

DYSTOPIAN WARS



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DYSTOPIAN WARS

The world of **Dystopian Wars** is similar to our own, but subtly different. The year is 1870 and the Industrial Revolution occurred decades earlier than in our own world. Technology is far advanced, and in many cases, unrecognisable, which has led to the development of fantastic naval vessels, hulking land ships and terror from the skies in the form of airships and war balloons.

Dystopian Wars is designed to ensure a fun game with a large selection of models in a couple of hours. We are big fans of *Steam Punk* and *Victoriana*, so we jumped at the chance of creating a naval warfare game along similar lines to our **Uncharted Seas** and **Firestorm Armada** games – but encapsulating these interesting genres. **Dystopian Wars** incorporates Naval, Aerial and Land models from the outset, so that you can set up battles and scenarios in any combat setting. Games can be played in each genre of warfare **OR** using a combination of **ALL** models.

Spartan Games will supply highly detailed, high quality resin and metal miniatures with which you can roam the high seas, scour the smog filled skies of **Dystopian Wars** for enemy flying ships, or doggedly defend the cities and countryside of your home nation. These three branches of the military use the same core rules for movement and combat, with varying abilities and statistics.

Our fast play rules are optimised for large fleet actions, so you can get as many miniatures on the table as you want, and still get an enjoyable game in one evening. **Dystopian Wars** is also ideal for multiplayer games, because you get to activate individual squadrons of miniatures from one player to the next. The rules allow for the use of a deck of 52 Game Cards that add an exciting element of randomness to each game. You can play without them, but they improve the overall game play and inject some additional eccentric Victorian atmosphere.

Dystopian Wars is our third game to be built using our D6-based core rules engine and shares elements with the science fiction space combat of **Firestorm Armada** and the fantasy naval combat of the **Uncharted Seas**. **Dystopian Wars** builds on the same successful game ethos.

We are excited about the development of **Dystopian Wars** - it is an entertaining and violent game, putting you in command of huge Land Vessels, Giant Robots, Impressive Airships and Rugged Naval Ships. Your strategies and choices of fleet construction determine the margin of your victories or defeat. Whether you choose to focus on land, sea or in the air, you have every choice available to you to outmanoeuvre, harass and destroy your opponent.

You command one of the great imperial powers of **Dystopian Wars**, you can defend your territories from foreign incursion, or you can conquer the world. The choice is yours.

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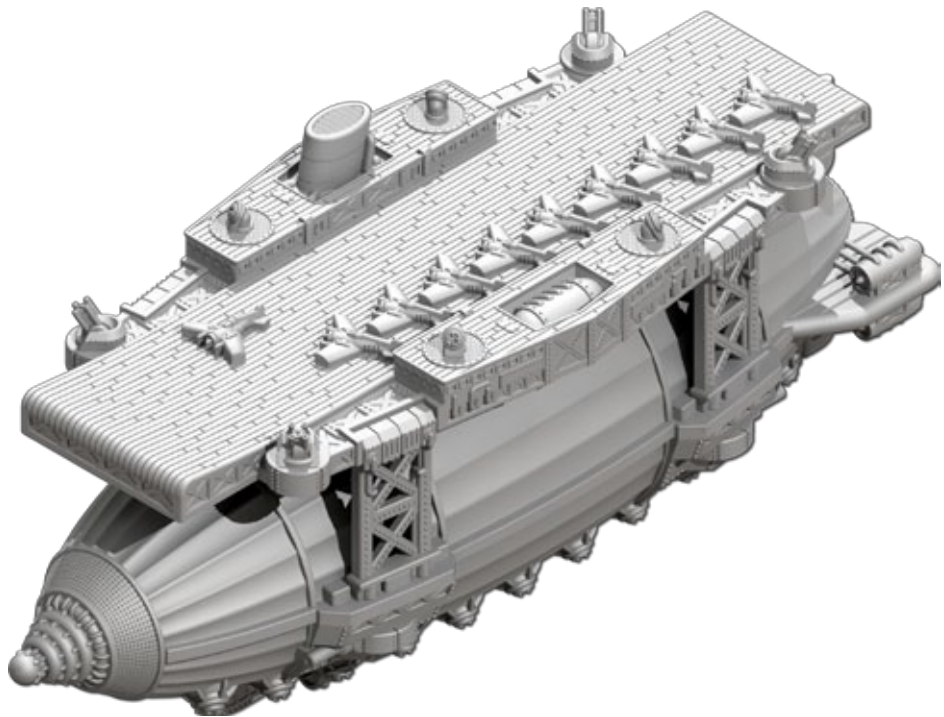


The Oceans and Seas of the world are vast and any nation looking to win a World War needs a powerful Naval Force. Our first four fleets bring a range of highly detailed **1/1200th** scale resin models to the gaming table. Packed with detail, the Battleships you can see here use resin and pewter *add-on* pieces, allowing different variants of a model to be deployed as part of a **Battle Group**.

Each fleet has its own unique aesthetic, and many ship designs are panned as this game grows and evolves.



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Aerial combat has become a significant part of warfare in 1870. The advances in technology, coupled with the scientific discoveries in Antarctica, have led to the ability to create vast Sky Fortresses. To the left you can see a **Prussian Empire 'Storm Cloud' Sky Carrier**.

The scientists of this Empire have taken one of their more traditional *Zeppelins* and mounted a carrier deck above it, then filled this with deadly **BF-54 Kondor** fighters. The model is **142.5mm** long and when assembled with its carrier deck stands a proud **59mm** tall.

Also in the game are Fighter Tokens and Bomber models, and each race has taken its own design route with aerial models. The Prussian and American nations lean to airships, the Blazing Sun uses Gyro technology, and the Britannian's employ Rotors. But no matter what the technology, the result is Death from Above.

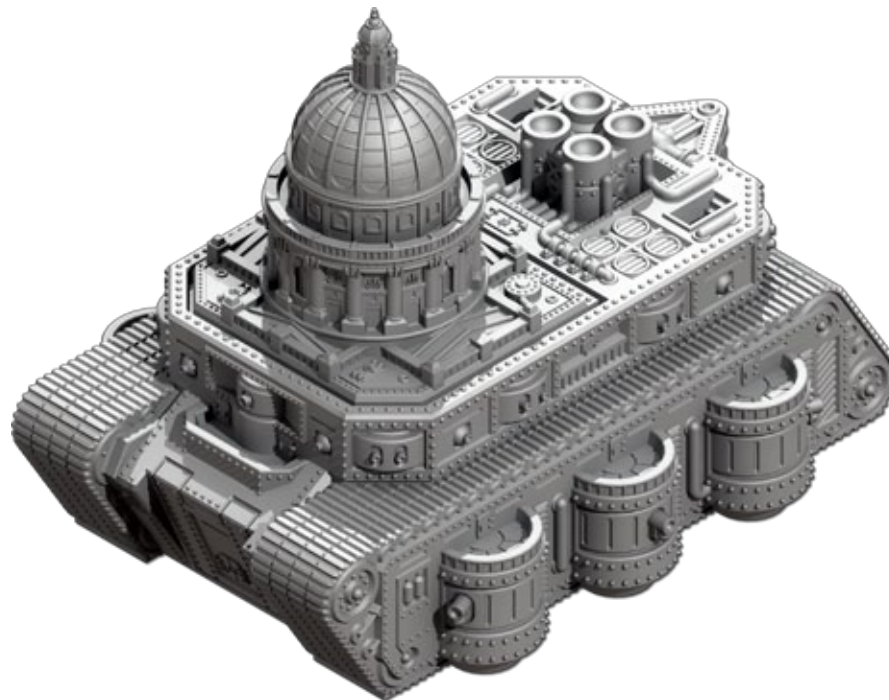
AERIAL MODELS

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The Nations in **Dystopian Wars** may look to their Naval Forces to dominate the waters of this world, but warfare still requires ground forces to do their part. Just as aerial warfare has been massively changed by new technologies, so has ground combat. Hulking machines of war roll across the landscape, deadly weapons smashing all before them.

To the right is a gigantic **Land Ship** belonging to the **Kingdom of Britannia**. This model is **65mm** long and **49mm** wide and at its highest point stands **51mm** tall. If this beast of a machine was real it would be 260 feet long, 196 feet wide and 204 feet tall.

The model is made from resin and comes with three drop-on sections, allowing it to be configured as either a Bombard Land Ship, Assault Land Ship or, as you can see here, a Command HQ Land Ship that even Sir Christopher Wren would be proud of..



LAND MODELS



DYSTOPIAN WARS



The creation of an entirely new world order has kept our artists busy visualising not only how the weapons of mass destruction will look, but also how the nations of the world will look. From left to right: Antarctic General, Britannian Naval Officer and Blazing Sun Pilot.

ARTWORK



DYSTOPIAN WARS



The **Dystopian Wars** core rulebook is a full colour PUI bound guide to warfare in a *Steam Punk Victorian Age*. Split into the three key sections the book firstly sets the scene to the first four nations in the **World Background** section, which is followed by the **Core Rule Mechanics** and finally we have the **Armoury Section** where over **40** vehicles of war are detailed.

* The sample pages you see here are from a work in progress layout. Please note **ALL** pages of this rule book are full colour.

RULEBOOK

DYSTOPIAN WARS

AT LAUNCH...

Four Battle Groups

- Kingdom of Britannia
- Prussian Empire
- Empire of the Blazing Sun
- Federated States of America

A Battle Group Comprises:

- 1 x Battleship
- 3 x Cruisers
- 9 x Frigates
- 2 x Bombers with acrylic flight stands
- 10 x Resin Fighter Tokens
- 3 x A5 Token Sheets
- Plus Laminated Model Statistic Cards

First Upgrade Blister

- The Fleet Carrier models for each of the first Four Nations are an essential upgrade to any Battle Group. Either naval or aerial, these behemoths are laden with fighter models and ready for war!

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