

Dystopian Wars review – by Gordon Millar jnr

Dystopian Wars by Spartan Games is a steam-punk game set in a fictional 1870 with navels vessels, hulking land ships and vast airships. The world is a very different place with war consuming the globe. The background section is interesting and well presented giving you good information about the world your fighting in and gives you some background to each of the forces. The plucky underdog British, the arch enemy Hun, the honour bound Japanese and the cousin marrying Americans.

The game is simple once you get used to the rules most things are as you would expect, the rulebook is set out like a VCR manual tho so be warn you will need to read it a few times. The turn sequence at a glance, Players roll for initiative that player then activates a squadron moves, fires, boards and then performs any other actions with that squadron. Then your opponent activates a squadron this continues back and forth till all squadrons are activated. This works well as your forced to think carefully about what unit to activate to give you the upper hand in one fight but leaving other squadrons vulnerable.

The exploding dice mechanism is what really throws a spanner in the works and occasionally gets your dreadnought sunk by a enemy gunship. All 6's you roll when firing count as two hits and gives you a re-roll if you roll more hits than a enemy vessels damage rating you cause one hit. Rolling more hits than its critical rating causes two hits and a roll on the critical table which can anything from rudder damage to a sturginum flare that teleports the vessel into the aether.

Other than the VCR reading the rulebook is very well laid out with plenty of pictures of the models and impressions of the steam punk world, the background section gives you a picture of the life in the crazy reality.