes of Activation and Victory Points, and cannot reform into a full section again during the course of a game.

Fire Teams might seem less powerful than larger sections, but their flexibility and ability to adapt their tactics to the battlefield at large is not to be underestimated! Particularly, look at field gun fire teams.

Indirect Fire Weapons (IDF)

Models using weapons with the IDF MAR normally fire in a high arc, allowing them to shoot over Terrain, and potentially target areas they cannot draw Line of Sight to.

The use of these weapons is not without risk of course, as friendly elements can often be caught in the barrage, so care and planning must be taken to ensure Indirect Fire Weapons can be used effectively.

Indirect Weapons are capable of firing in two different ways: Over Open Sights or Observed Fire.

- Weapons may only fire Observed Fire at a weapon's Long Range.
- If an IDF weapon can draw Line of Sight to the target in either ER or LR, the weapon may fire on that target directly Over Open Sights.

OVER OPEN SIGHTS

Firing Over Open Sights is when an IDF weapon can see its intended target.

Firing Over Open Sights does not require a Model with the Spotter MAR to have a Line of Sight to the Target.

Over Open Sights Attacks use the Spotting and Scatter Mechanic noted below, but the Firing Model automatically adds 1 Dice to the Spotting Check

OBSERVED FIRE

Observed Fire is when a model with an Indirect Fire weapon uses a Spotting Model to direct fire-power onto a target that they themselves cannot see. In some cases, the spotter may be calling on Artillery from off the board, or even a bombing run from an aircraft overhead. In all cases, the effect is much the same.

SPOTTING

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; however, if they participate in an Open Fire action they may not be used as a Spotter.
- If a model with the Spotter MAR is used to Spot, they may not participate in any Open Fire action their Section undertakes later in the Turn.

Use the Spotting Markers to mark models with the Spotter MAR that have Spotted, to show they may not participate in another firing action this turn.

Indirect Firing Procedure

1. Nominate an Initial Aiming Point

This is where you want the barrage to land. The Initial Aiming Point must be within the Range and fire arc of all the IDF weapons making an attack.

- If firing Over Open Sights, the Initial Aiming Point must be in Line of Sight of a Model in the firing Section.
- If using Observed Fire, the Initial Aiming Point must be within Line of Sight of a Model(s) with the Spotter MAR.

2. Declare which Spotters are participating in the firing procedure.

The player may place a Spotting Marker next to any Spotter with Line of Sight to the Initial Aiming Point.

The player gathers one Blue Dice for every Spotter participating in the action for use in a Spotting Check.

3. Determine Where the First Blast Lands

Place the Blast Template over the Initial Aiming point, roll the dice used for the Spotting Check. If the player rolls 2 Successes then the Spotting Check passes and the Blast Template remains centered on the Initial Aiming Point.

If the Spotting Check fails then the Blast Template will be moved the distance indicated below, in a direction determined by the Random Direction Template.

- When firing Over Open Sights, the Template scatters 1D6"
- When firing using Observed Fire, the initial scatter is 2D6".

This is where the first Blast Template lands. It will hit anything under it, friend or foe!

For each Section with a model under the Blast Template, add the specified dice to an Attack Dice Pool for that Section.

3. Scatter Remaining Blast Templates.

If the attack has more than one Blast Template, place the second Blast Template so it is touching but not overlapping the first Blast Template, in the direction determined by the Random Direction Template.

For each Section under the new Blast Template, add the specified dice to an Attack Dice Pool for that Section.

Repeat for all remaining blasts.

This means a Section under several blasts is hit by each of them, potentially building a truly devastating Attack Dice Pool.

4. Roll Attack Dice Pool

Follow the rules in the Ranged Attack section for every Section that has an Attack Dice Pool against them.

5. Apply Casualties

Casualties are removed in the normal fashion, unless all of the weapons taking part in the attack were IDF weapons in which case start with those nearest the centre of the first Blast Template.

6. Cover Saves from Indirect Fire

The rain of shells from above makes taking Cover against Indirect Fire less effective.

Indirect Fire is always considered to come from an Elevated Position, so will reduce the effectiveness of Cover Saves available.

SMOKE

Smoke can manifest itself as clogging fumes that drift across the battlefield, causing havoc and providing Cover. Equally, smoke can be delivered in a focused way, using specialist equipment – this is more unusual, but can be used to devastating effect against enemies attempting to engage.

LARGE SMOKE EFFECTS

Some weapons (such as Mortars) will often be equipped with a limited number of Smoke rounds that can deploy large area effect Templates on the battlefield. These clouds are treated as pieces of Area Terrain. Large Smoke Effects use the circular 5" Smoke Template and the diameter of the Template is considered to be its full area of effect.

SPECIALIST SMOKE BARRIERS

Some special equipment can be used to deploy smaller smoke effects onto the battlefield that provide a short term defence against incoming enemy fire and even protects against enemy combatants. Smoke Barriers use the rectangular 5" Smoke Barrier Template. Smoke Barriers are treated as Linear terrain for the purposes of Line of Sight and Cover.

MARs

ADJUTANT [VALUE]

This Element is not an Officer and may not issue Orders, but does increase the overall Command Pool assembled in the Pre-Turn Phase by the value listed in the bracket PROVIDED the Officer they are attached to is alive!

AEGIS

During melee, instead of the usual rules for assigning hits based on IR, the controlling player may allocate hits to this mini.

You must allocate enough points for this mini to lose a lp or all the remaining hits in the pool.

You may do this repeatedly until the mini with this mar is killed or all of the dice in the pool have been used up.

BATTLE HARDENED

A Section with the Battle Hardened MAR always counts as having the NCO [2] MAR in the unit for the purposes of spending Command Points but do not generate Command Points on their own.

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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].

BRUTAL CHARGE [VALUE, DICE COLOUR]

A Model with the Brutal Charge MAR gains additional Melee Attack Dice of the Value and Dice Colour listed in the bracket INSTEAD of their normal Charge Bonus.

CAPACITY [TYPE, VALUE]

A Building/Ironclad with the Capacity MAR may transport a number of models of the listed Type, up to the Value listed in the bracket.

CHARGE DOORS

After a Section Disembarks from a Transport with Charge Doors they may declare a Charge as if it were an Open Topped Transport. See the Ironclad Chapter for more on Disembarking and Charging on Page 107.

CQB WEAPON

In Melee, this weapon adds an additional dice to the Melee Attack Pool, with the same Colour as the weapon's Effective Range.

COMBAT ARMOUR [VALUE]

A model with Combat Armour increases its Injury Rating by the number listed in the bracket when engaged in Melee.

CUMBERSOME

A weapon with the Cumbersome MAR may not be fired from the back of an Open Topped Transport.

DAUNTING

When a target Section is successfully Charged by a model with the Daunting MAR, the target Section must take an immediate Morale Check.

This morale check is taken before any overwatch fire, "On my mark" fire or similar.

DRONE

Models with the Drone MAR may not use the Over- watch Order, nor may they benefit from the Hit the Deck action.

DRONE ENGINEER [X+]

Whenever a Drone Section containing a model with the Drone Engineer MAR suffers one or more Casualties from a Ranged Attack, do NOT remove the models if they have the Drone MAR; instead carefully place them on their side, place Wound Markers on them, or otherwise mark them as Casualties. Roll a D6 for each casualty. If it equals or exceeds the X+ listed in the brackets, the Drone model recovers to having ONE Life Point remaining. If the roll is lower than the X+ listed in the brackets the model is removed from the table as a casualty. The Section will still be required to take a Morale Check for suffering casualties as normal, even if every model recovered 1 LP and remained on the table.

DRONE CONTROLLER

Whilst a model with the Drone Controller MAR is present in a Drone Section, all models within the Section have the Fearless MAR and the Drone Sections may go on Overwatch as normal. Drones may not benefit from Hit the Deck, but any other members of the Section may do so.

DUAL WIELDING

A model Dual Wielding may fire two weapons during its Activation. They must be used as part of the same Attack; a model cannot make one attack with one weapon and then a second attack with another.

ELUSIVE TARGET

Any Ranged Attacks against a Section where all Models have the Elusive Target MAR are considered to be Rushed Shots.

ENERGY WEAPON

Weapons with the Energy Weapon MAR cause any Shield Saves taken by a target to use [BLACK] Dice.

EXPERIMENTAL WEAPON

An Experimental Weapon rolls the listed number of Dice to determine how many Attack Dice it rolls. This is determined EACH time a model with the weapon makes an Attack.

FEARLESS

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

GAS GRENADE

If a Section including one or more models with Gas Grenades is Charged, the Charging unit does not gain any Charge Bonus.

INDEPENDENT FIRING

A Model with the Independent Firing MAR may resolve Ranged Attacks independently with each weapon and is not limited to firing a single RAD attack in its Activation. Independent Targeting may NOT be used on Overwatch.

INSPIRING

If a model can draw Line of Sight to a model with the Inspiring MAR, that model and its Section may add +1 blue Dice to all Morale Checks.

LETHAL

If all weapons in a Ranged Attack have the Lethal MAR, and the number of Successes rolled for the Attack equals or exceeds the target model's Injury Rating, the model is Killed, regardless of how many Life Points it had remaining. The Lethal MAR does not work against Ironclads, as they have neither Life Points nor an Injury Rating value.

LUCKY [VALUE]

A model with the Lucky MAR starts the game with a number of Luck Tokens equal to the value listed in the MAR.

Each Luck Token may be spent at ANY point to allow the model with Lucky to re-roll any single Dice rolled by the model. A Dice CANNOT be re-rolled more than once, and the second result MUST be accepted.

The number of Luck Tokens that the model has available for the duration of the game is determined when the model is deployed.

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A model CANNOT regain spent Luck Tokens during a game, but Sections may GAIN this MAR in-game through the use of TAC and scenario effects.

MEDIC [X+]

Whenever a Section containing a model with the Medic MAR suffers one or more Casualties from a Ranged Attack, do NOT remove the models, but instead carefully tip them over on their side, place Wound Markers on them, or otherwise mark them as Casualties. Then roll a D6 for each casualty. If it equals or exceeds the X+ listed in the brackets, the model recovers to having ONE Life Point remaining. If the roll is lower than the X+ listed in the brackets, the model is removed from the table as a casualty.

The Section will still be required to take a Morale Check for suffering casualties as normal, even if every model recovered LP and remained on the table..

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Note: This MAR has no effect on Ironclads or models with the Drone MAR.

MOVE OR FIRE

- A Model with the Move or Fire MAR cannot make a Ranged Attack if it personally has moved this activation.

MUSICIAN

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

NON-COMBATANT

A Non-Combatant model CANNOT be the target of an Attack of ANY kind and as a result CANNOT be Destroyed or Killed. If ONLY Non-Combatant models remain in a Section, the Section MUST be removed from the Game Board.

Non-Combatant models do NOT Block Line of Sight. If a Section containing a Non-Combatant is Charged or declares a Charge, after Charge Reactions are resolved, but BEFORE the Charging models are moved, any Non-Combatants should be repositioned so that they do NOT interfere with the Melee in any way, but are still within Coherency of their Section.

If the only model that a Charging Section can move into Base Contact with is a Non-Combatant, it is repositioned out of Base Contact, and the Charge is regarded as a failed Charge.

- Non-Combatant models do NOT count towards the number of models in a Section for determining Morale Effects or Transport Capacity.

OPEN TOPPED

This is an Open Topped Vehicle.

POLITICAL OFFICER [VALUE]

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.

RAPID FIRE (VALUE)

During the Ranged Attack Segment, a model with the Rapid Fire MAR may reroll a number of Initial Ranged Attack Dice equal to the Value listed in the bracket.

RUN AND GUN

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.

SCOUTING

A Section containing one or more models with Scout MAR deploys during the Scouting Deployment Step.

SHIELD [VALUE, COLOUR]

A model with a Shield may always add dice to the Resolve Cover/Shield Saves Step of the Shooting Phase, adding the number of Coloured Dice listed in the Value within the bracket to the Cover/Shield Save Dice Pool.

For Example: A unit of Britannian Dragoons Occupying Hard Cover is fired upon with all three members under threat. The Dragoons have the Shield [1, RED] MAR, and so may add

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+3 RED Dice to the +3 BLUE Dice rolled for the Hard Cover (which is degraded to Soft Cover due to the fact that the Dragoons also have the Towering MAR).

SKIMMING

Skimming Models float a small distance above the ground using a multitude of technologies. Models with the Skimming MAR have the following properties:

- They always have the Towering MAR.
- They may pass over any Terrain, at any speed, but may not end their move on Terrain that would normally be impassable to a model of their type.

SMALL ARMS

Small Arms will allow certain effects to be triggered by the use of certain Orders.

SMOKE LAUNCHER [VALUE]

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.

SNIPER [X]

Sniper Weapons may ignore the Target Priority Chain and may instead nominate the preferred target in Line of Sight, with ALL successful Hits rolled allocated to that target

ONLY. Additionally, all Sniper Weapons are always considered to have the Solo Weapon MAR.

SOLO WEAPON

This weapon may only fire alone and NEVER be used to contribute dice to an Attack Dice Pools with other weapons. In situations where a Solo Weapon is within a Section without the MAR, resolve the Attacks in any order.

SPOTTER

This model may Spot for IDF weapons. See Page 85 for full details. A model with this 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.

SPRAY AND PRAY

If a Ranged Attack includes only Spray and Pray Weapons, any Cover the target Section is benefiting from is reduced by one level; so Hard Cover becomes Soft Cover, and Soft Cover becomes Open Ground.

STALWART DEFENDER [VALUE]

A Model with the Stalwart Defender MAR gains additional Melee Attack Dice of the Value listed in the bracket when they are in a Section that is the defender in a Melee.

STEADFAST

Models with this MAR gain +1 Dice when taking Morale Tests.

STEALTHY

A Section with the Stealthy MAR may not be targeted by weapon at Long Range. This has no effect on IDF weapons.

If a Section contains one or more models without the Stealth MAR, the MAR is ignored.

SURE FOOTED

Sure Footed models count difficult terrain as open.

SUPPRESSION

If a Ranged Attack containing any weapons with the Suppression MAR causes the loss of one or more Life Points, the target Section requires an additional Success when taking a Morale Check.

SWIFT STRIKE

A model with the Swift Strike MAR gains the Strikes First ability. See the melee section for details.

TOWERING

Models with the Towering MAR may not perform a Hit The Deck Action. Any Cover Saves this model makes are treated as being one level worse than normal. This means that when this model is in Soft Cover, it is instead considered to be in Open Ground, and when it is in Hard Cover it is instead considered to be in Soft Cover.

UNIQUE

A model with the Unique MAR may only appear ONCE in a Commander's Force list.

UNRELIABLE

After Declaring an Attack with an Unreliable Weapon, roll a D6: On the roll of a 1 the weapon malfunctions and may not be used during the declared attack. On the roll of a 2-6, the weapon works without mishap.

WALKER

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