



DUST™
TACTICS

CORE SET
REVISED

RULES OF PLAY



DUST
STUDIO™



DUST™ TACTICS

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OVERVIEW

Welcome to the *Dust Tactics Revised Core Set!* *Dust Tactics* is a tactical miniatures board game for two to four players. Players choose a faction, create an army from the available units, and face off against each other on the battlefield.

This rulebook contains all *Dust Tactics* rules that have been released up to this point, making it the most comprehensive resource for *Dust Tactics* players. Some portions of this rulebook may pertain to units, skills, or other components that are not included in the *Dust Tactics Revised Core Set*. Such explanations are intended to provide new players with the information they need to play with established players who own content from previous *Dust Tactics* products.

When players encounter an explanation in this rulebook that differs from a rule published in a previous *Dust Tactics* product, the explanation in this rulebook takes precedence.

COMPONENT LIST

- @@ 2 Double-sided Posters
- @@ 15 Green Allied Plastic Miniatures
 - + 1 "Blackhawk" Walker
 - + 1 "Rhino" Hero
 - + 5 "Hell Boys" Soldiers
 - + 5 "Death Dealers" Soldiers
 - + 3 "The Hammers" Soldiers
- @@ 13 Gray Axis Plastic Miniatures
 - + 1 "Hans" Walker
 - + 1 "Lara" Hero
 - + 5 "Sturmponiere" Soldiers
 - + 3 "Heavy Laser Grenadiers" Soldiers
 - + 3 "Heavy Flak Grenadiers" Soldiers
- @@ 10 Unit Cards
- @@ 9 Double-sided Terrain Squares
- @@ 4 3-D Cover Elements
 - + 2 Ammo Crates
 - + 2 Anti-tank Traps
- @@ 6 Combat dice
- @@ 1 Plastic "Loaded" Token
- @@ 1 Scenario Book
- @@ This Rulebook

COMPONENT OVERVIEW

This section describes all of the various components in detail.



DOUBLE-SIDED POSTERS

These posters represent the game board. All units move and interact with each other on the game board. The posters portray a large bridge with the surrounding area, and players can rearrange posters to create several different battlefields.



PLASTIC MINIATURES

These highly-detailed miniatures represent the units of each player's army. Allied units are green, while Axis units are gray. Units are equipped with the weapons that are shown in the sculpt.



UNIT CARDS

These dry-erasable cards display all vital statistics for each unit, including movement, armor class, health points, and AP costs. There is also a faction symbol in the upper-right corner that indicates which bloc a unit belongs to.



DOUBLE-SIDED TERRAIN SQUARES

These spaces represent obstructions or hazards on the battlefield. One side displays outdoor terrain, while the other side displays indoor terrain.



3-D COVER ELEMENTS

These plastic pieces represent cover elements on the battlefield. They come in two varieties: ammo crates and anti-tank traps.



COMBAT DICE

These custom six-sided dice fulfill many functions in the game, such as resolving attacks in combat or determining a skill's success or failure. Each die shows two sides with the "Hit" symbol: \oplus . The other four sides indicate a "Miss" and are blank: \ominus .



SCENARIO BOOK

This book includes six scenarios that players can use to compete against each other on different battlefields and with unique objectives.

UNIT CARD BREAKDOWN

Unit cards play a fundamental role in *Dust Tactics*. This section explains the layout of each card type and what the different statistics and information mean.

There are three types of unit cards: squads, vehicles, and heroes.

SQUAD
CARD



VEHICLE
CARD



HERO
CARD



Movement value () shows the number of spaces a unit may move when activated.

Armor class () shows the unit's armor type. When a unit attacks, cross-reference the weapon line with the target unit's armor class.

The various armor types are as follows:

SOLDIERS

- (1) : Unarmored squads of soldiers that only wear khakis and helmets.
- (2) : Elite fighters who wear light body armor.
- (3) : Heavily armored soldiers.
- (4) : Soldiers wearing armor that is far beyond what is found on Earth in 1947.

VEHICLES

- (1) : Vehicles with no armor, such as jeeps or military trucks.
- (2) : Lightly armored vehicles capable of sustaining bullet fire, but not much more.
- (3) : True military vehicles that are fast and agile.
- (4) : Vehicles with medium armor, similar to most tanks of the 1940's.
- (5) : Heavy tanks and walkers that appeared around 1943 or 1944.
- (6) : Very heavy tanks and walkers, generally appearing from 1945 on.
- (7) : Mobile fortresses that benefit from the heaviest armor ever made.

AIRCRAFT

- (1) : Helicopters or other airborne troops.
- (2) : Various air-to-ground attack aircraft.
- (3) : The fastest and most heavily armored aircraft.

Vehicle and hero cards track health points here ().

Squad cards show two cover values: Soft Cover and Hard Cover.

The unit's skills and limited-ammo weapons are listed here.



The unit's name

The unit's health points (●).

Squads generally have between 2 and 5 points. Regardless of armor class, each ● represents one miniature in the squad.

Vehicles have between 2 and 10 points. The vehicle's health points are shown as crosses in the lower-left corner of the card. The number of blank crosses indicate how much damage a vehicle can sustain before it is eliminated.

The unit's AP cost.

The faction symbol that indicates which bloc the unit belongs to.

This frame displays a picture of the whole unit. If you ever need to find out which squad a soldier belongs to, just check the pictures.

The **WEAPON CHART** shows all the weapons that the unit has at its disposal.

The weapon names are on the far left. To the right of the name is the weapon's range. Range is measured by spaces and is explained in greater detail on page 14.

Some weapons show a range that is not a number, such as "A," "C," or "U." These ranges are for special types of weapons that are explained in greater detail on page 14–16.

The series of numbers after the range is called a **COMBAT VALUE**. It indicates the number of dice rolled when attacking and the number of damage points each hit inflicts. This is called a **WEAPON LINE**.

EXAMPLE: When firing a Shotgun at soldiers with an armor class of "● 2," check the table where the Shotgun weapon line and the "● 2" column meet:

	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Shotgun	1	6/1	3/1	2/1	-	3/1	-	-	-	-	-	-	-	-
Flamethrower (1)	1	1/+	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-
Flamethrower (1)	1	1/+	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-
Knife & Grenade	C	2/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-	-	-	-

The weapon line shows "3/1," so the attacking player rolls three dice for each squad member that is equipped with a Shotgun. Each + inflicts one damage.

The "—" symbol means that the weapon can never damage units with that armor class. For example, the Shotgun cannot damage a unit with armor class "● 4."

Sometimes there is a symbol on the chart instead of numbers. This indicates a **SPECIAL COMBAT VALUE**:

	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Flamethrower (1)	1	1/+	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-

For more details, see "Special Combat Values" and "Special Weapons" on pages 24–26.

BASIC RULES

A game of *Dust Tactics* simulates an entire battle, from the first bullet fired until one side wins.

To simplify the fighting, the game is played over a number of **GAME ROUNDS**. During a round, **each unit on each side gets one chance to act**.

Below are some basic rules that explain how the game works.

IMPORTANT

SOME IMPORTANT DEFINITIONS:

- ⌚ A **UNIT** includes all the miniatures pictured on the unit card. Whenever the rules mention a unit, it can be a squad, a vehicle, or a hero.
- 💀 A **SQUAD** always refers to a group of soldiers.
- 🚗 A **VEHICLE** refers to armored land vehicles, such as a tank or a walker.
- 👽 A **MINIATURE** represents a single vehicle, soldier, or hero.
- 📍 Units stand on and move through **SPACES** on the board.

GAME BOARD

The *Dust Tactics* game board is divided into spaces 9 cm x 9 cm in size. One squad occupies one space. All miniatures belonging to that squad must stand inside that space. The same rule applies to vehicles: their base fits inside one space.

It is possible that some large vehicles do not fit inside one space. They must stand over several spaces.

Before starting a game, players must choose a scenario to play and set up the game board according to the scenario's instructions.

3-D COVER ELEMENTS

An ammo crate or anti-tank trap occupies one space. When a squad enters a space that contains a cover element, all miniatures in the squad benefit from that element's cover bonus.

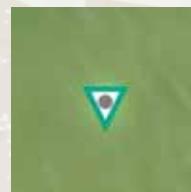
TERRAIN TYPES

In *Dust Tactics*, there are five types of terrain. The terrain type is identified by the symbol in the center of the space.

Each symbol contains a dot in the center, which is used for drawing line of sight to other spaces. If there is no symbol (and thus no dot), that space blocks line of sight.

CIRCLE TERRAIN

Spaces with a circle are the most common type of terrain. Any unit can enter these spaces and any type of cover element can occupy these spaces.



TRIANGLE TERRAIN

Spaces with a triangle represent deep water areas. They block movement, but do not block line of sight. Units cannot walk on them, but they can shoot across them. This terrain type does not block aircraft movement or units with the Jump skill. Cover elements cannot be placed on this terrain.



CROSS TERRAIN

Spaces with a cross represent piles of rubble. This terrain type blocks vehicle movement, but does not block soldier movement, aircraft movement, or units with the Jump skill. This terrain type does not block line of sight, but it grants Soft Cover to squads who occupy the space. Cover elements cannot be placed on this terrain.



DIAMOND TERRAIN

Spaces with a diamond represent smoke or some other visual obstruction. This terrain type does not block movement, but it blocks line of sight. Any units occupying this terrain cannot be targeted by attacks and cannot perform any attack. Cover elements can be placed on this terrain.



SPACES WITHOUT A SYMBOL (OR A DOT)

Spaces without any symbol represent impassable terrain. They block movement and line of sight. This terrain type does not block aircraft movement, but it does block units with the Jump skill. Cover elements cannot be placed on this terrain.

Note: Terrain squares cover spaces of the game board. Because they cover the dot, spaces containing terrain squares are considered spaces without a dot.

INITIATIVE ROLL

At the beginning of each round, each player performs his initiative roll. Each side rolls three dice, and the side that obtains the most wins the initiative. In case of a tie, reroll all dice.

Note: Certain modifiers (such as skills, scenario instructions, etc.) can increase or decrease the number of dice that each side rolls.

The player who wins the initiative roll chooses which player goes first. The starting player begins the first game round. He must choose to **ACTIVATE** one of his units. An activated unit may perform actions, as described later on page 7. After a unit performs all of its actions, it cannot perform any more actions until the next game round.

After the starting player has activated his first unit, the other player activates one of his units. Players alternate activating units until all the units on both sides are activated. When all units are activated, the round is over. Each player refreshes his units and a new round begins with an initiative roll.

It is possible that one player has more units to activate than his opponent. If a player's units are all activated, then the other player continues activating his units until all of them are activated. After all units (for both players) are activated, then the players refresh all their units and begin a new round.

LIST OF ACTIONS

An activated unit may perform up to **two actions** per round from the following list:

 **MOVE**

 **ATTACK**

 **SKILL**

 **NOTHING**

 **SUSTAINED ATTACK** (uses both actions)

Note: The only combination of actions that a player **cannot** perform is **ATTACK + ATTACK**.

IMPORTANT

Before activating a unit, a player **must** declare all of that unit's intended actions, including any skills or special weapons that he wants to use. That is, a **player cannot use a skill that modifies an action after that action has taken place** (i.e., a player must declare the Berserk skill before rolling the dice; a player must declare the Charge skill before performing a move action, etc.).

MOVE

The activated unit may move up to its movement value ().

ATTACK

The activated unit may attack using all of its weapon lines.

SKILL

The activated unit may perform a skill as indicated on its unit card.

Note: Some skills are free, while other skills require the use of an action. Skills that require a unit to spend one action are labeled with the phrase "**(SKILL)**" in the "Skills" section of the rulebook (see pages 20–23). All other skills are free and do not count towards the two actions per round. Units must still activate in order to use free skills.

NOTHING

The activated unit chooses to spend its action by doing nothing.

SUSTAINED ATTACK

The activated unit spends both actions performing a sustained attack. The unit may reroll all  results **once for each weapon line**.

EXAMPLE: An attacking unit performs a sustained attack, which spends both of its actions. It rolls five dice and obtains two  and three . Since it is performing a sustained attack, the three  are rerolled and it obtains one . The unit successfully obtained 3 .

After activating a unit, rotate the unit card 90°. This indicates the unit has already been activated this round. Once all units are activated, the round ends. A new round begins with an initiative roll, and play continues until one player wins.

GAME PROCEDURE

- 1 – Choose a scenario
- 2 – Prepare the terrain
- 3 – Roll for initiative
- 4 – The starting player activates one of his units, followed by the other player
- 5 – Repeat step 4 until all units have been activated
- 6 – End of the round, refresh all activated units
- 7 – Repeat steps 3–6 until the game ends

END OF THE GAME

The game can end in the following ways:

-  One player's units are all destroyed.
-  One of the players fulfills his scenario objective.
-  The scenario reaches its round limit. Unless dictated by the scenario, players calculate victory points to determine the winner (see below).
-  Both players can no longer fulfill their objectives (i.e., all objectives were destroyed). Players calculate victory points to determine the winner (see below).

The game always ends at **the end of a round**.

CALCULATING VICTORY POINTS

To determine how many victory points each player has earned, calculate the total AP value of all enemy units each player destroyed during the scenario. Some scenarios provide bonus victory points for holding a certain objective or accomplishing a specific task during the scenario. If a player successfully fulfills the condition, add the number of victory points specified in the scenario to that player's total. The player who earned the most victory points wins the game.

EXAMPLE: The Axis player lost one *Heavy Laser Grenadiers* squad and one *Hans* ($30 + 24 = 54$). As a result, the Allied player earns 54 victory points.

The Allied player lost one *Hell Boys* squad and one *Death Dealers* squad ($34 + 23 = 57$). As a result, the Axis player earns 57 victory points.

The Axis player earned 57 victory points, which is more than the 54 earned by the Allied player. The Axis player wins the game!

IMPORTANT
The rules for *Dust Tactics* are written for two player games. Of course you can use them to play with 3, 4, 5, or even 6 players! The important thing is to keep the sides balanced.

IMPORTANT
When more than two players are playing, consider that all of the rules apply to two sides instead of two players. So instead of alternating between units for each player, you alternate between units on each side. The players on the same side must decide amongst themselves whose turn it is!

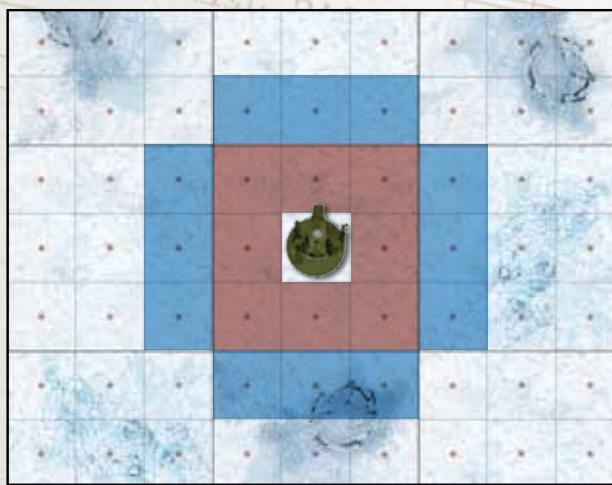
MOVEMENT RULES

This section explains how movement works in *Dust Tactics*.

MOVEMENT POINTS

A unit's movement value (1) indicates the number of movement points that unit has each round. So a unit with movement value "1 2" has two movement points.

Diagonal movement is allowed in *Dust Tactics*. For each activation, a unit's first diagonal movement costs one movement point. Any additional diagonal movement costs two movement points. If a unit lacks the movement points to move, it cannot continue moving.



EXAMPLE: This Blackhawk has "1 1," as printed on its unit card. The red spaces show where it can move if it decides to perform one **MOVE** action. The blue spaces show where it can move if it decides to perform two **MOVE** actions.

The direction that unit faces does not matter in *Dust Tactics*. Units are not forced to travel to the full extent of their movement. Units can move on spaces marked with a dot in the center. Units **cannot** enter a space if there is no dot visible. Other than these simple rules, other factors may sometimes modify a unit's movement.



SPACES WITH COVER ELEMENTS

Any type of unit can enter a space with an ammo crate. Upon entering the space, **vehicles may** choose to crush the crate.

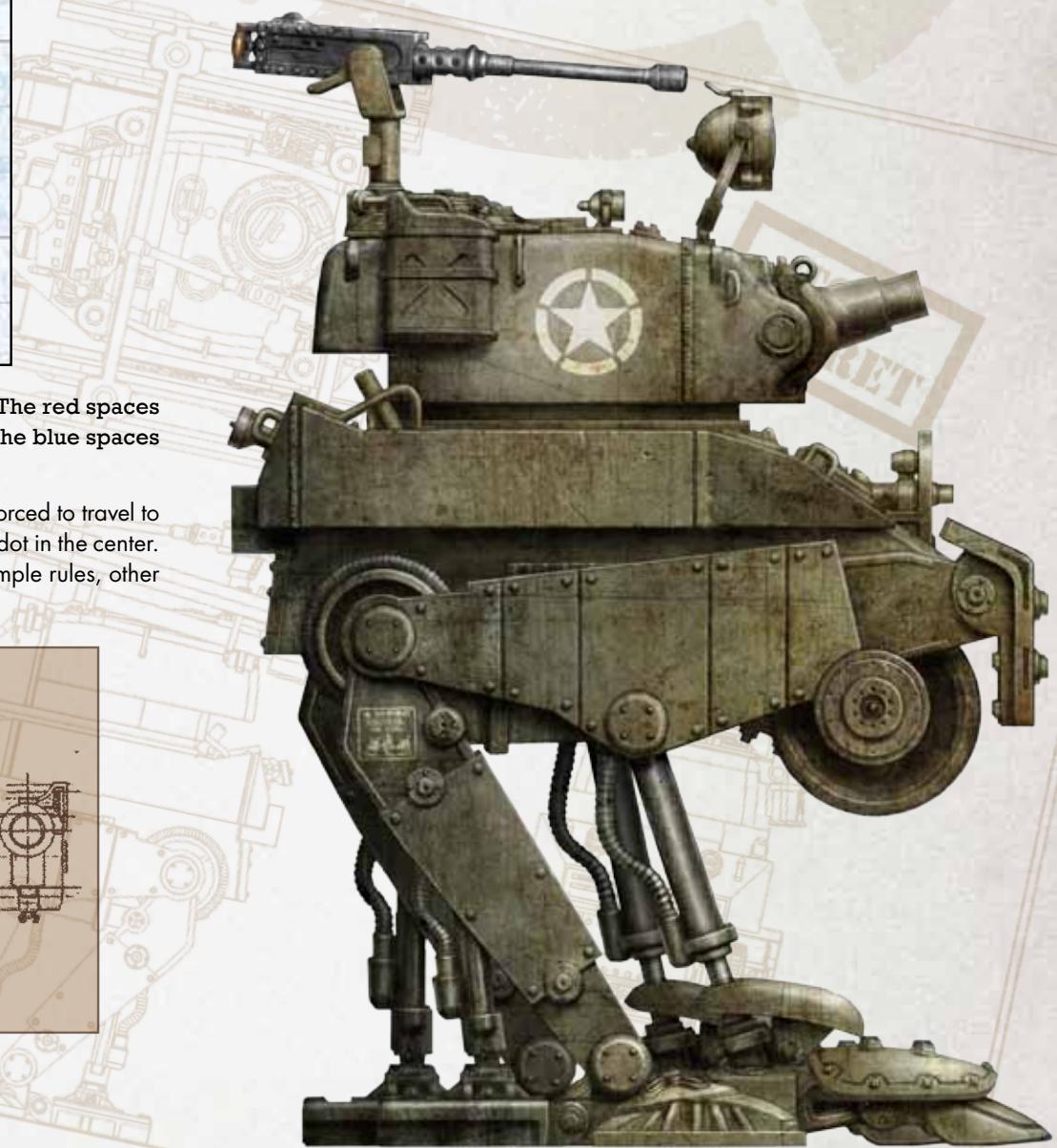
Squads and heroes can enter spaces with anti-tank traps. However, vehicles **cannot** enter spaces with anti-tank traps.

SPACES WITH OTHER UNITS

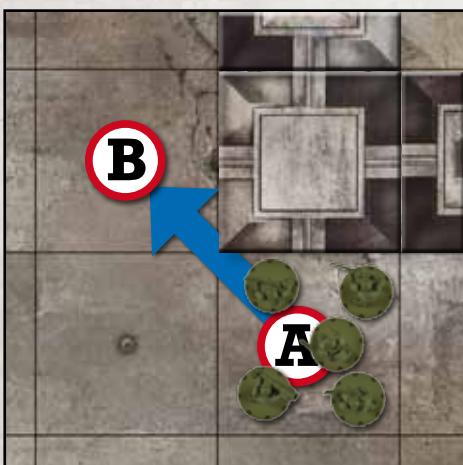
To move from one space to another, a unit must follow a clear path. **Units cannot enter a space occupied by an enemy unit.**

A vehicle cannot pass through a friendly soldier or vehicle unit.

A squad or a hero may pass through a friendly unit of any type, but it cannot end its move in the same space as another unit.

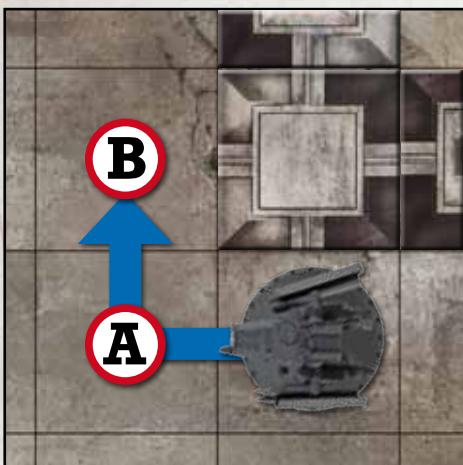


MOVING AROUND CORNERS



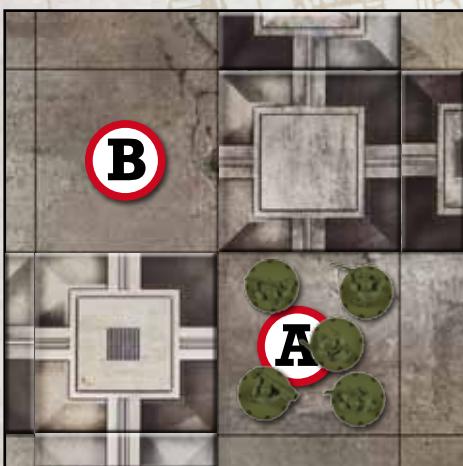
Soldiers (squads and heroes) may move diagonally for one movement point, even if one of the corners is a space with impassable terrain (a space without a dot or a space occupied by an enemy unit).

EXAMPLE: The *Death Dealers* move from space A to space B. They spend one movement point to move diagonally.



Vehicles **cannot** move diagonally if one of the corners is a space with impassable terrain (a space without a dot, a space occupied by an enemy unit, or a space containing an anti-tank trap).

EXAMPLE: The *Hans* moves from space A to space B. It cannot move there diagonally, so it must spend two movement points to reach space B. It moves one space to the left, and one space up.



Note: Units cannot move diagonally when both corners are spaces with impassable terrain.

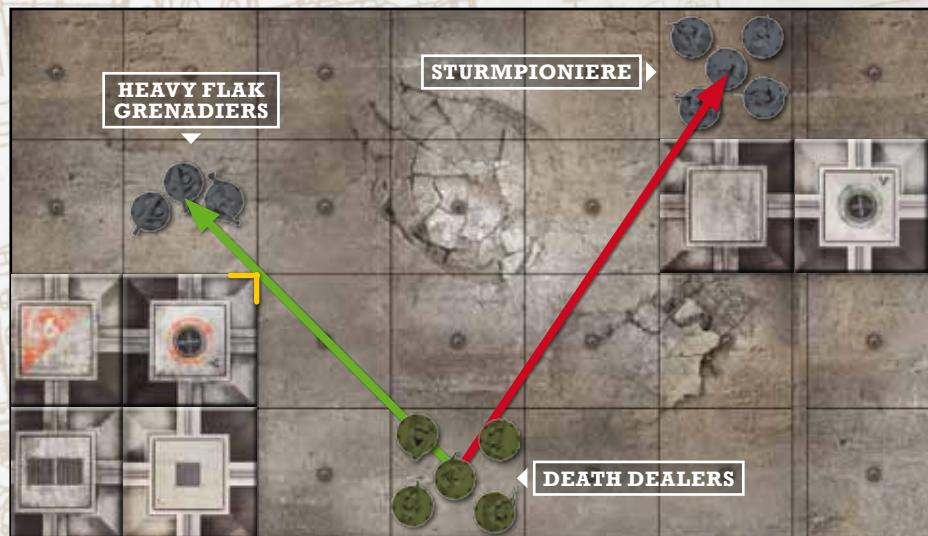
EXAMPLE: In this diagram, *Death Dealers* cannot move directly from space A to space B. This would take them through two impassable spaces, which is not allowed.

COMBAT RULES

An activated unit may use all of its weapon lines, provided that a target is in line of sight and within the weapon's range. First, check for line of sight between the activated unit and the target unit.

LINE OF SIGHT

In the center of each space is a dot. To establish line of sight, a player must trace an imaginary line from the dot in the activated unit's space to the dot in the target unit's space. If the line crosses a space without a dot (including a terrain square), then line of sight is blocked. If the line **passes through the corner of a space without a dot**, then line of sight is not blocked; however, the targeted unit may benefit from Soft Cover (see "Corner Cover" on page 13).



EXAMPLE: The *Death Dealers* can target the *Heavy Flak Grenadiers* because they can trace an uninterrupted line between the dot in its space and the dot in the *Heavy Flak Grenadiers'* space – even though it passes through the corner of a space without a dot. The *Death Dealers* cannot target the *Sturmpioniere* because the line is blocked by a terrain square.

Ammo crates **do not block** line of sight for any type of unit.

Anti-tank traps **block** line of sight when soldiers are targeting other soldiers. In any other situation, anti-tank traps **do not block** line of sight.



EXAMPLE: The *Hans* may target the *Hell Boys*. They are behind an anti-tank trap, which does not block line of sight for vehicles. The *Hell Boys* may target the *Hans* as well (since it can target them, they can target it). However, they cannot target the *Sturmpioniere*, because the anti-tank trap blocks line of sight between soldier units.

A soldier unit (●) cannot target another soldier unit if a third soldier unit is between them. However, a soldier unit may target a vehicle if another squad is standing between them.

In the same way, a soldier unit does not block line of sight when a vehicle targets another soldier unit either.



EXAMPLE: The Death Dealers want to target the Sturmpioniere, but there is a squad of Hell Boys in their line of sight. The Death Dealers cannot target the Axis squad – otherwise they would hit their comrades! However, they may target the Hans standing behind the Sturmpioniere. Since the walker is taller, the Death Dealers can fire over the heads of the Hell Boys (and over the Sturmpioniere too). The Hans can choose to target the Hell Boys or the Death Dealers, or even both at the same time (it has more than enough weapons to do so), since squads do not block its line of sight.

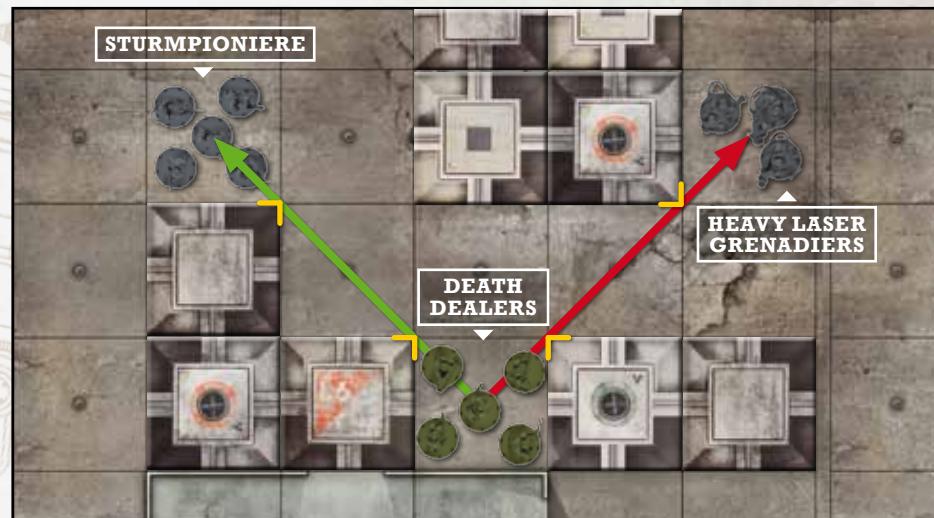
Vehicles block line of sight for friendly and enemy squads. They also block line of sight for friendly and enemy vehicles. When shooting, treat spaces occupied by vehicles the same as spaces without a dot.



EXAMPLE: The Death Dealers cannot shoot through the space occupied by the Blackhawk. The vehicle blocks all the spaces beyond it. No uninterrupted line can be traced from the Death Dealers to any of the dots in the blue spaces. All such lines are blocked by the Blackhawk.

LINE OF SIGHT AROUND CORNERS

If a unit is adjacent to impassable terrain, it can target a unit who is also adjacent to impassable terrain when both units receive corner cover from the same side. If a unit is adjacent to impassable terrain, it cannot target a unit who is also adjacent to impassable terrain when the units receive corner cover from different sides.



EXAMPLE: The Death Dealers may target the Sturmpioniere, but not the Heavy Laser Grenadiers. Even though a line can be traced between the two squads, it skims past two opposite corners.

Important! Corner cover can apply whenever there is a space without a dot (a wall, a terrain square, a vehicle, etc.)

So, if the imaginary line **passes through the corner of a space without a dot**, then line of sight is not blocked; however, the targeted unit may benefit from Soft Cover (see "Corner Cover" on page 13).



EXAMPLE: Shooting from A1 to B1 is possible. Shooting from A1 to B2, B3, and B4 is impossible. Shooting from A2 to B1 and B2 is possible. Shooting from A2 to B3 and B4 is impossible. Shooting from A3 to B1, B2, and B3 is possible. Shooting from A3 to B4 is impossible. Shooting from A4 to all B spaces is possible.

IMPORTANT

No matter the situation, don't forget that a unit can shoot back at an enemy unit if that enemy unit shoots at it. In other words, if an enemy unit has clear line of sight to a friendly unit, that friendly unit has clear line of sight to that enemy unit.

PERFORMING ATTACKS

After determining line of sight, check to see which weapons have sufficient range to attack the target. If the attacking unit has clear line of sight to the target and one of the attacking unit's weapons has sufficient range, then the target is in the attacking unit's **fire zone**. Declare each weapon's target and roll the number of combat dice indicated in the weapon line. Then check for cover saves and resolve damage.

To perform an attack, follow these steps in order (see page 12 for more details):

- 1 – Check Range
- 2 – Check Line of Sight
- 3 – Declare Targets
- 4 – Roll Dice
- 5 – Check Cover Saves
- 6 – Suffer Damage

WEAPON CHARTS

Each weapon that a unit carries is displayed on the unit card on the **WEAPON CHART**. A weapon chart can contain several **WEAPON LINES**. A weapon line shows three things: (1) the weapon's name, (2) the weapon's range, and (3) the combat tables. The combat tables show how many dice to roll when attacking as well as how much damage each hit inflicts on the target unit. These numbers are known as **COMBAT VALUES**. For example, a combat value of "4/1" means that the player rolls four dice and inflicts one point of damage for each success he obtains. The combat value depends on the target's armor class.

Each weapon line **aims at its own target**, regardless of the other weapon lines' targets. So, a unit with multiple weapons can split its weapon lines across several targets, combine all of its weapon lines against a single target, or a combination of splitting and combining as the player sees fit.

Important: For a squad, the number of dice listed in the combat table is multiplied by the number of miniatures equipped with this weapon who are still alive.

Dual Heavy PIAT	2	10/1	6/1	4/1	2/1	6/1	6/1	5/1	5/1	4/1	4/1	3/1	-	-	-	-	-	-	-

EXAMPLE: The Dual Heavy PIAT has a range of "2." It rolls 10 dice against "1," six dice against "2," four dice against "3," and two dice against "4." It rolls six dice against "1" and "2," five dice against "3" and "4," four dice against "5" and "6," and finally three dice against "7."

The same gun causes 1 damage point per hit on all units it can damage. As you can see on the weapon line, the second number in the combat value is a "1." So whenever a *Blackhawk* attacks a "1" squad, it rolls six dice and each hit causes 1 damage point to the target.

Shotgun	1	6/1	3/1	2/1	-	3/1	-	-	-	-	-	-	-	-	-	-	-	-	-

EXAMPLE: The *Hell Boys* squad includes three miniatures equipped with Shotguns. Just to make sure, you may refer to the unit's picture on its card. When the squad decides to shoot at a "1" squad with its Shotguns, it rolls nine dice. If one miniature equipped with a Shotgun has been killed, the squad would only roll six dice when attacking with Shotguns.

Note: This rule applies to squads only! Vehicles and heroes do not multiply their dice, even if the miniature appears to carry several of the same weapon type.

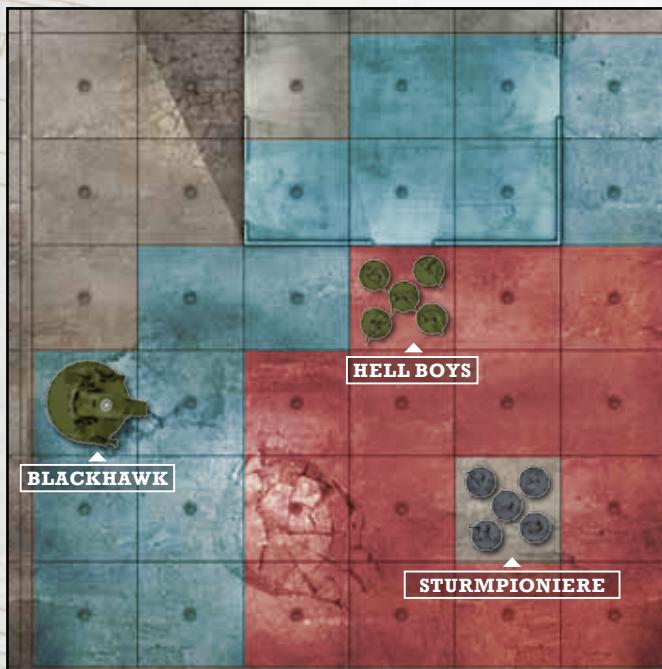
EXAMPLE: The *Blackhawk* has two separate guns, but they both aim at the exact same point. Thus, this walker only has one weapon line for its guns. If it had two weapon lines, it would be able to fire twice and at different targets.

Each squad carries at least one unique weapon. If only one soldier carries the weapon, it will be indicated in the weapon's name by a "(1)." Remember that what matters is the weapons the miniatures are carrying; i.e., the weapons they hold in the picture on the unit card.

Some squads have two special weapons. Always bear in mind that what matters are **the weapons the miniatures are carrying: i.e. those they hold in the picture on the unit card.**

1) CHECK RANGE

Range is measured by spaces, just like movement. Range can also be measured diagonally in the same way as diagonal movement (see "Movement Rules" on page 8). In other words, the first diagonal costs one range point. For each diagonal beyond the first, it costs two range points.



EXAMPLE: The Sturmpioniere would like to target the Hell Boys and the Blackhawk. The Sturmpioniere have a Panzerfaust with a range of "2" and a StG 47 with a range of "4." The Panzerfaust's range (displayed in red) can reach the Hell Boys but not the Blackhawk. However, the StG 47's range (displayed in blue) can reach the Blackhawk. Note that the StG 47 can also reach the Hell Boys because they are within the range of "4."

2) CHECK LINE OF SIGHT

Determine whether the target is within the attacking unit's line of sight. For more details, see "Line of Sight" on pages 9–11.

3) DECLARE TARGETS

Before activating a unit, a player **must** declare all of a unit's intended actions (including skills or special weapons). A player must declare each weapon line's target. He can choose targets from among those in range, but he needs to say which weapon is attacking which target (including close combat attacks). In addition, he must declare any skills that affect the dice **before rolling any dice**. A unit is never forced to use all of its weapons or skills.

When performing attacks, **they are all considered simultaneous**. If a player declares a unit is firing all its weapons against the same target but destroys it with the first weapon, the other weapons are still used in the attack. Those weapons cannot be used again this round. If a player declares that a unit is using a limited-ammo weapon resource (such as Panzerfaust or Demo Charges), he **must** spend that resource – even if its other weapons destroy the unit first. Players should carefully consider what targets to declare with which weapons to avoid wasting opportunities or resources. If a unit does not declare a target for one of its weapons, it is not used that round.

4) ROLL DICE

In this step, roll the number of dice indicated by the weapon line on the unit cards. Each rolled deals one damage to the target.

Some rules can modify attack rolls. A may sometimes be required for an action to succeed: at those times it is each that causes damage points.

5) CHECK COVER SAVES

If the target unit is in cover, it may have a chance at a **COVER SAVE**. For more details, see "Cover Saves" on page 13.

6) SUFFER DAMAGE

After resolving an attack, the target unit suffers damage. Each inflicted by an attack causes a certain number of damage points that varies depending on the weapon used. Each damage point causes vehicles and heroes to lose one and squads to lose one miniature.

For vehicles or heroes, mark the corresponding number of crosses on the unit card. When all the crosses are marked, the vehicle or hero has no health points remaining so it is eliminated and removed from the game board. In the case of a squad, remove casualties from the game directly: one miniature for each health point lost. The player controlling the squad **chooses which miniatures are removed**. As a squad suffers casualties, it rolls fewer dice in combat.

EXAMPLE: A full squad of Sturmpioniere target a squad of five Hell Boys. The enemy soldiers are two spaces away from the Sturmpioniere, so they can use the StG 47 and Panzerfaust weapon lines. The target's armor class is " 2," so the player references that column on the Sturmpioniere's weapon chart. The StG 47 combat value is "1/1." The Panzerfaust combat value is also "1/1."

The Sturmpioniere roll four dice for the StG 47 (one for each miniature carrying that weapon); they also roll one die for the Panzerfaust. The StG 47 obtains two , each causing one damage: the target loses two . The Panzerfaust obtains one , causing one damage: the target loses one . The Hell Boys squad loses a total of three , so three miniatures are removed as casualties, leaving two miniatures behind.

The following round, the same squad of Sturmpioniere is adjacent to a full squad of Death Dealers and two spaces from a full squad of The Hammers. The Sturmpioniere target the Death Dealers with a Flammerwerfer 40 and Knife & Grenade; they also target The Hammers with their StG 47 and Panzerfaust.

The Axis player declares these attacks and resolves them. If the StG 47 eliminates The Hammers, the Axis player **cannot** redirect the Panzerfausts to the Death Dealers. After declaring each weapon line's target, it cannot be changed.

Some weapons or abilities might modify these rules. For more details, see "Skills" on pages 20–23.

COVER SAVES

Cover elements can provide protection for squads on the battlefield. When a squad is in the same space as a plastic 3-D terrain piece (either an ammo crate or an anti-tank trap) or a space with a cross (representing piles of rubble), it might receive a **COVER SAVE**. A cover save represents the chance that the cover element absorbs the attacker's fire.

Cover saves do not occur during close combat (Range "C"), but they do occur for all ranged weapons. Cover saves **only apply to squads**. When a hero joins a squad, he benefits from the squad's cover value; otherwise, heroes do not receive cover saves.

Ammo crates provide **SOFT COVER**, while anti-tank traps provide **HARD COVER**.

If a squad that is in the same space as a cover element is targeted by a ranged weapon, check the lower-left corner of its unit card to see if it receives a cover save. Each squad's unit card shows which die result indicates a success for both types of cover.

When the cover value shows \oplus , it means that the defending player rolls a number of dice equal to the number of hits that his unit suffered. Each \oplus that the defending player obtains cancels one hit.

When the cover value shows \ominus , it means that the defending player rolls a number of dice equal to the number of hits that his unit suffered. Each \ominus that the defending player obtains cancels one hit.

When the cover value shows no die result, it means that the squad does not receive any protection from that type of cover. The squad does not receive a cover save.

Note: Some weapons and skills may ignore cover. For more details, see "Skills" on page 20 and "Special Weapons" on page 24.

EXAMPLE: A squad of Hell Boys shares a space with an anti-tank trap, which means the squad is in Hard Cover. A squad of Heavy Flak Grenadiers targets the Hell Boys and obtains four \oplus . The Hell Boys roll their cover save: three \ominus and one \oplus . Since their unit card shows "HARD COVER \ominus ," the three \ominus mean that the cover element blocked the enemy fire. However the \oplus means one of the Hell Boys was not so lucky...the Allied player immediately removes one miniature from the Hell Boys.

ATTACKING COVER ELEMENTS

A unit can attempt to destroy a cover element. Use the following stats when targeting cover elements:

∅ Ammo Crates: \oplus 3 ; 2 \ominus

∅ Anti-tank Traps: \oplus 5 ; 4 \ominus

Also, a vehicle can choose to crush an ammo crate when entering its space.

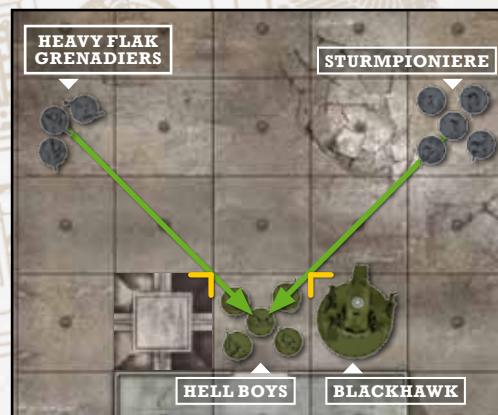
When a cover element and a unit occupy the same space, they cannot be targeted by the same weapon. If a player wants to attack both the unit and the cover element in the same space, **he must target each of them with a different weapon line**. When targeting both a cover element and a unit in the same space, resolve the attack against the unit first, followed by the attack against the cover element.

IMPORTANT

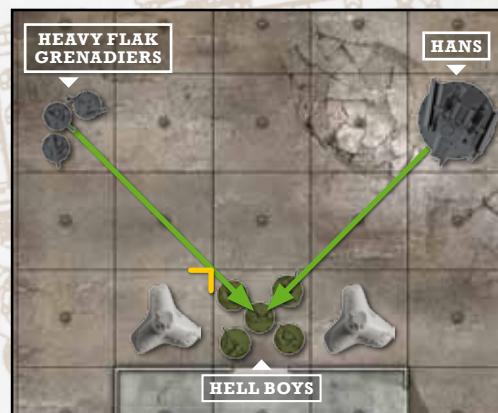
CORNER COVER

Squad can also benefit from **CORNER COVER**. A targeted squad receives corner cover when the imaginary line of the attacking unit's line of sight passes through the corner of a space that blocks the attacking unit's line of sight. If a targeted squad is adjacent to a terrain feature or vehicle that blocks the attacking unit's line of sight, and if the imaginary line passes through the corner of a space that contains that terrain feature or vehicle, then the targeted squad benefits from corner cover. Corner cover provides Soft Cover.

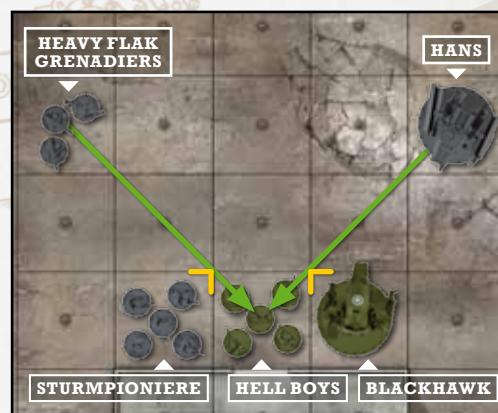
EXAMPLE: The Hell Boys benefit from corner cover against the Heavy Flak Grenadiers because of the adjacent terrain square. The Hell Boys also benefit from corner cover against the Sturmpioniere because of the adjacent Blackhawk vehicle.



EXAMPLE: The Hell Boys benefit from corner cover against the Heavy Flak Grenadiers because of the adjacent anti-tank trap. However, the Hell Boys do not gain corner cover against the Hans because the anti-tank trap does not block Line of Sight against vehicles.



EXAMPLE: The Hell Boys benefit from corner cover against the Heavy Flak Grenadiers because squads block line of sight against other squads. The Hell Boys also benefit from cover against the Hans because of the adjacent Blackhawk.



Terrain features can provide combined cover **up to Hard Cover**. In other words, a terrain feature providing Soft Cover combines with another terrain feature providing Soft Cover, which gives that unit Hard Cover. However, three features that provide Soft Cover still only provide Hard Cover.

IMPORTANT

When a unit receives Soft Cover from two elements, consider the unit in Hard Cover.



EXAMPLE: The *Death Dealers* benefit from corner cover against the *Sturmpioniere* because of the adjacent terrain square. They also gain Soft Cover from being in the same space as an ammo crate. In this case, there is Soft Cover from two sources so the *Death Dealers* are considered to be in Hard Cover.

When declaring attacks with a range C weapon, resolve attacks from all **other** weapons first. The defending player removes casualties caused by these other weapons (if any) **before** resolving the hand-to-hand (range C) weapon. The defending player can then retaliate against your close-combat attack with a close-combat attack of his own. Attacks made by weapons at range C are then resolved **simultaneously** (i.e., both players roll dice at the same time).

If a hero carries a weapon with range C, it can also use that weapon to attack. So, **all weapons with range C** can be used to attack in close combat and to retaliate against a unit in close combat.

EXAMPLE: A full squad of *Hell Boys* attacks a full squad of *Sturmpioniere*, who are in an adjacent space. The Allied player declares that the *Hell Boys* will use Knife & Grenade on the surviving *Sturmpioniere*. He resolves all other weapon lines, causing three damage. The Axis player removes three miniatures from the *Sturmpioniere* as casualties. Now both squads simultaneously attack each other with Knife & Grenade. They roll dice for each miniature in the squad, so the *Hell Boys* roll five dice and the *Sturmpioniere* roll two dice. The *Hell Boys* obtain two \oplus while the *Sturmpioniere* obtain one \oplus . The Axis player removes both remaining miniatures from the *Sturmpioniere*, which is eliminated; the Allied player removes one miniature from the *Hell Boys*.

Range C weapons can perform a sustained attack. Also, they always ignore cover.

From this point forward, all close combat weapons are considered range C. As for units that have already been published, treat the following weapons as if they had range C:

- ∅ Knife
- ∅ Knife & Grenade
- ∅ Combat Knife

Close combat is very effective against units in cover or units protected inside structures.

ARTILLERY WEAPONS (RANGE A)

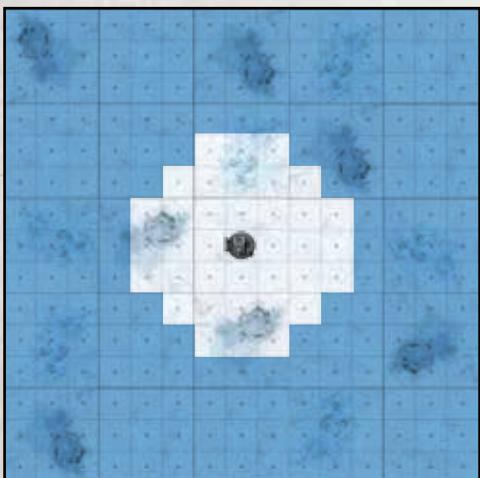
Some weapons barrage entire portions of the battlefield. These weapons are classified as artillery weapons, and they are identified as range A. Instead of firing in a direct line like a normal weapon, artillery fires up into the air and the projectiles arc over everything in between the gun and the target.

In order to simulate the “parabolic” (or curved) trajectory that the projectile follows before hitting the ground, artillery weapons always have a **minimum range of 4** and an **unlimited maximum range**. In other words, an artillery weapon cannot hit a target within a range of 3, but these powerful weapons easily allow the projectiles to cross the entire battlefield.

Note: A unit that is carrying more than one weapon can target the same unit with its artillery weapon and other weapon lines.

Artillery weapons function a bit differently from other weapons, as follows:

- ∅ Artillery weapons can fire in two different ways: a **DIRECT SHOT** or an **INDIRECT SHOT**.
- ∅ After artillery weapons fire, the unit must reload before it can fire that weapon again. This costs one **SKILL** action. (see “Special Weapons” on page 24).



EXAMPLE: The Lothar's Nebelwerfer 42 weapon has a range of A. As shown in this diagram, the minimum range is "4" and the maximum range is unlimited. The Nebelwerfer 42 can only target enemy units that are in the spaces highlighted in blue.

an indirect shot. The unit can also use its other weapons (targeting the same unit as the indirect shot or a different unit).

Indirect shots occur during the observer's activation, not during the artillery unit's activation. Thus, an indirect shot is only possible if the artillery unit has not yet activated.

To perform an indirect shot:

1. Activate the observer (a unit with the Artillery Strike skill). It can perform two actions as normal (move, attack, etc.) For one action, the unit can order an artillery strike (**SKILL**).
2. If the observer orders an artillery strike, immediately activate the artillery unit and fire the indirect shot. This attack is resolved just like a normal attack.
3. After completing the indirect shot, the artillery unit has used its activation for this round. The indirect shot automatically uses both of that unit's actions. If the observer's first action was ordering the indirect shot, it can continue with its second action. Thus it is possible to activate two units in a row: the unit that ordered the shot, and the one that fired it.

DIRECT SHOT

If the artillery unit has clear line of sight to the target, it performs a direct shot with its range A weapon. Direct shots succeed on \oplus die results. A unit can perform a sustained attack with a direct shot. The unit can also use its other weapons (targeting the same unit as the direct shot or a different unit).

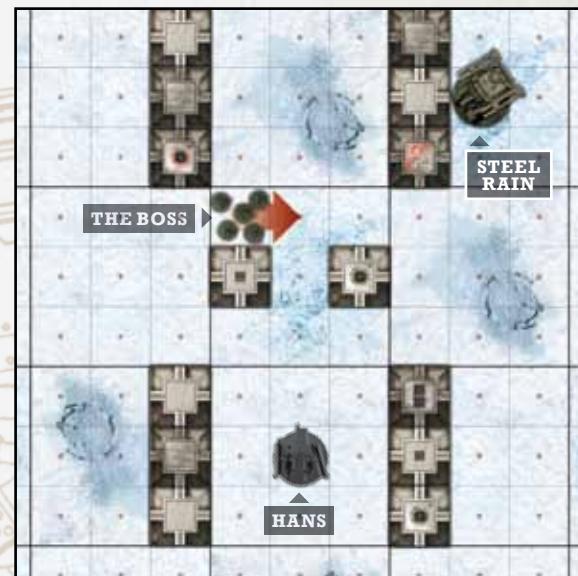


EXAMPLE: The Lothar performs an **ATTACK** action and targets The Hammers. Since The Hammers are in the Lothar's line of sight, the Lothar performs a direct shot with its range "A" weapon – the Nebelwerfer 42.

INDIRECT SHOT

Some units have the Artillery Strike skill, which can assist artillery fire. Units with the Artillery Strike skill are considered **OBSERVERS**. Observers provide the artillery with specific coordinates, so they must have clear line of sight to the target.

If an Observer has clear line of sight to the target, the artillery unit performs an indirect shot with its range A weapon. Indirect shots succeed on \oplus die results. Indirect shots cost the unit both of its actions for the round, so a unit cannot perform a sustained attack with



EXAMPLE: The Hans is very close to a full squad of The Boss, which puts the Command Squad in danger. The Allied player decides to use the Steel Rain to fire at the Hans. He activates The Boss and performs a **MOVE** action to move them into a space that gives it clear line of sight to the Hans. Then The Boss performs a Skill action in order to use its Artillery Strike skill. The Boss still has its Radio, which allows it to communicate the coordinates to the Steel Rain.

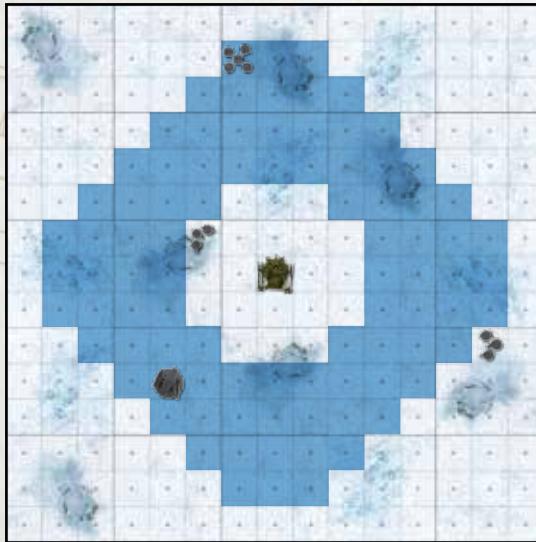
The Boss has now used both of its actions and the Steel Rain immediately activates. It fires an indirect shot, which uses both of its actions (so indirect shots cannot perform a sustained attack). The Steel Rain resolves the attack and then it is the Axis player's turn.

To order an indirect shot, the observer unit must have the Artillery Strike skill. Also check that there are no other conditions necessary to call for the indirect shot (i.e., a Command Squad must have a Radio to call for an indirect shot, etc.). The observer unit must perform a **SKILL** action to perform an indirect shot.

IMPORTANT

ARC WEAPONS (RANGE X-Y)

Some cannons and mortars shoot their shells on a parabolic trajectory, in a way that's similar to artillery. However, these smaller weapons don't have a very long maximum range. These weapons are classified as arc weapons, and they are identified as range X-Y (where "X" and "Y" equal different numeric values). The first number shows the weapon's minimum range, while the second number shows its maximum range.



EXAMPLE: The Steel Rain Petard Mortar weapon has a range of "3 – 6". As shown in this diagram, the minimum range is "3" and the maximum range is "6". The Petard Mortar can only target enemy units that are in the spaces highlighted in blue.

COMBAT VALUES

REACTIVE FIRE

REACTIVE FIRE is a special action available to all units that haven't been activated yet during the current game round. Reactive Fire allows your unit to attempt to shoot at an enemy unit when it moves while within line of sight and range of your weapons.

Reactive Fire temporarily interrupts the action of an enemy unit to allow one of your units to open fire. In order to perform this action, you must first select one of your unactivated units and roll one die. If you obtain a **█**, your unit does not get to fire at the enemy. In fact, **if you fail your roll, your unit is considered activated for this game round, even though it didn't do anything!**

If you obtain a **⊕** your unit immediately activates and performs a single **ATTACK** action with **all** weapon lines that have sufficient range to target the opposing unit. Once you're done, the enemy unit continues with its action.

Whether you succeed or not, attempting Reactive Fire activates your unit for the game round. Rotate the unit card 90° to indicate that it has been activated. It can't perform any other actions for the rest of the game round.

In order to attempt Reactive Fire, the unit **must** have a weapon with sufficient range to attack and damage the target unit. Also, Reactive Fire can only target the unit that your opponent activated, and **no other units**.

EXAMPLE: A *Hans* moves into **line of sight** of a *Death Dealers* squad, six spaces away. The *Death Dealers*' Bazooka has a range of "3." The *Hans* is in **line of sight** of the *Death Dealers*, but not in their **fire zone**. The *Death Dealers* cannot attempt to use Reactive Fire against the *Hans*.

EXAMPLE: A *Hans* enters **line of sight** of a *Death Dealers* squad, three spaces away. The *Death Dealers*' Bazooka has a range of "3." The *Hans* is both in **line of sight** of the *Death Dealers* and in their **fire zone**, so the squad can attempt to use Reactive Fire. The Allied player rolls one die to react against the *Hans*.

The Allied player is lucky and rolls a **⊕** result! The *Death Dealers* opens fire on the *Hans*, following normal combat rules. Two spaces away from the *Death Dealers* is a *Sturmpioniere* squad. The *Death Dealers* cannot target the *Sturmpioniere* because they did not trigger the Reactive Fire.

If the Axis player had activated the *Sturmpioniere*, the *Death Dealers* would have been able to use Reactive Fire against them with **all** of their weapons.

POSSIBLE SITUATIONS FOR REACTIVE FIRE

⊕ If a unit performs the action sequence **MOVE + ATTACK**, Reactive Fire must occur immediately after the **MOVE** action.

EXAMPLE: A *Blackhawk* performs a **MOVE** action, which brings it into the *Heavy Flak Grenadiers*' fire zone. Immediately after the *Blackhawk*'s movement, the Axis player declares that he will attempt to use Reactive Fire to interrupt the *Blackhawk*'s activation. The Axis player rolls one die and obtains a **⊕** result. He activates the *Heavy Flak Grenadiers* and performs one **ATTACK** action. If the *Blackhawk* survives, it may continue with its **ATTACK** action.

⊕ If a unit performs the action sequence **ATTACK + MOVE**, Reactive Fire must occur immediately after the **ATTACK** action.

EXAMPLE: A *Blackhawk* performs an **ATTACK** action against the *Heavy Flak Grenadiers*. Immediately after the *Blackhawk*'s attack, the Axis player declares that he will attempt to use Reactive Fire to interrupt the *Blackhawk*'s activation. The Axis player rolls one die and obtains a **⊕** result. He activates the *Heavy Flak Grenadiers* and performs one **ATTACK** action. If the *Blackhawk* survives, it may continue with its **MOVE** action.

⊕ If a unit performs the action sequence **MOVE + MOVE**, Reactive Fire must occur immediately after the first **MOVE** action.

EXAMPLE: A *Blackhawk* performs a **MOVE** action, which brings it into the *Heavy Flak Grenadiers*' fire zone. Immediately after the *Blackhawk*'s movement, the Axis player declares that he will attempt to use Reactive Fire to interrupt the *Blackhawk*'s activation. The Axis player rolls one die and obtains a **⊕** result. He activates the *Heavy Flak Grenadiers* and performs one **ATTACK** action. If the *Blackhawk* survives, it may continue with its **MOVE** action.

⊕ If a unit performs a **SKILL** action to use its Charge skill (the action sequence **MOVE + MOVE + close-combat ATTACK**), Reactive Fire must occur immediately after the second **MOVE**, but before the close-combat **ATTACK**.

EXAMPLE: A *Luther* performs a **SKILL** action to use its Charge skill. Immediately after the *Luther*'s movement, the Allied player declares that he will attempt to use Reactive Fire to interrupt the *Luther*'s Charge. The Allied player rolls one die and obtains a **+** result. He activates the *Blackhawk* and performs one **ATTACK** action. If the *Luther* survives, it may continue with its close-combat **ATTACK**.

Note: If a unit has the Fast skill, Reactive Fire must occur after it has completed all of its movement.

☞ If a unit performs a **SUSTAINED ATTACK** action, no Reactive Fire can occur.

In Summary:

To use Reactive Fire, your unit **must not** already be activated during this game round. When your opponent declares what he is going to do on his turn, you must **immediately** declare if you will attempt to use Reactive Fire. To attempt using Reactive Fire, roll one die. If you roll a **+**, you get to perform a single **ATTACK** action. You can also activate a skill that does not require an action. If you roll a **-**, your Reactive Fire failed. You do not perform an **ATTACK** action. Whether your roll is a **+** or a **-**, your unit is activated for the rest of the game round. You can still try to reactivate it as usual with a Command Squad.

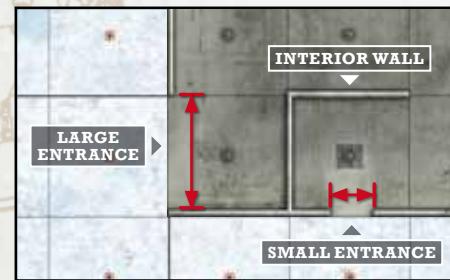
STRUCTURES

This section describes the rules for structures. In previous rulebooks, there was a distinction between two different types of structures: hangars and buildings. From this point forward, there is no distinction between structure types. Instead, there are two types of entrances: large and small. These entrances can appear anywhere on structures of all sizes.

GENERAL STRUCTURE RULES

Unless a scenario's rules dictate otherwise, the following rules apply to all structures:

- ☞ All structures have exterior walls, and some structures have interior walls that separate different rooms. All walls block line of sight.
- ☞ A structure's walls cannot be destroyed.
- ☞ Small entrances are narrower than the width of one space.
- ☞ Large entrances are as wide as the width of one space.
- ☞ Soldiers and heroes (●) can enter structures through either large or small entrances.
- ☞ Vehicles (●) can enter structures through large entrances (which are wide enough for the vehicle's base to pass through), but they cannot enter structures through small entrances.
- ☞ Aircraft (●) cannot enter any type of structure.
- ☞ Soldiers and heroes (●) with the Jump skill can jump over any type of structure.
- ☞ Vehicles (●) with the Jump skill **cannot** jump over any type of structure.



- ☞ Units (●, ●, ●) **cannot** land on top of structures.
- ☞ A squad is considered to be in Soft Cover when it is **inside a structure** and it is targeted by an enemy unit that is **also inside the same structure**.
- ☞ A squad is considered to be in Hard Cover when it is **inside a structure** and it is targeted by an enemy unit that is **outside that same structure**.
- ☞ In order for a unit inside a structure to attack an enemy unit outside a structure, the attacking unit must be on a space that shows an exit in the direction of the attack.
- ☞ In order for a unit outside a structure to attack an enemy unit inside a structure, the enemy unit must be on a space that shows an exit.
- ☞ When a unit is inside a structure, it follows the standard rules for shooting and moving (walkers cannot "cut" one or two corners that block line of sight, targets receive cover from attacks that cross a corner, etc.)
- ☞ Inside a structure, cover combines in the normal way. (A squad inside a structure and on a space with an ammo crate is considered to be in Hard Cover against attacks from inside that same structure.)
- ☞ The walls of small entrances do not provide corner cover.
- ☞ Anti-tank traps can only be placed inside structures that have at least one large entrance.

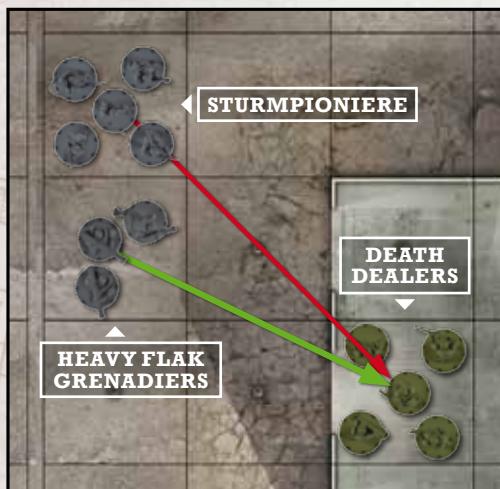


EXAMPLE: The Hammers are inside a structure, so they are in Hard Cover against shots coming from the Sturmpioniere. However, the Sturmpioniere cannot target the Death Dealers because the Death Dealers' space does not have an exit in the direction of the Sturmpioniere. This also applies to the Death Dealers, who cannot target the Sturmpioniere.

If the Death Dealers move to the space marked "X," they will be able to target the Sturmpioniere, and vice versa. The Death Dealers would then be in Hard Cover against the Sturmpioniere's attack.

Finally, if the Sturmpioniere were in the space marked "X," they would be able to target either Allied squad. All three squads would then be in Soft Cover because they are all inside the structure.

Structure walls (interior and exterior) block line of sight and can provide corner cover (see "Corner Cover" on page 13).



EXAMPLE: The *Sturmpioniere* cannot target the *Death Dealers* because line of sight is blocked by the structure's exterior wall. However, the *Heavy Flak Grenadiers* **can** target the *Death Dealers* because their line of sight is not blocked by the wall. Note that small entrances do not provide corner cover, however, the structure still provides Hard Cover to the *Death Dealers*.

HEROES

Heroes are the main characters of the *Dust* universe. Famous warriors and legendary fighters, they lead the troops on the battlefield.

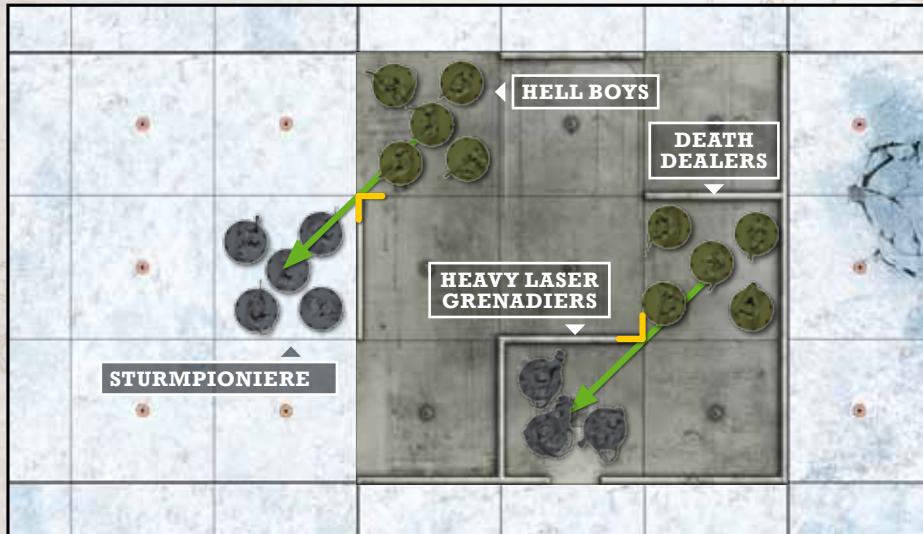
Heroes have their own unit card. In the game, you can activate them alone, just like any other unit. They are subject to all of the rules that affect soldiers (armor class).

Heroes function a bit differently from squads, as follows:

- ⌚ A hero can share a space with a friendly unit, even a friendly vehicle. Heroes are the only units that can share a space with a friendly unit. Even when heroes have not joined a squad, they can still share a space with a squad.
- ⌚ Before the first round of the game, a hero can join a squad as long as the hero shares the squad's armor class. (A 2 hero may only join a 2 squad.)
- ⌚ When a hero joins a squad, the following rules apply:
 - + Place the hero's unit card and the squad's unit card together.
 - + The hero enters the game at the same time as his squad.
 - + The hero and the squad activate at the same time.
 - + The hero's weapons are used during the same time as his squad; that is, the player can choose to use any of the available weapon lines in any order between the squad and the hero.
 - + Some hero skills are shared with the squad (see "Skills" on pages 20–23).
 - + All squad skills are shared with the hero.
 - + The hero shares his health points () with the squad. When the combined unit suffers one damage point, the owning player must choose who loses one health point. He can either remove one of the squad's miniatures or he can mark a cross on the hero's unit card. When a hero loses his last health point, he is immediately eliminated.
 - + The hero and the squad are **always** in the same space.
 - + The hero shares the squad's cover value.
 - + The combined unit's movement value is equal to the **fastest** unit's movement value.

EXAMPLE: A squad with " 1" joins a hero with " 2." The combined unit has a movement value of " 2."

A hero cannot join a squad in the middle of a game. If a player wants a hero to be part of a squad, the hero must join the squad before the game begins.



EXAMPLE: The *Hell Boys* are targeting the *Sturmpioniere*, who are outside the structure but adjacent to an **exterior** wall. This wall provides the *Sturmpioniere* with corner cover (Soft Cover) against the *Hell Boys*.

Also in this example, the *Death Dealers* are targeting the *Heavy Laser Grenadiers*, who are adjacent to an **interior** wall. This wall provides the *Heavy Laser Grenadiers* with corner cover (Soft Cover). However, they also gain Soft Cover by being targeted by a unit that is also inside the same structure. Therefore, the *Heavy Laser Grenadiers* are in Hard Cover.

A hero and his squad may decide to separate during the game. From then on, the hero operates alone as a separate unit. He cannot later join that squad, and he cannot join any other squad during the game. When the hero separates from his squad, separate the two unit cards to show that they are acting independently. The two units activate independently from then on, and they no longer share any cover values, health points, abilities, etc. The two units can still share the same space (since heroes are allowed to share a space with any friendly unit).

Finally, there cannot be more than one hero joined to the same squad.

PREPARING A GAME

This section describes how to prepare to play a scenario.

AP COST OF UNITS

Inside the *Dust Tactics: Revised Core Set* box, there are five units for each side: one vehicle, one hero, and three squads.

Each unit has its own stats for combat, movement, health, and **ARMY POINTS**. Army Points (AP) are the common unit of measurement assigned to units. The AP value is located in the lower-right corner of the unit card and the higher the number, the more powerful the unit is. When preparing to play a scenario, both sides must field units whose total AP value does not exceed the AP limit shown in the scenario notes.

CREATING THE BATTLEFIELD

After assembling their forces, players must create the battlefield.

If players choose to use a scenario, simply arrange the posters and place the terrain squares according to the setup diagram.

If players choose to design their own battle, they are free to arrange the posters however they like. To determine who places the first terrain square, each player rolls three dice. The player who obtained more \oplus places one terrain square. Then the other player places one terrain square. This process continues alternating until all terrain squares are on the board.

PLACING COVER ELEMENTS

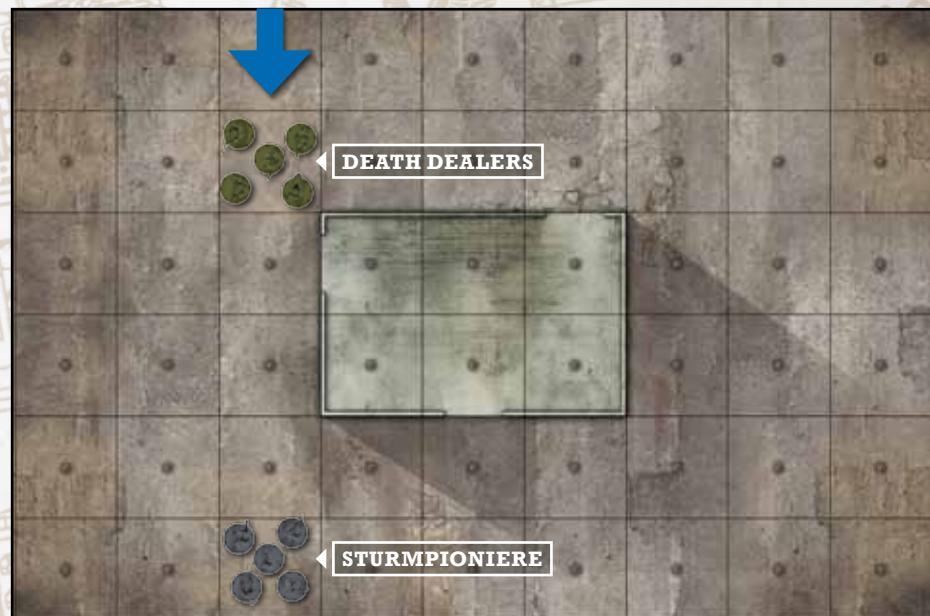
After the battlefield and terrain squares are on the board, the next step is placing cover elements. There are four plastic cover elements included in the box: two ammo crates and two anti-tank traps. To determine who places the first cover element, each player rolls three dice. The player who obtained more \oplus places one cover element. Then the other player places one cover element. This process continues alternating until all cover elements are on the board.

Cover elements can **only** be placed in the “cover zone,” as indicated by the scenario. If players are designing their own battle, they should place all of the cover elements in the central area of the battlefield.

After the battlefield, terrain squares, and cover elements are on the board, the game begins! (Follow the game procedure on page 7.)

UNIT ENTRY

During the first round, all units must **ENTER** the battlefield. Each unit's first action is always a one space move (→), representing the unit “entering” the battlefield. Following this first mandatory move action, the unit may perform whatever action it would like for the rest of the game.



EXAMPLE: The Allied player wins the initiative. He chooses to play his *Death Dealers* first: the squad has “→ 1.” The Allied player spends this to enter the game board. He then decides to perform a double movement. So the squad moves another space and is deactivated. (**MOVE + MOVE**)

It is now the Axis player’s turn. He decides to start with his *Sturmpioniere*. The player decides to move then shoot (**MOVE + ATTACK**). So he spends one → to enter the game board and then shoots at the *Death Dealers*! The line of sight is clear, the guns have the range, and the combat begins!

ENJOY THE GAME!

Now players should have all the information they need to start playing the introductory scenario, “Recon in Force.” For first-time players, be sure to review the Skills section (pages 20–23) for each unit in the scenario so that both players are familiar with the unique skills each unit brings to the battlefield.

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SKILLS

IMPORTANT

Important! Whenever the rules for a special weapon or skill contradicts the general rules, it is the special rule that prevails!

EXAMPLE: It is clearly said in the rules that a unit can never move through an enemy unit. However, a unit with the Jump ability may jump over them. In this case, the special rule takes over for the general rule.

Most abilities do not count against the two actions per round that a unit is allowed. When using a skill does cost an action, the skill's description is marked "(SKILL)."

EXAMPLE: *Sigrid* and the *Laser Grenadiers* choose to perform a **SUSTAINED ATTACK**, which uses both actions. *Sigrid* may use the Berserk skill as well since that skill does not count as an action.

ADVANCED REACTIVE FIRE

A unit with this skill can react very quickly to changes on the battlefield. Its crew is trained to face any new situation in just a few seconds. **When this unit attempts to use Reactive Fire, roll two dice instead of one. If you roll at least one +, you may perform the attack.** A hero with this skill shares it with any squad he joins.

AGILE

The unit with this skill is quick and agile. When it moves, **all diagonals cost one movement point**. A hero with this skill shares it with any squad he joins.

ALL IN ONE

A unit with this skill can increase its rate of fire, turning the gun muzzles red hot and pushing them to their limits! When a unit uses this skill, **roll twice the normal number of attack dice for all of its weapon lines for that round**. Weapons cannot sustain such treatment for long, so a unit can only use this skill **once per game**.

ARTILLERY STRIKE (SKILL)

A unit with this skill is considered an Observer. It comes equipped with maps and radios, which allow it to call in an artillery strike. **Perform one SKILL action to immediately activate a friendly artillery unit on the battlefield and perform an indirect shot at a unit to which the Observer can trace line of sight** (see "Indirect Shot" on page 15). Be sure to check that the target unit is within the artillery weapon's range. The player who uses this skill will activate two units in a row. It costs one action to use this skill.

ASSAULT

A unit with this skill can cross the battlefield at a blistering pace! When a unit uses this skill, **its movement value doubles – even if the unit performs two move actions**. A unit can only use this skill **once per game**. A hero with this skill shares it with any squad he joins.

BADASS

A unit with this skill is a seasoned veteran who carries a lot of ammo – because he knows that, in a firefight, the guy with more ammo wins. **All of the unit's weapons with limited ammo are considered unlimited, but it can use only up to the limited ammo per activation.** A hero with this skill shares it with any squad he joins.

BERSERK

A unit with this skill sometimes loses control, becomes filled with rage, and turns into an exceptional fighter. **The unit may reroll all ■ results once for each weapon line.** Berserk works with the **SUSTAINED ATTACK** action: first reroll once all ■ for sustained attack; then reroll once all remaining ■ for Berserk. A unit can only use this skill **once per game**. A hero with this skill shares it with any squad he joins.

EXAMPLE: *Sigrid* has joined a *Laser Grenadiers* unit. During the game, they perform a **SUSTAINED ATTACK**, combined with *Sigrid*'s Berserk skill, against the *Hell Boys* who are two spaces away from the Axis squad. The Axis player rolls eight total dice (three for *Sigrid*'s Laser-Pistole-B and one for each Laser Gewehr and Laser Werfer in the *Laser Grenadiers* squad).

The first roll produces one + and seven ■! The Axis player sets aside the one +, and due to the **SUSTAINED ATTACK** rerolls the seven ■. This results in two more + and five ■.

Because the Axis player declared that he is using *Sigrid*'s Berserk skill, he may now reroll all current ■ results before resolving the laser weapon's effect. The Axis player rerolls the remaining five ■, producing two + and three ■, for a total of five +.

Because the squad is using laser weapons, the Axis player rerolls all five + to see if the attack causes further damage. He obtains two + and three ■. He rerolls the two + and both result in ■. Overall, this attack causes seven points of damage, which is more than enough to eliminate the entire *Hell Boys* squad.

BLACK OPS

A unit with this skill is skilled at infiltration and reconnaissance. **Roll one extra die during each initiative roll.** (This bonus does not stack; if a player is fielding two heroes with this skill, he only receives one extra die.)

BLUTKREUZ APE

A unit with this skill is a genetically modified ape from the dreadful laboratories of the Blutkreuz Korps. **A hero with this skill can only join a squad that also has this skill. A squad with this skill can only be joined by a hero that also has this skill.**

BLUTKREUZ ZOMBIE

A unit with this skill is an undead soldier from the dreadful laboratories of the Blutkreuz Korps. **A hero with this skill can only join a squad that also has this skill. A squad with this skill can only be joined by a hero that also has this skill.**

CHARGE

A unit with this skill can charge forward at a blistering pace! When a unit uses this skill, **perform a fight action with all of its range 1 or range C weapons after performing two move actions**. A hero with this skill shares it with any squad he joins.



COMMAND SQUAD

A unit with this skill comes equipped with several tools that allow it to issue orders and provide support in many different ways (see "Command Squad Abilities" on page 23).

DAMAGE RESILIENT

A unit with this skill is incredibly tough. After rolling cover saves, if any, **roll one die for each point of damage inflicted on this unit. For each + result, ignore one point of damage.** A hero with this skill **does not** share it with any squad he joins.

FAST

A unit with this skill is exceptionally swift. **When the unit performs a move action, it may move one additional space. If the unit performs two move actions, this skill can only affect one of those move actions.**

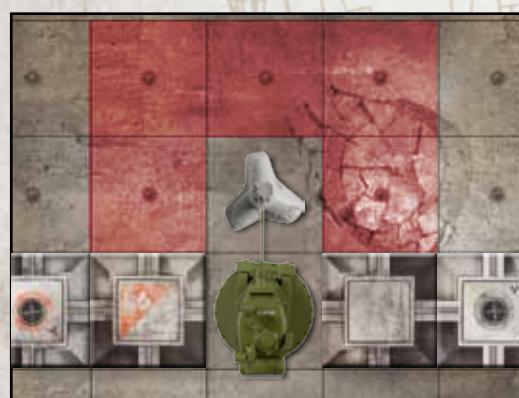
EXAMPLE: The Hell Boys have "1" and Fast. When the squad performs two MOVE actions, it can move a total of three spaces ($1 + 1 + 1 = 3$). When the squad performs only one MOVE action, it can move a total of two spaces ($1 + 1 = 2$). When the squad performs a SUSTAINED ATTACK, Fast **does not** allow it to move at all (the +1 bonus only applies if the unit moves).

HEROIC ATTACK

A hero with this skill is a true leader, whose presence alone can change the course of battle. When a hero uses this skill, **all attacks made against him during this round (including artillery fire, close combat, etc.) do not cause any damage.** Using this skill does not require an action, but the hero must activate in order to use the skill. A hero can only use this skill **once per game.** A hero with this skill shares it with any squad he joins.

JUMP

A unit with this skill has powerful legs or jet packs that allow it to leap over obstacles. **During movement, the unit can ignore an obstacle (such as a cover element or another unit), but it must land in an empty space. Units cannot jump over a space without a dot (a terrain square or a vehicle). Vehicles with the Jump skill cannot jump over structures, but soldiers or heroes with the Jump skill can jump over structures.** A hero with this skill can only join a squad that also has this skill. A squad with this skill can only be joined by a hero that also has this skill.



EXAMPLE: The Hot Dog cannot get past this anti-tank trap by only performing a MOVE action, and it cannot destroy the trap because it is immune to flamethrower damage. So the Allied player chooses to use its Jump skill. It must perform two MOVE actions and can land on any of the colored spaces. If any colored space were occupied any unit the Hot Dog could not land there.

MEDAL OF HONOR

A hero with this skill is among the most valiant Allied soldiers. When a unit uses this skill, **reroll one combat die during an attack and apply the new result.** A hero can only use this skill **once per round.** A hero with this skill **does not** share it with any squad he joins.

[WEAPON NAME]: RELOAD (SKILL)

A unit with this skill must spend more time reloading before it can fire that weapon again – artillery weapons often fall into this category. **A unit performs one SKILL action to reload its weapon. Place the included "Loaded" token on the unit card to indicate that the weapon is loaded.** After performing this action, the unit can fire the weapon. At the beginning of each game, all weapons are loaded. See "Reloadable Weapons" on page 25 for more details.



SCOUT VEHICLE

A vehicle with this skill reconnoiters the field for enemy troops. **During the first round only, this vehicle can move two extra spaces.** If a vehicle with this skill enters the game after the first round, this skill does not take effect.

SELF-REPAIR

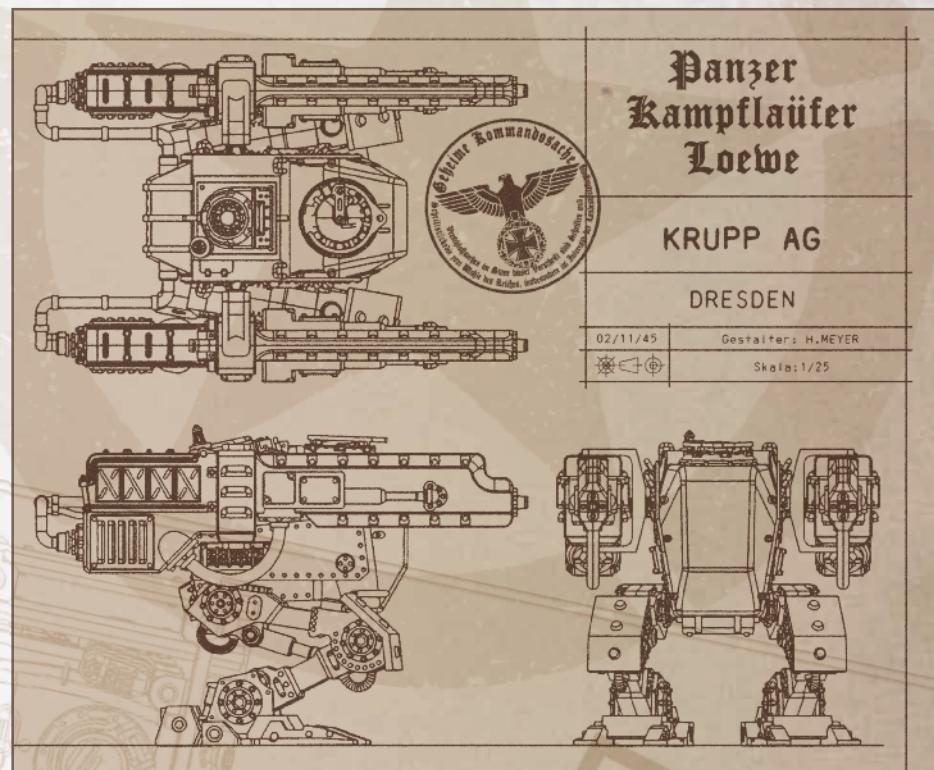
A vehicle with this skill contains a skilled crew who can perform makeshift repairs while on the battlefield. **At the end of each round, roll one die for each  on the unit card that is marked. For each  result, the vehicle recovers one health point.** A vehicle cannot recover more than its starting health points. This skill does not work after the vehicle is destroyed.

SNIPER

A unit with this skill carries a long-range weapon that allows him to choose his target from a safe distance. **When declaring a target, the player specifies which miniature he is targeting (instead of an entire unit). If he obtains a , inflict one damage to that miniature.** A sniper does not share this skill with the rest of his squad.

SPOTTER

A unit with this skill carries binoculars and always accompanies a sniper or a heavy weapons squad in order to increase their accuracy. **When his squad attacks, reverse the dice results (i.e., consider  as , and  as ).** Because dice results are reversed, a unit including a spotter rerolls  results (instead of  results) when performing a sustained attack.



SUPERIOR REACTIVE FIRE

A unit with this skill can react very quickly to changes on the battlefield. Its crew is trained to face any new situation in just a few seconds. **When this unit attempts to use Reactive Fire, roll three dice instead of one. If you roll at least one , you may perform the attack.** A hero with this skill shares it with any squad he joins.

TANK HEAD (SKILL)

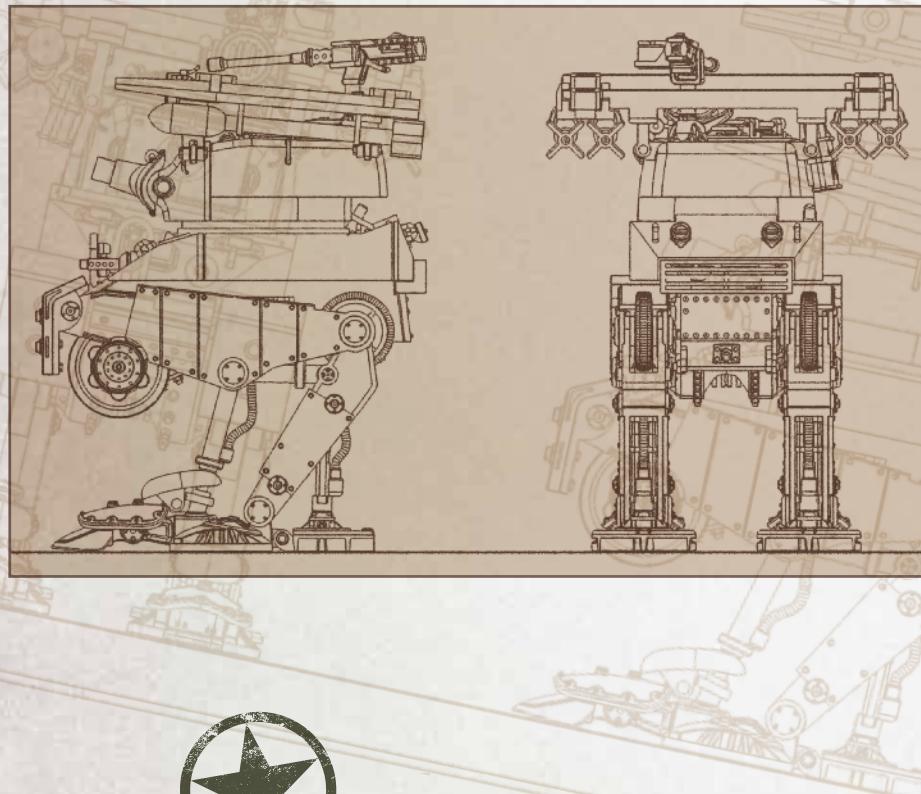
A hero with this skill is a vehicle specialist. **The hero performs one Skill action to heal all damage on an adjacent friendly vehicle.** This "repair" happens during the hero's activation. A hero can only use this skill **once per game**.

WIEDERBELEBUNGSSERUM

A hero with this skill possesses vials of the terrible serum that allows him to steal the life force from his enemies. **When this hero attacks an enemy squad or hero (armor class )**, he recovers one health point for each  result. He recovers health after all weapon lines are resolved. He cannot recover more than his starting health points.

EXAMPLE: TotenMeister has joined an Axis Zombies squad and attacks an Allied squad in close combat, defeating it. During the combat, the TotenMeister lost three health points. The Axis player marks the crosses on his unit card – since close combat fights are simultaneous, TotenMeister takes the damage despite inflicting casualties on the enemy.

Later in the round, the Allied player moves Rhino and The Hammers adjacent to TotenMeister and the Axis Zombies. The Allied squad attacks the Axis creatures in close combat. If TotenMeister survives the Allied attack, she will be able to regenerate the three health points she lost in the previous combat.



COMMAND SQUAD ABILITIES

A Command Squad is a special squad composed of an Officer, a Radioman, a Mechanic, a Medic, and a weapon specialist. Each member of the squad fulfills a unique function. Command Squads have the skill Command Squad on the unit card.

When one of the squad's miniatures is eliminated, the Command Squad loses the unique specialization associated with that miniature and its equipment. The weapon specialist does not have any skill, but he is in charge of protecting the squad with his weapon.

A player can field more than one Command Squad unit at the same time, but in order to do so, each unit must have a different armor class.

A hero can only join a Command Squad if he has the Commander skill.

Some of a Command Squad's abilities are very potent. When a player activates this unit, **he must announce which skill he wants to use**. Some abilities also require a die roll to see if the unit is allowed to use the skill. If he obtains a \oplus , he may use the skill; if he obtains a \ominus , he cannot use the skill and **he is not allowed to try using any other Command Squad skill until the next round**.

The Radioman's Relay skill is always active and does not require a die roll. As such, it is possible to use an Officer's skill in conjunction with the Radioman's Relay skill (since it is always active). However, using the Radioman's Relay skill with other Command Squad abilities is the only possible way to use more than one Command Squad skill during the same round.

A player can only attempt to use one Command Squad skill **once per round**. If the attempt is not successful, that player cannot attempt any other Command Squad abilities during this round.

GET MOVING YOU BUNCH OF MONKEYS! – OFFICER (SKILL)

The Officer can issue the order "Get Moving You Bunch of Monkeys!" **Perform one SKILL action and roll one die. On a \oplus result, the player reactivates one adjacent unit; rotate the reactivated unit's card to its upright position and activate this unit immediately after the Command Squad's activation is finished.** This means that the player will activate two units consecutively. If there is a Radioman in the Officer's squad, he can issue this order to any unit on the battlefield.

RELAY – RADIOMAN

The Radioman carries a radio so he can relay any order issued by the Command Squad to anywhere on the battlefield. **Relay may be used in conjunction with other Command Squad abilities. This skill is always in effect and it does not require an action or a die roll.**

ARTILLERY STRIKE – RADIOMAN (SKILL)

The Radioman can use his radio to call in an Artillery Strike (see "Artillery Weapons" on page 14–15). When the Radioman is eliminated, the Command Squad cannot use the Artillery Strike skill.

MAKESHIFT REPAIR – MECHANIC (SKILL)

The Mechanic can use his tools to make speedy repairs to vehicles on the battlefield. **Perform one SKILL action to restore one health point to an adjacent vehicle (the Radioman's Relay skill cannot facilitate remote repairs).** This skill does not require a die roll and cannot be used on destroyed vehicles.

FIELD REPAIR – MECHANIC (SKILL)

The Mechanic can use his tools to reassemble a vehicle that was destroyed during the battle. **Perform one SKILL action and roll one die. On a \oplus result, the player finishes the Command Squad's activation and then immediately activates the repaired vehicle, which enters the battlefield from its side's deployment spaces.** If the Radioman is eliminated, the skill does not work. A Mechanic can only successfully use this skill **once per game**.

GET UP, IT AIN'T THAT BAD – MEDIC (SKILL)

The Medic can use his equipment to heal soldiers on the battlefield. **Perform one SKILL action to either revive one miniature in an adjacent squad or restore one health point to an adjacent hero (the Radioman's Relay skill cannot facilitate remote healing).** The miniature returns to its squad with its special weapons and full ammo for any limited weapons. If a squad or hero is eliminated, this skill cannot be used.

COME ON GUYS; WE'RE GOING BACK OUT THERE – MEDIC (SKILL)

The Medic can use his equipment to revive an entire squad that was destroyed during the battle. **Perform one SKILL action and roll one die. On a \oplus result, the player finishes the Command Squad's activation and then immediately activates the revived squad, entering it from his side's deployment spaces.** If the Radioman is eliminated, the skill does not work. The Medic cannot revive a hero. A Medic can only successfully use this skill **once per game**.

The Command Squad's orders cannot be used on the Command Squad itself (i.e., the Officer cannot reactivate his own squad, the Medic cannot revive a miniature in his own squad, etc.)

If a revived/repaired unit is eliminated a second time, it counts as another unit being destroyed when calculating victory points.

EXAMPLE: The Axis player eliminates a *Blackhawk*. The next turn, the Allied player repairs the lost *Blackhawk* with the Field Repair skill. Later in the game, the Axis player manages to eliminate that same *Blackhawk* again. When calculating victory points at the end of the game, the Axis player would earn 44 VP for eliminating both *Blackhawks* (22 VP for each).

SPECIAL COMBAT VALUES

Some weapons in *Dust Tactics* inflict damage in a unique way. They are identified by special combat values instead of the typical numeric combat values. Aside from the damage that the special combat value inflicts, these weapons may also have special rules.

EXAMPLE: The *Hot Dog* is equipped with a Napalm Thrower. The weapon line shows combat values of “1/+” and “1/💀,” but this weapon is also classified as a Flamethrower and follows the Flamethrower special rules.

PHASER BLAST (X✓Y)

This combat value represents a concentrated ball of energy that explodes on impact. “X” represents how well the unit can “aim at” the target; “Y” represents how powerful the explosion is. To apply this type of damage, **roll “X” dice and total the number of + results. This total is equal to “Y.” Now roll “Y” dice and inflict one damage for each + result. Phaser weapons ignore all cover.**

EXAMPLE: A *Honey* is equipped with a 120W Phaser Gun. It performs an **ATTACK** action against a full squad of *Heavy Laser Grenadiers*. Against these soldiers, the Phaser shows a combat value of “2✓3.” The Allied player rolls two dice. He obtains one + and one -. Each + allows him to roll three damage dice. The Allied player now rolls three dice and obtains two + results. In total, the *Honey* scores two hits and the *Heavy Laser Grenadiers* lose two soldiers.

When performing a sustained attack with a Phaser weapon, reroll the “X” value. When a unit with a Phaser weapon uses a skill that modifies the chance to hit (such as Berserk), the same rule applies: only reroll the “X” value.

EXAMPLE: The *Honey* performs a **SUSTAINED ATTACK** against a full squad of *Heavy Laser Grenadiers*. The Allied player rolls two dice and obtains one + and one -. He sets the + aside and rerolls the - (because of the **SUSTAINED ATTACK**): he rolls a second +! Each + allows him to roll three damage dice. The Allied player now rolls six dice and obtains three + results. In total, the *Honey* scores three hits and the *Heavy Laser Grenadiers* lose three soldiers.

VOLLEY BLAST (A/X – B/X – C/X – ...)

This combat value represents limited-ammo weapons that are increasingly more powerful the more munitions the unit chooses to launch. To apply this type of damage, **roll “A” dice when spending one ammo (roll “B” dice when spending two ammo, roll “C” dice when spending three ammo, etc.) and inflict “X” damage to the target for each + result.** This combat value can span across multiple armor classes, so carefully check the weapon line to see which armor classes this weapon affects.

EXAMPLE: A *Steel Rain* takes a direct shot at a full squad of *Heavy Laser Grenadiers*. It fires two 4.2” Rockets and marks the boxes on his unit card to indicate that he spent limited ammo. The Allied player rolls six dice and obtains three + results. The Axis player removes all three miniatures as casualties.

INCENDIARY BLAST (X/+)

This combat value represents an incendiary explosion that ignites the target in flames. To apply this type of damage, **roll “X” dice for each targeted miniature and inflict one point of damage for each + result.**

EXAMPLE: The *Hell Boys* target a squad of *Sturmpioniere* with a Flamethrower against “1/2,” the Flamethrower’s weapon line shows “1/+.” There are five Axis soldiers in the *Sturmpioniere* squad, so the Allied player rolls five dice. Each + result causes one point of damage.

AP INCENDIARY BLAST (X/💀)

This combat value represents an armor-piercing explosion that penetrates a vehicle’s armor and consumes the target in flames. To apply this type of damage, **roll “X” dice for each targeted miniature and eliminate the entire unit if at least one die result is +.**

EXAMPLE: The *Hans* targets a *Pounder* with a Panzerfaust Werfer. Against “1/4,” the Panzerfaust Werfer’s weapon line shows “1/💀.” The Axis player rolls one die and obtains a + result. The Allied walker bursts into flames and is eliminated from the battlefield.

SPECIAL WEAPONS

LIMITED-AMMO WEAPONS

Some weapons have limited ammunition capacity, of which units can only carry a limited quantity on the battlefield. To portray this limitation, limited-ammo weapons (and a few empty boxes) are listed among a unit’s skills at the bottom of the unit card. When a player uses a limited-ammo weapon, **mark one box for each ammo he spends. When performing a SUSTAINED ATTACK, reroll the dice as usual.** Players are not forced to use all limited ammo at the same time, but they may choose to do so.

Limited-ammo weapons have their own weapon line, which means they can target whichever unit the player chooses. Limited-ammo weapons belong to the entire unit, so any soldier in the squad may use them **even if he is the only surviving member of his squad and the miniature is not carrying the limited-ammo weapon.** However, a squad cannot use more limited-ammo weapons during an attack than the number of miniatures currently in the squad. What matters is what is written on the unit card, not what the miniatures are carrying.

Note: This is an exception to the general rule that a soldier can only use what the miniature is carrying.

EXAMPLE: The *Sturmpioniere* collectively carry three Panzerfausts. During the game, three *Sturmpioniere* are eliminated, including two miniatures that are shown carrying a Panzerfaust. The two survivors still carry all three Panzerfausts, but can only use a maximum of two Panzerfausts during one attack (one per soldier still on the game board).

BURST WEAPONS

Some weapons fire at an incredible rate, allowing the unit to unleash a barrage of lead toward its target. **When firing a burst weapon at a target that has not moved during this round, double the number of dice rolled.**



KNIFE, KNIFE & GRENADE, COMBAT KNIFE

Each soldier in a squad carries a Knife, Knife & Grenade, or Combat Knife. When using this weapon, **roll the number of dice indicated in the combat value for each miniature currently in the squad**. This weapon is range C (see "Close Combat Weapons" on page 14).

RELOADABLE WEAPONS

While most weapons in *Dust Tactics* store their bullets inside automatic cartridge magazines, some ammunition (such as artillery shells) is too bulky for that.

Weapons are indicated as reloadable weapons at the bottom of the unit card. Reloadable weapons begin the game loaded. Place the included "Loaded" token on the unit card to indicate that the weapon is loaded.

When the unit fires this weapon, remove the token from the unit's card to indicate that the weapon is empty. To reload (and replace the token on the unit card), the unit must perform one SKILL action. A unit can fire and reload its weapon during the same round, which would use both the unit's actions (see "[Weapon Name]: Reload" on page 21).

FLAMETHROWERS

Flamethrowers are devastating weapons that inflict massive amounts of damage on all types of armor classes. To represent engulfing flames, all flamethrower weapons ignore cover and cannot destroy anti-tank traps.

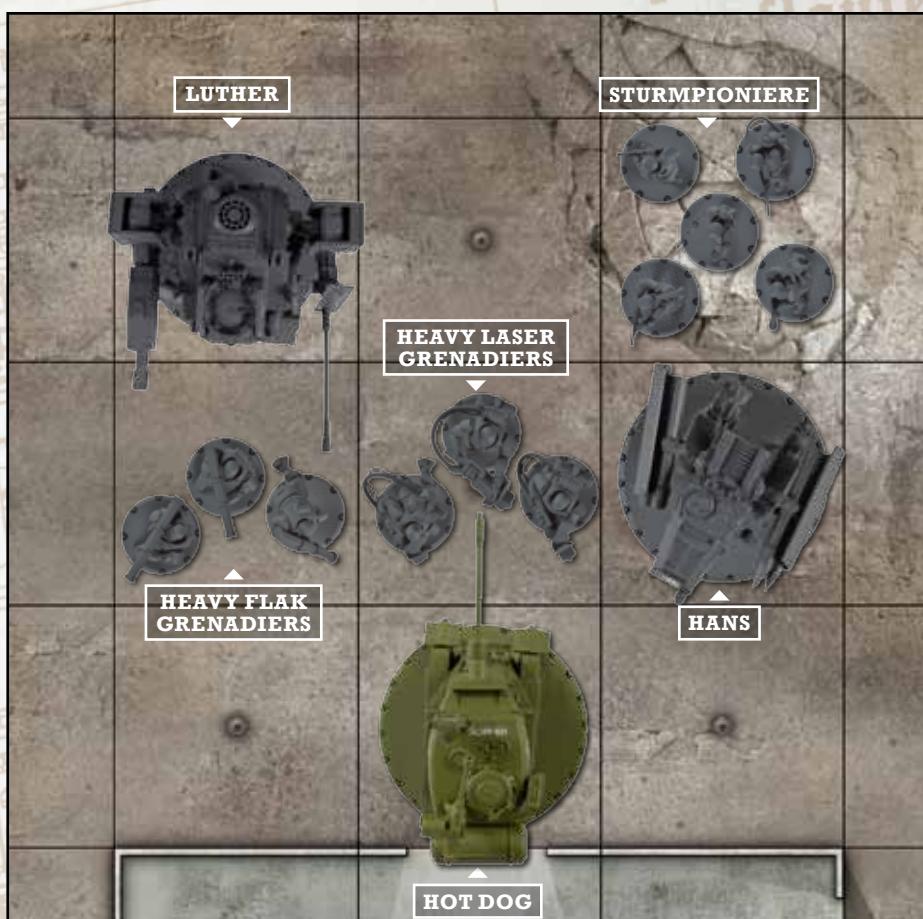
Flamethrower weapons that fire farther than one space **inflict damage on all units in spaces between the attacking unit and the target unit – even if the spaces are occupied by friendly units**. Flamethrowers do not continue beyond spaces that block line of sight.



EXAMPLE: A Hot Dog torches a Hans. Behind the Hans is a full squad of Heavy Laser Grenadiers. Even though the Napalm Thrower has a range of two, its flaming jet will not hit the Heavy Laser Grenadiers because they are standing behind a vehicle that blocks line of sight.

Using the same example, if the Heavy Laser Grenadiers and the Hans swap places, then the Hot Dog could see both units and damage both of them.

When a unit fires a flamethrower weapon with a range greater than one, the controlling player chooses the spaces where the flames spread. The attacking unit must still be able to see each target following normal Line of Sight rules.



EXAMPLE: In this situation, the Hot Dog has many options! With its Napalm Thrower it can choose which spaces to affect, as long as it has clear line of sight. In this example it may target either:

- ∅ The Heavy Laser Grenadiers and the Luther.
- ∅ The Heavy Laser Grenadiers and the Heavy Flak Grenadiers.
- ∅ The Heavy Flak Grenadiers and the Luther.
- ∅ The Heavy Laser Grenadiers and the Hans.

The Hot Dog cannot target the Sturmpioniere. They are behind the Hans, who blocks line of sight.

UGL (UNDER-BARREL GRENADE LAUNCHER)

UGLs are tube-shaped grenade launchers fastened to the underside of assault rifles or submachine guns. When using these weapons, **always ignore the target unit's cover value**. Grenade Launcher and Grenade Pistol are considered UGLs with unlimited ammo.

EXAMPLE: Bazooka Joe's unit card shows the phrase "Grenade Launcher: Grenade Weapon." This weapon is classified as a type of UGL, so Bazooka Joe ignores the target unit's cover value when attacking with this weapon.

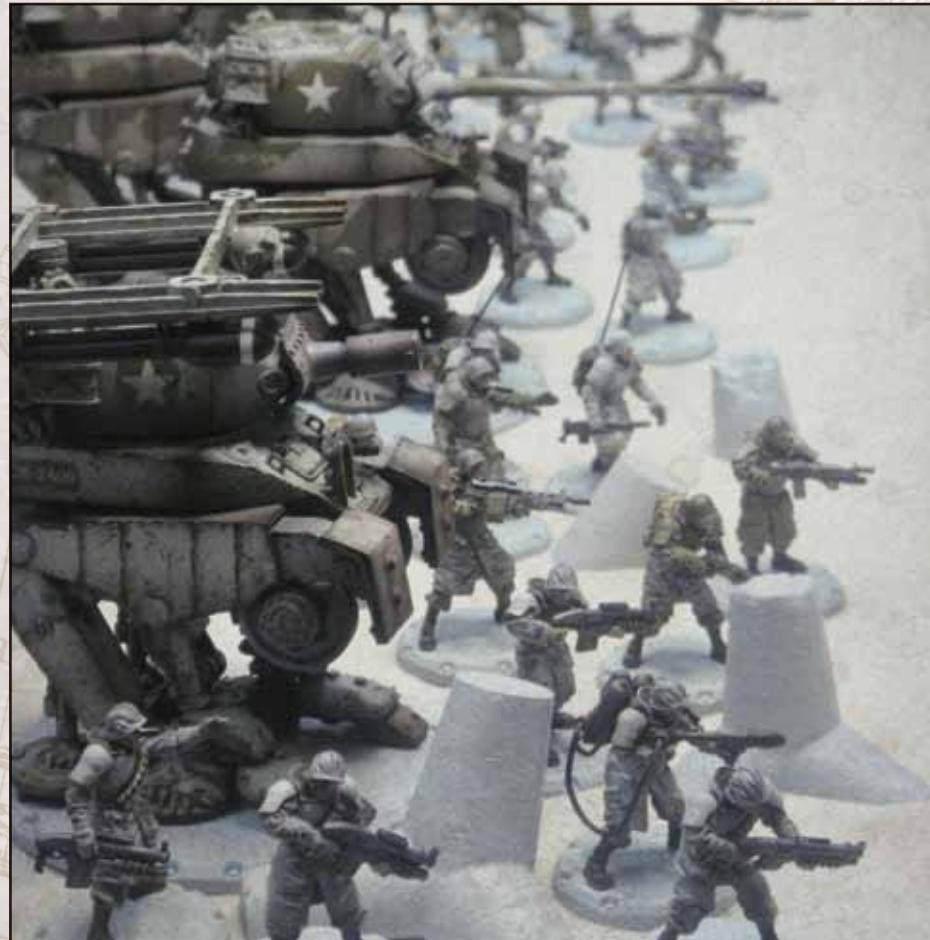
LASER

Laser weapons cut through any material and any armor. When using this weapon, **inflict damage for each \oplus result and reroll all \oplus results. Continue inflicting damage and rerolling each \oplus result until all dice show \ominus results.**

EXAMPLE: A full squad of *Heavy Laser Grenadiers* performs a **SUSTAINED ATTACK** against a full squad of *Hell Boys*. The Axis player rolls three dice and obtains two \oplus and one \ominus . He immediately rerolls the two \oplus and obtains one \oplus . He immediately rerolls the one \oplus and obtains one \ominus . Up to this point the Heavy Laser Grenadiers have inflicted three damage. Now he rerolls the one \ominus (for the **SUSTAINED ATTACK**). He obtains a \ominus result, which ends the attack. The Allied player removes three miniatures from the *Hell Boys* as casualties.

OPTIONAL RULES

Dust Tactics is designed to play one side against another. It is an ideal game for two players or two even teams (four players can play in two-man teams and divide their units; for example, one player controls the walkers while the other controls the soldiers).



INDEX

Overview.....	3
Component List	3
Component Overview	3
Unit Card Breakdown	4
Basic Rules	6
Game Board.....	6
3-D cover elements.....	6
Terrain Types	6
Initiative Roll	6
List of Actions.....	7
Game Procedure	7
End of the Game	7
Calculating Victory Points.....	7
Movement Rules.....	8
Movement Points	8
Spaces with Cover elements	8
Spaces with Other Units.....	8
Moving around Corners	9
Combat Rules	9
Line of Sight.....	9
Performing Attacks	11
Cover Saves	13
Weapon Ranges.....	14
Variable-distance Weapons (2, 3–6, etc.)	14
Long-range Weapons (range U)	14
Close-combat Weapons (range C)	14
Artillery Weapons (range A).....	14
Arc Weapons (range X–Y).....	16
Combat Values	16
Reactive Fire	16
Structures	17
Heroes.....	18
Preparing a Game	19
AP Cost of Units	19
Creating the Battlefield	19
Placing Cover Elements	19
Unit Entry	19
Skills.....	20
Command Squad Abilities.....	23
Special Combat Values.....	24
Special Weapons	24
Optional Rules.....	26



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QUICK REFERENCE

GAME PROCEDURE

- 1 – Choose a scenario
- 2 – Prepare the terrain
- 3 – Roll for initiative
- 4 – The starting player activates one of his units, followed by the other player
- 5 – Repeat step 4 until all units have been activated
- 6 – End of the round, refresh all activated units
- 7 – Repeat steps 3–6

LIST OF ACTIONS

An activated unit may perform up to two actions per round from the following list:

- ∅ MOVE
- ∅ ATTACK
- ∅ SKILL
- ∅ NOTHING
- ∅ SUSTAINED ATTACK (uses both actions)

Note: The only combination of two actions that a player **cannot** perform is **ATTACK + ATTACK**.

RANGES

- ∅ Variable-distance Weapons (2, 3–6, etc.)
- ∅ Long-range Weapons (Range U)
- ∅ Close-combat Weapons (range C)
- ∅ Artillery Weapons (Range A)

ATTACK PROCEDURE

- 1 – Check Range
- 2 – Check Line of Sight
- 3 – Declare Targets
- 4 – Roll Dice
- 5 – Check Cover Saves
- 6 – Suffer Damage

SPECIAL COMBAT VALUES

PHASER BLAST (X/Y)

Roll "X" dice and total the number of  results. This total is equal to "Y." Now roll "Y" dice and inflict one damage for each  result. Phaser weapons ignore all cover. When performing a sustained attack with a Phaser weapon, reroll the "X" value.

VOLLEY BLAST (A/X – B/X – C/X – ...)

Roll "A" dice when spending one ammo (roll "B" dice when spending two ammo, roll "C" dice when spending three ammo, etc.) and inflict "X" damage to the target for each  result.

INCENDIARY BLAST (X/+)

Roll "X" dice for each targeted miniature and inflict one point of damage for each  result.

AP INCENDIARY BLAST (X/💀)

Roll "X" dice for each targeted miniature and eliminate the entire unit if at least one die result is .

COVER VALUES

- ∅ Ammo Crate = Soft Cover
- ∅ Anti-tank Trap = Hard Cover
- ∅ Corner Cover = Soft Cover
- + Impassable terrain can provide corner cover
- + Soft Cover + Soft Cover = Hard Cover
- + Structures can provide cover, depending on the unit's position



TERRAIN TYPES



Blocks LOS:	N	N	N	Y	Y
Soldier can enter:	Y	N	Y	Y	N
Vehicle can enter:	Y	N	N	Y	N
Cover element here:	Y	N	N	Y	N