DUST TACTICS

Dust created by
PAOLO PARENTE

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BOX CONTENTS

Dust Tactics is a complete game. Everything you need to play is inside the box. Some extra sheets of paper and a pen would help, but these are not absolutely necessary.

OTHER THAN THIS BOOKLET, WHAT ELSE ARE YOU GOING TO FIND INSIDE DUST TACTICS?

- A company belonging to the Allies, composed of 2 robots, 15 soldiers, and a hero: Captain Joseph Brown.
- A company belonging to the Axis, also composed of 2 robots, 15 soldiers, and a hero: Colonel Sigrid Von Thaler.
- 9 two-sided cardboard terrain tiles, making up the gameboard
- 18 two-sided terrain squares, making up the structure and hazards of the battlefield.
- 12 special dice, which will be used to simulate all game actions.
- 4 ammo crates and 2 tank traps, representing cover elements.
- A scenario booklet describing the "Blue Thunder" campaign, including plenty of advice on the best way to use your units.
- And finally, 12 unit cards (6 for the Allies and 6 for the Axis).

Dust Tactics is designed to play one side against another. It is perfectly suited to two-player games, or two equal-sized teams can compete. Four players can play two-on-two by dividing the armies. For example, one player can play the vehicle units while the other leads the soldiers.

THE ALLIES COMPANY IN DETAIL:

- A Medium Combat Walker ("MCW") M2-B *Hot Dog*: One of the first models of robots to be put into service by the Allies, its flamethrower has devastating effects at short range.
- A MCW M2-C *Pounder*: Mounted with a terrifying cannon, it is specialized in anti-vehicle warfare. With this weapon it can engage the enemy from long range, while keeping itself at a safe distance.
- A *Recon Rangers* squad, armed with assault rifles and a heavy machine gun.
- An *Assault Rangers* squad, equipped with shotguns and a flamethrower.
- A *Combat Rangers* squad, with assault rifles and a bazooka.
- And finally, Captain *Joe Brown*, leading the whole force.

THE AXIS COMPANY IN DETAIL:

- A Panzer Kampflaüfer ("KpfL") II-A *Luther*: armed with a combat claw and an anti-aircraft gun, it can take care of enemy infantry from range and attack enemy vehicles in close combat.
- A Panzer KpfL. II-B *Ludwig*: equipped with two heavy caliber anti-tank guns. Its devastating firepower is a threat to all enemy vehicles.
- A *Recon Grenadiers* squad, equipped with assault rifles and a machine gun.
- A *Battle Grenadiers* squad, armed with assault rifles and a Panzershreck.
- A *Laser Grenadiers* squad, with laser rifles and a laser cannon.
- And to lead them, Colonel *Sigrid Von Thaler*.

THE GAMEBOARD

The tiles making up the gameboard are two-sided: On one side you will find an outdoor battleground, and on the other the inside of a base. These tiles can be rearranged again and again for an infinite number of games. Each tile is made up of 9 squares; each square is marked with a dot in the center.

Along with these tiles, you will also find 18 terrain squares representing various elements that you might find in a battlefield. On one side there are indoor walls, on the other all the obstacles that can be found around such important buildings.
All these elements are described in detail a little further on.

THE DICE

The special 6-sided Dust Tactics dice are used to resolve all actions undertaken by your units. On each die, there are two sides with this symbol: ⊕. Whenever you roll a die and get this result, it means you succeeded at the test. This side is called a "HIT."
The other four sides are blank. When you roll a die and get this result, it means you failed the roll. This side is called a "MISS:" ■.

You will often encounter these symbols in the rules and on unit cards. A ⊕ means you succeeded, a ■ means you failed. Some special rules reverse these results. For instance, when an action is especially easy, you will need to roll a ■ on the die. ■ are then successes, and ⊕ are failures. Each time this happens it will be clearly mentioned in the rules.

UNIT CARDS

Unit cards contain all the combat characteristics of the heroes, soldiers, and vehicles. All unit cards have a symbol in the top right corner reminding you which bloc the unit belongs to.

Allies are represented by this symbol: and use green as the dominant color.

Axis is represented by this symbol: and use grey as the dominant color.

DESCRIPTION OF THE UNIT CARDS

Before getting on with the rules, let's look at the various types of unit cards and their meaning first.

In Dust Tactics, you will find three types of cards: squads, vehicles, and heroes.

SQUAD CARD

VEHICLE CARD

HERO CARD

This value is movement: ➡. It gives the number of squares a unit may move in one game turn.

Here is the type of armor the unit has: **ARMOR** 🛡🚗✈. This value gives you an idea of how tough it is. When your opponent attacks you, this value will determine how effective his attack can be.

The various **ARMOR** types are the following:

🛡**1** : (SOLDIERS) These are unarmored squads of soldiers. They only wear khakis and helmets.

🛡**2** : These soldiers wear light body armor. They are elite fighters, representing the majority of the troops in Dust Tactics.

🛡**3** : Equipped with highly resilient and heavy armor, these soldiers carry exceptional protection.

🛡**4** : The resilience offered by this armor is far beyond what can be found on Earth in 1947.

🚗**1** : (TANKS): This category includes vehicles that have no armor, such as jeeps or military trucks.

🚗**2** : This class includes lightly armored vehicles capable of sustaining some bullet fire, but not much more than that.

🚗**3** : True military vehicles; these lightly armored vehicles are fast and agile.

🚗**4** : Certainly the most represented category, these vehicles come with medium armor, which is carried by most of the tanks from the 40's.

🚗**5** : This class represents the heavy tanks and robots that appeared around 1943 or 1944.

🚗**6** : This class includes very heavily armored vehicles, generally appearing from 1945 on.

🚗**7** : True mobile fortresses, these monsters of steel benefit from the heaviest armor ever made.

✈**1** : (AIRCRAFT) This category represents helicopters or other airborne troops.

✈**2** : The various air-to-ground attack aircraft are part of this category.

✈**3** : The fastest and most heavily armored aircraft are represented in this category.

Under the weapons' descriptions, you can find two types of information, depending on the unit:
On vehicle and hero cards, you will find their 🛡 (as explained above).
On squad cards, you will find two cover values: **SOFT COVER** and **HARD COVER**.

In this area you can also find the name of any special abilities the unit has. These may refer to particular weapons or unique aptitudes, which are both explained in detail at the end of this booklet.

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Unit's name

This is the unit's number of health points: 🔴.
Squads generally have between 2 to 5 points. Each 🔴 represents one of the squad's soldiers, no matter if they are 👟1, 👟2, 👟3 or 👟4.
Vehicles have values ranging roughly from 2 to 10. At the bottom of the card, on the left, you will find the vehicle's 🔴 value in crosses. The number of blank crosses shows how many 🔴 a vehicle can lose before it is eliminated. These crosses were left blank so you can mark them off during the game to keep track of the vehicle's condition.

This is the symbol of the bloc to which the unit belongs.

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

"BATTLE GRENADIERS"
KAMPF STURMGRENADIEREN SQUAD

In this area you will find all the weapons the unit has at its disposal.
Here you will find the names of the weapons the unit carries.
Right next to the name you will find their range expressed as a number of squares, for each weapon.
The series of numbers after the range indicates the number of attack dice you will roll when attacking different types of **ARMOR**, and the number of damage points each successful shot will inflict. This is called a "weapon line."
EXAMPLE: When you are using a *Shotgun* against soldiers in 👟2 armor, report to where the *Shotgun* weapon line and the 👟2 column meet:

		🔴											
	1	**2**	**3**	**4**	**T1**	**T2**	**T3**	**T4**	**T5**	**T6**	**T7**	**A1**	**A2**	**A3**
Shotgun	1	6/1	3/1	2/1	-	3/1	-	-	-	-	-	-	-	-	-

The number printed is 3/1. You will roll 3 attack dice for each squad member equipped with a shotgun when attacking 👟2 type soldiers. As you can see, if your target was in 👟4 armor, you couldn't damage them at all. You would need to find a more powerful weapon.
The – symbol means that the weapon can never damage these kinds of troops.

Sometimes, you will find special information on the chart instead of numbers. This indicates a special weapon, such as a Flamethrower:

		🏃				🔥							🛩	
	1	**2**	**3**	**4**	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**1**	**2**	**3**
Flamethrower	1		1/🔴			1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-

To find out about these effects, keep reading this rulebook. It is all explained in the "Special Weapons" chapter.

		🏃			🔥							🛩		
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
StG 47	4	2/1	1/1	1/1	-	1/1	-	-	-	-	-	-	-	-	-
Panzer-schreck (1)	3	2/1	1/1	1/1	1/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-
Panzerfaust	2	2/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-
Knife	1	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

SOFT COVER

HARD COVER

Panzerfaust: 2

Here is a reminder of how many army points the unit is worth.

GAME RULES

A game of Dust Tactics simulates a whole battle, from the first bullet shot until victory for either side.

To simplify the fighting, the game is divided into **game rounds**. During each round, **all the units on both sides** will act one after the other.

Before looking into how a round plays out, here are the basic rules that will help you understand how it works:

SOME IMPORTANT DEFINITIONS:
- A **unit** includes all the miniatures represented on its unit card. Whenever the rules mention a unit, it applies without distinction to vehicles, soldiers, and heroes.
- A **squad** always refers to a group of soldiers no matter if they are 🔴1, 🔴1, 🔴1, or 🔴1, but never to a vehicle or a hero.
- A **vehicle**, tank, or robot, as its name suggests, never refers to soldiers or heroes, no matter their **ARMOR**.
- A **miniature** represents a single vehicle, a soldier, or a hero.
- The **squares**, where units stand and move, all have a dot in the center. Distances and line of sight are measured from this dot.
- Whenever a square is **covered** by a terrain square, it becomes **impassable**. No unit can move over it, and no line of sight can be traced through it.

WHAT SPACE DO MINIATURES OCCUPY?

The tiles that make up the Dust Tactics game board are divided into 9 **squares** 9x9 cm in size. A squad occupies a square: all the miniatures belonging to that squad must stand within that square. The same goes for vehicles: their base is always contained within a square.

Some enormous vehicles won't fit inside one square. They must always be placed in the middle of a larger square or rectangle made up of 9x9 cm squares. This makes movement and line of sight easier to resolve.

WHAT SPACE DOES COVER OCCUPY?

An ammo crate or a tank-trap occupies one square. It must be placed within its square. Whenever a squad enters a square occupied by cover, you can spread your soldiers around it. Even though they might stand in front of it, they are still considered "behind cover."

HOW DO YOU MEASURE MOVEMENT AND RANGES?

A unit's 🔴 indicates the number of squares that unit may move each round. So a unit with 🔴 2 can move two squares. This movement can be made in any direction.

Whenever you move diagonally, the first of these squares is entered "normally," meaning it only counts as one 🔴. Any additional diagonal movement will cost 2 🔴 per square. Should you lack the points to pay the full cost of the diagonal movement, you cannot move any further in that direction.
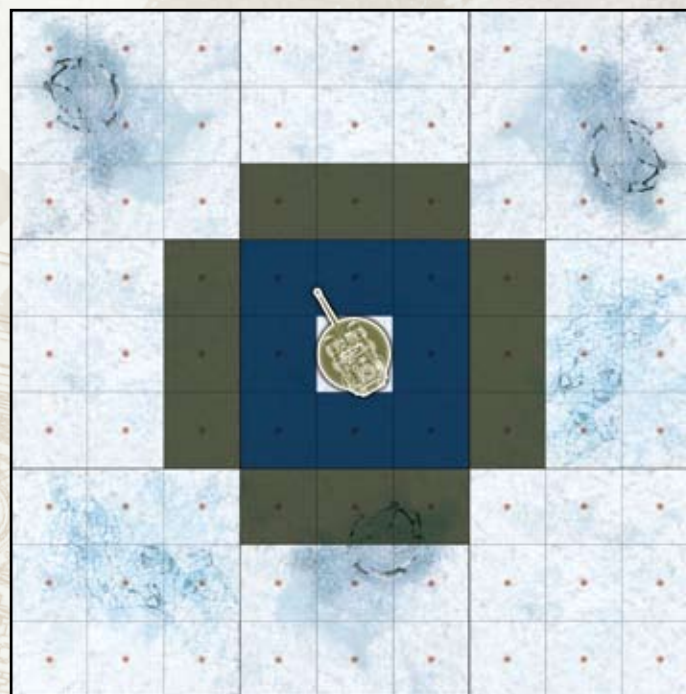
EXAMPLE: this *Pounder* has 🔴 1, as printed on its unit card. The blue squares are the area it can move into if it decides to make a normal move and still perform a shooting action (or the other way around). The dark green area is the squares it can reach should it decide to move twice (though it will not be allowed to shoot this round).

Units do not face in any particular direction. They can change direction as often as they wish to during their movement. Of course, you are never forced to travel your entire 🔴 when you move! You can choose to stop wherever and whenever you want.

The battlefields of Dust Tactics are full of hazards, traps, and tight gaps. Inside bases, the walls are made of reinforced concrete. Many factors may modify your units' movement. This is all detailed in the "Movement Rules" chapter.

It is exactly the same for range: obviously you will need to be able to see the target before shooting at it (see "Shooting Rules" further on). But whenever the target is visible, counting squares for range is done in the same way as for movement (diagonal rules apply).
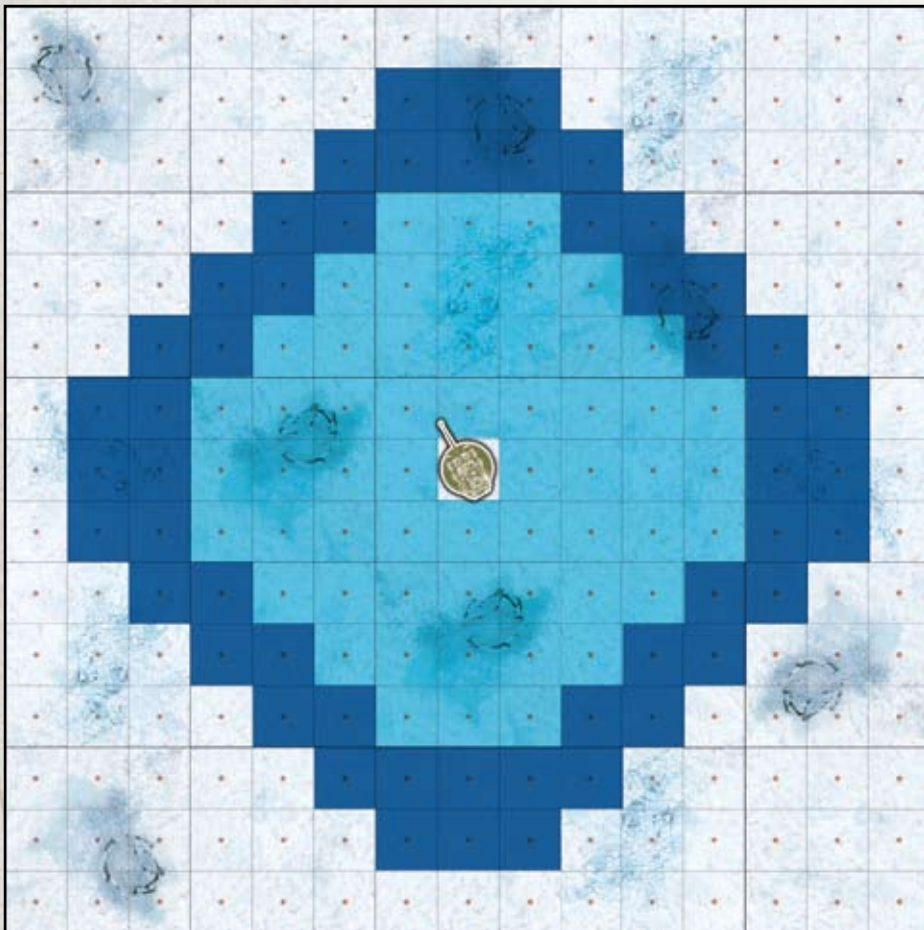
EXAMPLE: During its advance, our *Pounder* encounters enemy units. It decides to use its weapons on them. As mentioned on its card, it has three different weapons:
The first weapon is a *17 Pdr. Gun*. Its range is U, meaning it can shoot at any visible target on the battlefield. With this cannon, it can target all the squares on the diagram above.
Its second weapon is a *.50 cal MG*. This heavy machine gun has a range of 6. It can target both the dark and light blue squares.
The robot's last weapon is a *.30 cal MG* with a range of 4. It can hit all the light blue squares.

WHO PLAYS FIRST?

To find out who goes first, each side rolls three dice. This is the "initiative roll." The side that gets the most ⊕ wins. Re-roll until you break any possible ties. When playing with more than two players, roll only once for each side.

The player who wins the initiative roll chooses who plays first. Even though you have the initiative, you might want to force your opponent to start in order to find out what he has planned.

This is the beginning of the round. Choose one of your units (or your opponent chooses one of his, if you let him go first). You have activated that unit. An activated unit may perform a combination of two actions, as described later. Once it has resolved all its actions, the unit is deactivated. It will not be allowed to do anything else until the next game round.

It is then your opponent's turn to activate one of his units, and so on, until all the units on both sides have been activated. Once this is done, the round ends and a new one begins.

Sometimes, one side will have more units on the board than the other. If it is your turn to activate a unit, but all of your units have already acted this round, your turn is skipped. Your opponent continues activating units until all of his units have had a chance to act.

Dust Tactics games are played over a number of rounds. These rounds may or may not be limited in number, depending on the scenario or on what you decided before the game began. The higher the number of rounds, the longer the game will be.

Obviously, before you start playing you will need to choose a scenario (or create your own) and set up the gameboard. All these rules are described a little later.

WHAT CAN A UNIT DO WHEN IT IS ACTIVATED?

All units in Dust Tactics may perform two actions per round. It is up to you to choose the right combination, depending on your objectives. A unit may move then shoot, or shoot then move, or move twice, or perform a sustained attack. A unit may also decide to do nothing at all; but no need for explanation there.

Move then shoot (MOVE + SHOOT)

The activated unit may move up to its ➡ value then use all its weapons to attack. Once it is done, the unit is deactivated.

Shoot then move (SHOOT + MOVE)

The unit performs its attacks first, and may then move as far as its ➡ will allow. It is then deactivated.

Move twice (MOVE + MOVE)

Whenever your unit needs to get across the battlefield fast, this is the solution. When you choose this option, double your unit's ➡. This is the maximum number of squares it can travel (however any diagonal move beyond the first still costs 2 ➡).

Sustained attack (SHOOT + SHOOT)

The unit decides not to move at all and focuses on its attacks. When you choose this option, your attacks are more accurate: each miss on the attack roll may be re-rolled **once**.

EXAMPLE: a unit rolls 5 attack dice and gets 2 ⊕ and 3 ■. Since it chose sustained attack, the 3 ■ are re-rolled and produce 1 ⊕. The unit's final attack score is 3 ⊕.

There are some other actions available to certain special units (giving orders for the *Command Squad,* or calling an artillery strike for the *Observer Team,* for instance). **All these special actions** count towards the two actions a unit is allowed per round. So you will **never** have a unit that moves while it calls an artillery strike while it shoots and repairs a robot…

These special actions are marked (1 **ACTION**) right after their name. If an ability is not marked this way, it is "free," and does not count towards the two actions per round.

To keep track of which units have been activated, we recommend that you keep your unit cards in two separate piles. For example, place your unit cards on your left at the beginning of the round. Each time you activate a unit, move its card to your right. Keep an eye on your opponent's units too! At the end of the round, don't forget to move all your unit cards to your left side again. Also, make sure you remove from your deck any cards for units that have been eliminated!

Once all units on both sides have been activated, the round ends. A new round begins: the players roll the dice to find out of who plays first (as explained earlier). If you are lucky, you may get to play twice in a row!

IN A NUTSHELL:

- 1 – Choose a scenario or create your own.
- 2 – Set up the terrain.
- 3 – Each player rolls three dice for initiative.
- 4 – Whoever wins the initiative roll decides who plays first.
- 5 – The player who starts activates one of his units.
- 6 – The other player does the same with one of his.
- 7 – And so one until all the units of both sides have been activated.
- 8 – End of the round, some abilities might apply here.
- 9 – The next round begins after the two players have rolled for initiative.
- 10 – Start over from step 4.
- 11 – Continue until the end of the game.

END OF THE GAME

The game ends in the following cases:
- All the units of one side have been eliminated.
- One of the two sides has fulfilled its scenario objectives (see the battle booklet).
- The number of rounds decided upon is over (because of the scenario for instance). Should this be the case, a victory point count is needed to find out who won (see below).
- Neither side can fulfill their objectives any longer (if all objectives were destroyed for instance). You may decide to count the victory points to sort out a winner, or else fight it out until there is only one side standing!

No matter what, the game always ends at **the end of a round**, never during a game round. Even though you think you might have it won, you still need to prevent your opponent from reaching his goal. Otherwise it might end in a tie, or worse!

Whenever the scenario conditions are left unfulfilled, or when playing without a scenario, the player who lost less Army Points wins the game.

Each player adds up the Army Point value of the casualties he suffered. Each unit eliminated counts for as many points as its army point value (AP). All the units lost, even though they might have returned to the game somehow, count towards the total.

The side with the highest count loses the game (the player who lost the most Army Points).

EXAMPLE: the Allies lost three 🔫2 squads and two 🤖4 robots. The squads were worth 6 AP and the robots 8 AP. Total: 14 points.
The Axis lost two 🔫2 squads and two 🤖4 robots. A total of 12 points. The Axis player wins the game; he lost fewer Army Points than his opponent.
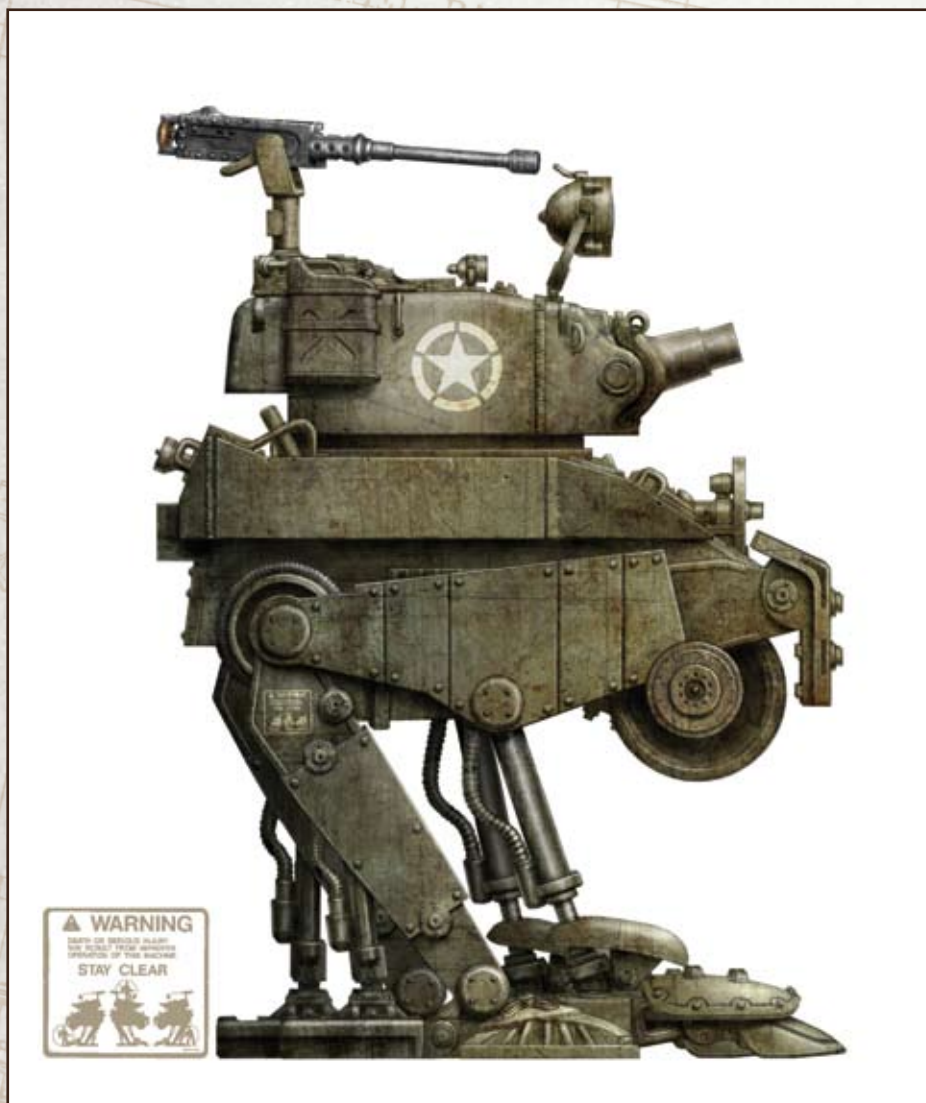
MOVEMENT RULES

In a Dust Tactics game, unit movements are crucial. You will need to reach your objectives, using cover wisely, while avoiding your most powerful opponents.

As explained earlier, units move from square to square, depending on the ➡ value printed on their card. Of course, units are never forced to travel to the full extent of their movement. However, once they have stopped, they are not allowed to move again until the next round.

The squares units can move on are marked with a dot in their center. When you set up the battlefield, you place terrain squares on the tiles. These represent hazards. These terrain pieces hide the center dot, making these squares impassable.

Units can **never** enter a square if a terrain square covers the dot in that square.

Other than these simple rules, other factors may sometimes modify a unit's movement:

EFFECTS OF COVER

A square with an ammo crate can be entered by any unit. Upon entering the square, vehicles **may** choose to crush the crate (to deny the enemy cover for instance), but this is not required. Should you ever want to destroy an ammo crate from range, or with a squad, you can attack it normally: it has 🔴3 and 2 ➕.

Squads and heroes can freely enter squares with tank-traps. However they **prevent** vehicles from entering, just like squares covered by terrain. Vehicles are forced to find another way of getting through, or else go around them.

Tank-traps may also be destroyed. They are 🔴5 with 4 ➕. Tank-traps are affected by almost all kinds of attacks. Whenever a weapon does not work against them, it is specified in the weapon description.

EFFECTS OF OTHER UNITS

To get from one square to another, the path a unit follows needs to be clear. You can **never enter a square occupied by an enemy.**

A vehicle can never pass through a friendly soldier or vehicle unit; they would crash or run each other over!

However, a squad or a hero **may pass through** a friendly unit. It does not matter if it is a squad or a vehicle. Soldiers simply climb over, walk around, or go through it. The squad or hero cannot end its move in the same square as another unit, however.

HOW DOES A UNIT MOVE AROUND A CORNER?
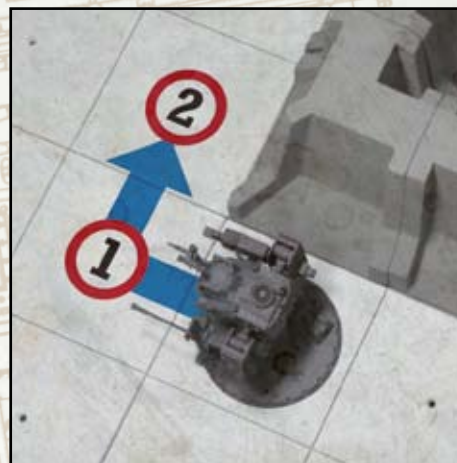
For vehicles:

Vehicles cannot move diagonally if one of the corners is a square they cannot enter (a square without a dot, or a square occupied by a unit or a tank trap).

EXAMPLE: A *Luther* wants to enter the base. It needs to get from A to B. It cannot move there diagonally as that would mean going through the wall!

To reach point B, the *Luther* needs to spend 2 ➡: one move to the left, and one up.
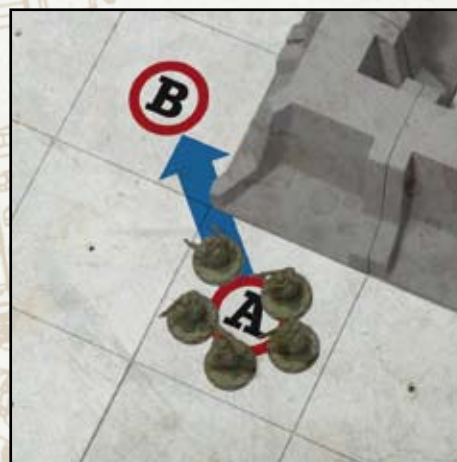
For squads and heroes:

Squads and heroes may move diagonally even if one the corners is a square they cannot enter (a square without a dot or a square occupied by an enemy unit).

EXAMPLE: *Combat Rangers* want to enter the base. They need to get from A to B. They can move diagonally (costing them 1 ➡) as they are slender enough to cut corners.
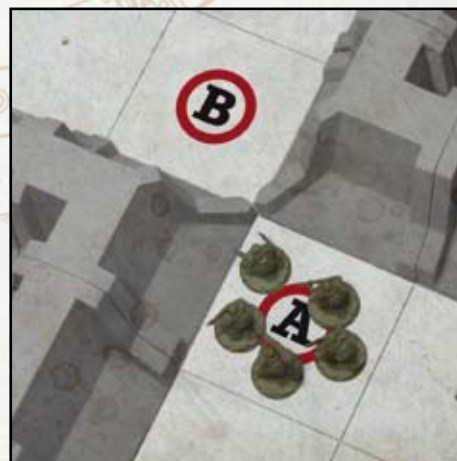
Important: No unit can ever move diagonally when both corners are blocked:

In this diagram, no unit can move directly from A to B. This would take them through two impassable squares, making such a move impossible.

SHOOTING RULES

During its activation a unit may use all of its weapons. It does not matter if it makes ranged attacks or is in close combat, the rules are the same.

As a reminder: you can attack with a unit before moving, after moving, or without moving by performing a sustained attack.

First, check that you can see your target: in order to shoot at an opponent, line of sight between the shooter and the target must be clear.
In the center of each square there is a dot. To establish line of sight, you need to be able to trace an imaginary line from the dot in the shooter's square to the dot in the target's square. If the line crosses a square with no dot, the shot is impossible: line of sight is blocked.

WHAT BLOCKS LINE OF SIGHT?
All squares without a dot block line of sight. So any square with a terrain square on it blocks line of sight.
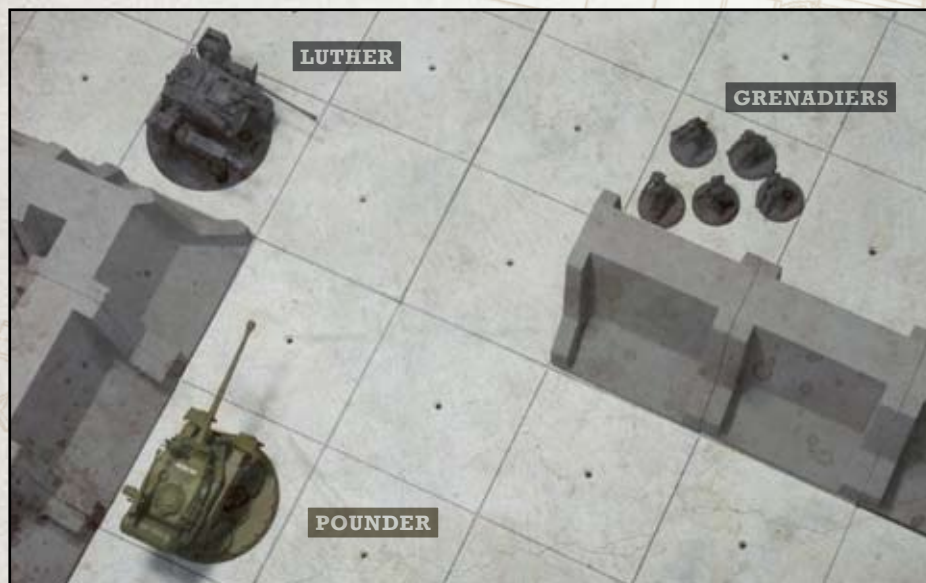
EXAMPLE: a *Pounder* decides to shoot at the *Luther*. The shot is impossible as no uninterrupted line can be traced between the two dots in the squares occupied by those two units.
In the same way, the *Pounder* cannot shoot at the *Grenadiers*. The line cannot be traced between the two units since the Axis soldiers are behind a wall that blocks line of sight.

Ammo crates **do not block** line of sight. Squads, heroes, and vehicles are unaffected.
Tank-traps **block** line of sight when soldiers (squads or heroes) are targeting other soldiers.
Tank-traps **do not block** line of sight for vehicles, or when soldiers shoot at vehicles

EXAMPLE: the *Pounder* may shoot at the *Grenadiers*. They are behind a tank-trap, which does not block line of sight for vehicles. The *Grenadiers* may shoot at the *Pounder* as well (since it can shoot at them, they can shoot at it). However, they cannot shoot the *Rangers*, as the tank-trap blocks line of sight between infantry units.

A squad cannot shoot at another squad while a third squad, friend or foe, is blocking the line of sight. However, a squad may shoot at a vehicle even though another squad that is standing in the line of sight.
Of course, a squad does not block the line of sight of a vehicle shooting at another squad either.

EXAMPLE: the *Combat Rangers* want to shoot the *Laser Grenadiers*, but there is a squad of *Assault Rangers* in their line of sight. The *Combat Rangers* cannot shoot at the Axis squad—otherwise they would hit their comrades! However, they may shoot the *Luther* standing behind the *Grenadiers*. Since the robot is taller, the *Combat Rangers* can fire over the heads of the *Assault Rangers* (and over the *Grenadiers* too). The Luther can choose to shoot the *Assault Rangers* or *the Combat Rangers*, 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 squares occupied by vehicles the same as squares without a dot.

EXAMPLE: The *Combat Rangers* cannot shoot through the square occupied by the *Pounder*. The robot blocks all the squares beyond it: No uninterrupted line can be traced from the Rangers to any of the dots in the grey squares. All such lines would have to go through the *Pounder*.

When your unit is behind a corner, the corner blocks line of sight if your target is behind an opposite corner. When your target is behind a corner on the same side as your corner, line of sight is not blocked.

EXAMPLE: the *Combat Rangers* may shoot the *Battle Grenadiers*, but not the *Laser Grenadiers*. Even though a line can be traced between the two squads, it skims past two opposite corners.

Important! This rule works with anything that blocks line of sight: a wall, a square without a dot, a vehicle, and so on.

So, whenever the imaginary line can be traced between two dots, **even though it might skim** a square blocking line of sight, **the shot is possible.** Of course all of the exceptions above apply!

EXAMPLE: Shooting from A1 to B1 is possible. Shooting from A1 to all other B squares is impossible. Shooting from A2 to B1 and B2 is possible. Shooting from A2 to all other B squares 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 squares is possible.

Sturmgewehr MP440
Kaliber : 7,92 x 33 mm Kurz

Shotgun	1	2	3	4	1	2	3	4	5	6	7	1	2	3
1	6/1	3/1	2/1	-	3/1	-	-	-	-	-	-	-	-	-

An *Assault Rangers* squad includes four 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 2 squad with its *Shotguns*, it rolls 12 dice. If two of those shotgun equipped Rangers have been killed, the squad would only roll 6 dice.

All squads come with at least one special weapon. Even the *Assault Rangers* have a *Flamethrower*. No matter what, each squad has only one of these weapons, as you can see on the unit card. To avoid any confusion, it is printed "*Flamethrower* (1)" on the card, so you know that this is the special weapon and that there is only one of them.
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.**

By default, the first weapon line on the unit card matches the weapon most of the miniatures carry. The second is always the special weapon. The third corresponds generally to explosives. Close combat weapons come last. This is not an absolute rule, more of a general indication.
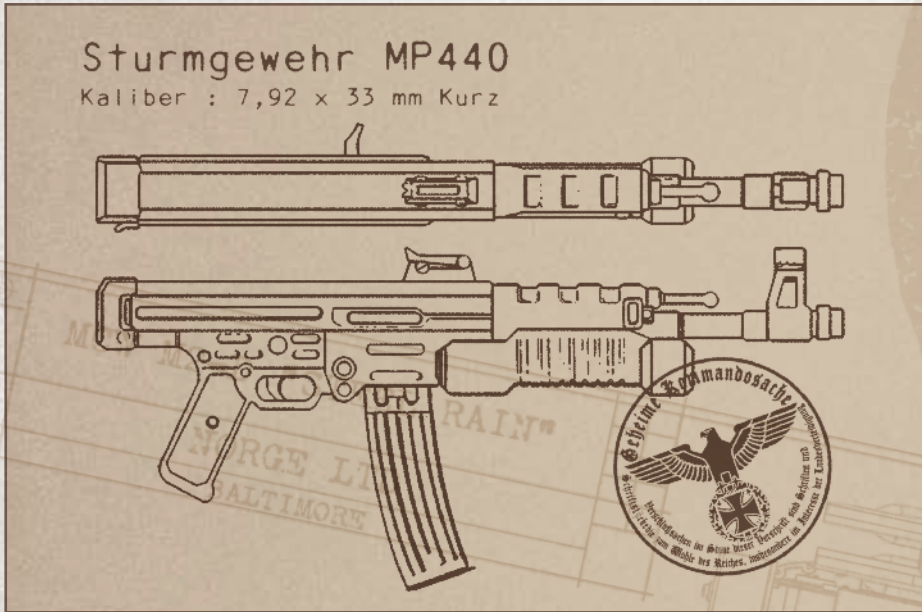
Each ⊕ inflicted by an attack causes a certain number of damage points that varies depending on the weapon used. Each damage point causes vehicles and heroes to lose one ✚, or squads to lose one miniature.
Remember that some rules modify attack rolls. A ■ may sometimes be required for an action to succeed: at those times it is each ■ that causes damage points.

A unit must **announce all of its attacks before engaging in combat!** It can choose the targets it wants among those in range, but you need to say which weapon will be used against which target before rolling any dice.
You are never forced to use all of your weapons, of course.

When you perform your attacks, **they are all considered simultaneous**. If you put a squad out of combat with your rifles, you cannot "redirect" the fire of your machine gun to another target! If you announced you were using three *Panzerfaust* on a robot, the three are fired together. If the first two destroy the robot, you cannot save the third one! You need to think before you announce your attacks to your opponent. Take your time and do not forget any of your weapons. **Once you call your shots, it is too late to go back and change your mind.** If you ever forget to announce the use of one of your weapons, it will not shoot this round.

OPEN FIRE!
Once you have line of sight, check to see if your target is within range of your weapons as explained earlier. In order to attack an enemy unit, it needs to be within range of your weapons and you need a clear line of sight. If this is the case, you may attack!

Each weapon on the unit card has a weapon line, which tells you how many dice to roll, depending on the type of target, and the amount of damage you will inflict for each hit. If a unit has multiple weapons, such as most vehicles, each specific weapon will have its own weapon line. Each separate weapon can be fired **at a different target,** or different weapons can be directed against the same target.

17 Pdr. Gun	1	2	3	4	1	2	3	4	5	6	7	1	2	3
U	4/1	4/1	2/1	2/1	7/1	7/1	6/1	6/1	5/1	5/1	4/1	-	-	-

EXAMPLE: The *17 Pdr. Gun* has unlimited range, it rolls 4 dice against 1 and 2, and 2 dice against 3 and 4. It rolls 7 dice against 1 and 2, 6 dice against 3 and 4, 5 dice against 5 and 6, And finally 4 dice against 7.
The same gun will cause 1 damage point per hit on all units it can damage. As you can see on the weapon line, all its dice are followed by /1. So whenever it attacks a 2 squad, it rolls four dice and each hit causes 1 damage point to the target.

For a squad, the number of dice listed on the weapon line is multiplied by **the number of soldiers equipped with this weapon (and still in the game when the shot is fired).**

EXAMPLE: The *Pounder* that just moved encounters a squad of 5 *Laser grenadiers*. The enemy soldiers are 4 squares away from it, so it can use all of its weapons against them. These soldiers are 2, so that is the column to look up the robot's shots.
Its *17 Pdr. Gun* rolls 4 dice, its *.50 cal* rolls 3 dice, and its *.30 cal* also rolls 3 dice.
The *17 Pdr Gun* gets 2 ⊕, causing /1 damage: the target loses 2 ✚.
The *.50 cal* gets 1 ⊕, causing /1 damage: the target loses 1 ✚.
The *.30 cal* gets 0 ⊕: it causes no damage.
The *Grenadier* squad loses a total of 3 ✚: three miniatures are eliminated and removed from the gameboard.

12
RESTRICTED (FOR GAMING USE ONLY)

EXAMPLE: The following round, the same *Pounder* encounters two *Grenadier* squads and a *Luther*. One squad is within 3 squares, the other within 5, and the *Luther* within 8. The *Pounder* decides to use its *.30 cal* and its *.50 cal* on the closer squad and its *17 Pdr. Gun* on the *Luther*.

The player controlling the *Pounder* announces all his shots to his opponent and resolves them. If the shots from the *.30 cal* are enough to eliminate the first squad, the *.50 cal* still fires at that unit! The *Pounder* cannot transfer its shots to the other squad.

After resolving an attack, the targeted unit suffers damage points:
In the case of a vehicle or a hero, mark off the corresponding number of crosses on the unit card. When all the crosses have been marked, the vehicle or the hero is eliminated and removed from the game (they have 0 🔴 left).

In the case of a squad, remove the casualties from the game directly: one miniature for each 🔴 lost. The player who controls the squad **chooses which miniatures are removed.** As a unit suffers casualties, the number of dice rolled for its attacks will change.

Some weapons or abilities might modify these rules. You will find them in the final part of this booklet.

WHAT ARE THE EFFECTS OF COVER?
Cover allows some squads to protect themselves from attacks. First check if your unit is behind cover, and then determine the type of cover: either **SOFT COVER** or **HARD COVER**.
To be behind cover, a squad simply needs to be in the same square as a piece of cover. No special action is needed to be behind cover.

In Dust Tactics, cover elements are ammo crates (**SOFT COVER**) and tank-traps (**HARD COVER**).
Depending on the type of cover, you might be allowed a cover roll. To find out if you are allowed a cover roll, check the unit card of the unit in cover.
HIT SAVE means that you get to roll a number of dice equal to the number of ⊕ the unit suffered; each ⊕ you get on this roll cancels a ⊕ suffered. The shot is blocked by the cover.
MISS SAVE means that you get to roll a number of dice equal to the number of ⊕ the unit suffered; each ■ you get on this roll cancels a ⊕ suffered. The shot is blocked by the cover.
NO SAVE means the unit gets no protection from this type of cover. You get no cover roll.
Important: some attacks and certain weapons ignore cover. In this case the description found in the "Special Weapons and Armament" section supersedes the rules mentioned above.

EXAMPLE: A unit of *Combat Rangers* is in **HARD COVER** when it shares a square with a tank-trap. It is targeted by a unit of *Grenadiers*. The attack results in 4 ⊕. The *Rangers* roll their cover dice: 3 ■ and 1 ⊕. Since they have **MISS SAVE** when behind **HARD COVER**, the 3 ■ mean their cover blocked those bullets. However the ⊕ rolled means one of the *Rangers* was not so lucky… he is immediately removed from the game.

When trying to destroy a piece of cover, remember that an ammo crate is 🔴3 with 2 🔴 and a tank-trap is 🔴5 with 4 🔴. Also remember that a vehicle may decide to crush an ammo crate when entering its square.

If you are attacking a piece of cover and a unit sharing the same square, **you cannot shoot at both with the same weapon!** You need to announce which target each weapon is shooting at. When the same unit, using different weapons, shoots at both the unit and the cover at the same time, the shots aimed at the cover are resolved last.

A squad standing right behind a corner when attacked diagonally is behind **SOFT COVER**: the members of the unit hug the wall to hide from the attack. This only works if the target squad is in a square adjacent to the corner.

EXAMPLE: When the *Battle Grenadiers* shoot, the *Combat Rangers* are behind SOFT COVER. But when the *Laser Grenadiers* shoot, the *Rangers* won't be behind cover at all! When the *Recon Grenadiers* shoot, the *Rangers* aren't behind cover either: even though they are next to a corner, the line of sight between the two units does not skim past the corner.
Since the *Battle Grenadiers* are not right next to the wall, they are not behind cover when the *Combat Rangers* shoot at them. The line of sight might pass over the corner, but the *Grenadiers* are not adjacent to it. The other two Axis squads obviously have no cover against the *Rangers*.
In the following round, the *Battle Grenadiers* move to the square marked "X." They would then gain **SOFT COVER** if they were targeted by the *Combat Rangers* (who would still be behind **SOFT COVER** also).

To find out what constitutes a corner, and therefore determine if a unit is behind cover, it all depends on what is in that square. In the previous example, the corner providing cover was part of a square without a dot, the wall of a base for instance. In this example, however, it all depends on what is standing in the X-marked square.

If X is a squad, *Assault Rangers* for instance, the *Combat Rangers* would not benefit from cover. The Grenadiers could shoot either of the two units and neither one would benefit from cover since a squad does not provide cover for another squad. (A square occupied by a squad is not "without a dot.")
If X is a vehicle, a *Pounder* for instance, the *Combat Rangers* would then benefit from cover. They can be targeted by the *Grenadiers* (line of sight skims the corner), but the *Rangers* are on the diagonal from the unit shooting at them, so they are partially hidden by the robot and therefore gain **SOFT COVER** (since a square occupied by a vehicle is "without a dot").

Multiple sources of **SOFT COVER** create **HARD COVER**. A squad behind **SOFT COVER** from both an ammo crate and a corner at the same time is behind **HARD COVER**.

Heroes have no cover value on their unit card. They are heroes: they don't hide! However, when a hero joins a squad (see below), he benefits from its cover value.

HEROES

Heroes are the main characters of the Dust universe. Famous warriors and legendary fighters, they lead the Special Forces you control.

Heroes have their own unit card. In the game, you can activate them alone, just like any other unit. They are subject to all the usual rules and can use all their abilities.

These special characters also have their own special rules:

A hero can share a square with a friendly unit, even a friendly vehicle. Heroes are the only units that can share a square with a friendly unit.

Heroes can also command troops directly. Before a battle a Hero may join a squad, as long as the hero shares the same type of **ARMOR** as the squad: A 🛡2 hero may join a 🛡2 squad, but not a 🛡1, 🛡3, or 🛡4 one.

The hero joins his squad before the beginning of the game. He enters the game at the same time as his squad and is activated with it. This choice has several effects:
- The hero and the squad are activated at the same time.
- The hero's attacks are added to those of the squad.
- Some of the hero's abilities affect the squad (check ability descriptions at the end of this booklet).
- The squad's abilities affect the hero.
- The hero's ✚ is shared with the squad. When the combined unit suffers a damage point, you must choose who loses one ✚. You can either remove one of the squad's miniatures (as usual), or you can choose to mark off a cross from the hero's unit card. Of course, once the hero loses his last ✚ he is eliminated!
- The hero and the squad are **always** in the same square.
- The hero shares the squad's cover value.

To show that a hero has joined a squad, place both units' cards together.

A hero cannot join a squad during a game. If you wish your hero to be part of a squad, they must be joined before the game begins.

A hero and his squad may decide to break off during the game. From then on, the hero operates alone as a separate unit. He cannot later rejoin that squad, and he cannot join any other squad during the game. When the hero breaks off from his squad, separate the two unit cards to show that they are acting independently. The two units are activated normally from then on, and no longer share any cover values, health points, abilities, and so on.

The two units can still share the same square (since heroes are allowed to share a square with any friendly unit).

Finally there can never be more than one hero attached to the same squad.

PREPARING A GAME

Before setting out to capture the enemy base, you need to prepare your team and find out what kind of terrain you are going to be fighting over.

Once you have mastered the rules, you will be able to use all of the units available in the Dust Tactics universe. For the time being we recommend you kick off with the first scenario "Reconnaissance," which can be found in the battle booklet. It will help you better assimilate the basic rules.

COST OF UNITS

Inside the Dust Tactics box, there are six units for each side: three squads, two vehicles, and a hero.

All these units do not share the same combat value. In order to sort out a fair game, each type of unit has its own Army Point Value, which can be used to compare units. Before the game starts, make sure both sides have the same number of Army Points (AP). To do so simply add the Army Point Values of the units you are going to use in the battle. Equal totals mean the game will be fair.
Each of the two forces in the box is worth 16AP. Future expansions will bring new units, more or less powerful. You will be able to add them to your army and keep playing fair games as long as you make sure the AP totals of both armies are equal.

The scenarios we offer have fixed AP values. You are free to modify them, as you are free to create your own scenarios or victory conditions. Dust Tactics is a game: you make what you want out of it!

CREATING A BATTLEFIELD

Once you have chosen your force, you need to create the terrain it will be fighting on. When using a scenario already written it is easy: set up the battlefield by placing the terrain tiles as shown on the diagram. Then place the terrain squares, still following the diagram. You are ready to play in minutes!

When you are not using a readymade scenario, you have to create the battlefield. It is generally made up of 9 tiles. First choose if the battle takes place indoors or outdoors.

If you cannot sort it out with your opponent, roll three dice. Whoever gets the most ⊕ gets to decide where the battle takes place.

Once you have determined the type of terrain, you will need to determine its **nature**. In Dust Tactics, there are three types of terrain density: light terrain, medium terrain, and heavy terrain.

Light terrain provides plenty of room to maneuver. Line of sight is usually easy to establish, meaning a quick and bloody battle! To simulate light terrain you get 8 terrain squares to place on the 9 tiles.
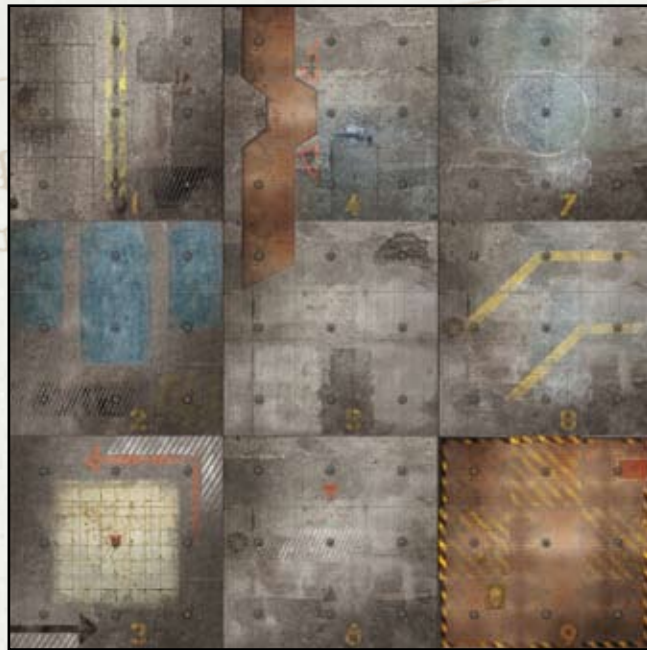
Indoor Tiles
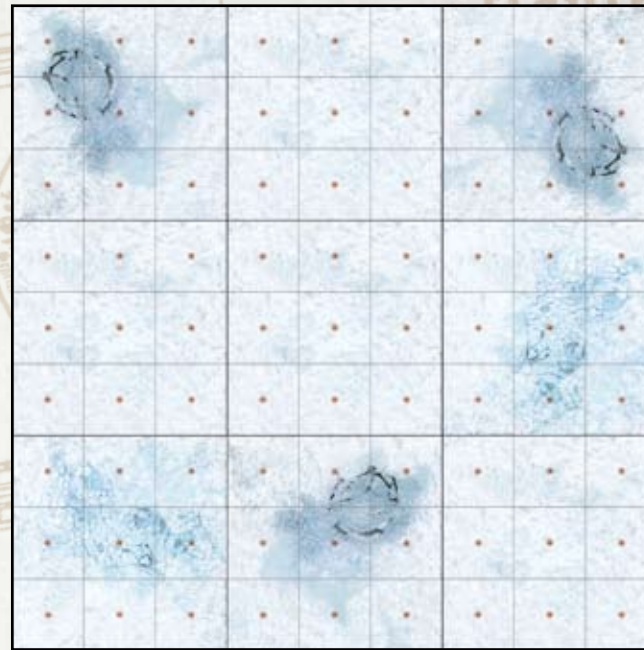
Outdoor Tiles

Medium terrain simulates a battlefield where your units will be able to hide. It favors short-range combat. To simulate medium terrain, you will have 12 terrain squares to place.
Heavy terrain is reserved for close quarters battles, to the point of engaging the enemy directly in close combat. There will be hiding places everywhere. To simulate heavy terrain, you will place 18 terrain squares.

Determining the nature of the terrain is once again very easy: each player rolls three dice. The one who rolls the most ⊕ gets to decide. The winner then chooses a terrain square and places it wherever he wants on a tile. Then it is his opponent's turn to place one. The players go on, taking turns, until all the squares are in place.

The terrain squares are divided evenly between **both sides**: each side will place 4 squares on light terrain, 6 on medium terrain, and 9 on heavy terrain.

You may also decide to create scenarios played with more or fewer than 9 tiles. Just adapt the game to your table or to the number of units you have. Should you decide to play with 12 tiles, you will need to increase the number of terrain squares (12 for light terrain, 18 for medium, and 24 for heavy).

Use the rules given above to set up the battlefield. Should there ever be an issue, show some fair play! And whenever you cannot agree with your opponent, sort it out with a roll of the dice.

The greatest battles take place on the largest battlefields! Do not hesitate to use as many tiles as you can. Make those battles epic!

PLACING COVER

Once the tiles and terrain squares are in place, you need to place the cover. You will find 6 cover pieces in the Dust Tactics box: four ammo crates and two tank-traps. To find out who will start placing them, roll three dice. Whoever rolls the most HIT chooses and places the first cover. It is then the other player's turn to place a cover and so on until they are all on the board.

The cover can **only** be placed in the "central zone" of the game table, usually the three tiles in between your side and your opponent's.

ZONE OF COVERS

In the scenarios that we offer, you are not allowed to place tank-traps inside a base (dark grey tiles). Only ammo crates can be placed inside a base. You are of course entitled to do it your way, but you should know that tank-traps inside the base will slow the game down considerably…

9 tile battlefields are generally played with 4 pieces of cover: two tank-traps and two ammo crates. Here again, do as you wish! But avoid "stuffing" the board or else the pace of the game will suffer.

Once the tiles, terrain squares, and cover are in place the game can begin! Roll for initiative (as explained earlier) and start playing.

ATTACK!

During the first round, the units must enter the gameboard. Their first action on the battlefield is always a one square move (➡), symbolizing the fact that the unit "enters" the gameboard. Once a unit has entered the game, it acts straight away! All options are not available (since the unit already moved once), but if you have a target in range, you may attack it immediately. You may also choose to perform a double movement, etc.
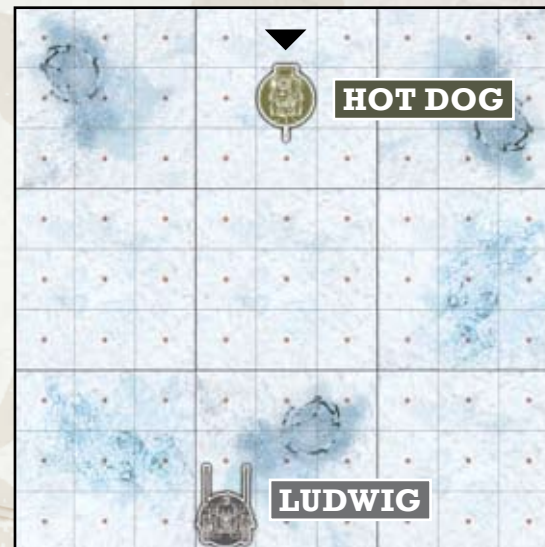
EXAMPLE: the Allies player wins the initiative. He chooses to play his *Hot Dog* first: the robot has ➡ 1. The Allies player spends this ➡ to enter the gameboard, and decides to perform a double movement. So it moves another square and is deactivated. (**MOVE + MOVE**)

It is now the Axis player's turn. He decides to start with his *Ludwig*. The player decides to move then shoot (**MOVE + SHOOT**). So he spends one ➡ to enter the gameboard, and then shoots at the *Hot Dog*, which is in range of its cannons! The line of sight is clear, the guns have the range, and the combat begins!

The units take their actions one after the other. Once they have all been played, it is the end of the first round, and the second round can begin.

REMINDER

- Units can perform two actions per round. They can choose from five different basic options: move then attack, attack then move, move twice, sustained attack, or do nothing at all!
- The initiative roll is done at the beginning of each round using three dice. The side that rolls the most ⊕ decides which side plays first that round.

Now you know how to set up a basic game and how to kick off the first round. Of course, scenarios such as those we offer, or which you write yourself, are more interesting to play. In Dust Tactics, we include eight scenarios. They can be played separately to get used to the game and the units, or they can be played one after the other as a larger campaign!

Once you have had enough of these scenarios, you will want to create your own or play those available on our website: **www.dust-tactics.com**

ABILITIES AND SPECIAL UNITS

IMPORTANT INFORMATION

Important! Whenever a special rule for a special weapon or ability 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, when you have *Jump* you 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 a unit is allowed. When using an ability that does cost an action, the ability's description is marked "(1 **ACTION**)."

EXAMPLE: *Sigrid* and the *Laser Grenadiers* choose to perform a sustained attack (**SHOOT** + **SHOOT**). Giving her enemies no chance, *Sigrid* uses the *Berserk* ability. The use of this ability does not count as an action; so using sustained attack with *Berserk* is possible (**SHOOT** + **SHOOT** + *Berserk*).

AGILE

The unit is composed of swift and agile members. When it moves, all diagonals cost one 🡒 (instead of one for the first diagonal and two for the following ones). An *Agile* unit considers diagonals as normal squares when it moves.

A hero with this ability shares it with any squad he joins.

ALL IN ONE

A unit with this ability can decided to increase its rate of fire, making the gun muzzles red hot, almost to the breaking point. Weapons cannot take much of this treatment. A unit can only use this ability once per game. When a unit calls *All In One*, it rolls twice the normal number of attack dice for all its weapons for that round, no matter which actions are taken.

ASSAULT

Once per game the unit doubles its 🡒 value, no matter which actions are taken for the round. This can even be used when the unit chooses to move twice.

A hero with this ability shares it with any squad he joins.

BERSERK

A hero with this ability sometimes loses control of his actions… He is overcome with fury and becomes an exceptional fighter. Once per game, the hero may re-roll all of his failed attacks for the round **once**. *Berserk* works with the sustained attack option: re-roll failures for sustained attack once and re-roll any further failures once with the *Berserk* ability.

A hero with this ability shares it with any squad he joins.

EXAMPLE: *Sigrid Von Thaler* joins a *Laser Grenadiers* unit. During the game, they come upon a nice juicy target: *Joe Brown* and his *Assault Rangers*. *Sigrid* decides to attack the squad using *Berserk* in combination with a sustained attack (her unit won't move). The target is within 2 squares, so all weapons are in range. Since they all do /1 damage and all have the Laser effect, all the dice can be rolled together. A total of 8 dice are rolled: 4 *Laser Gewehr*, 1 *Laser Werfer,* and 3 for *Sigrid*'s special laser pistol. The first roll produces 1 ⊕ and 7 ■! This is far from good, but it's not over… The ⊕ is re-rolled for further damage, thanks to the *Laser* effect: 1 ■, so for the moment there is only one damage point.

The 7 ■ from the initial attack are re-rolled, because of the sustained attack bonus: 1 ⊕ and 6 ■. The ⊕ is re-rolled (*Laser* effect) and misses. That's 2 damage points for the moment. Finally, the 6 ■ remaining are re-rolled again thanks to the effect of *Berserk*: 2 ⊕ and 4 ■. The 2 ⊕ are re-rolled (*Laser* effect), but they fail. The last 4 ■ are not re-rolled again since the sustained attack and *Berserk* were already used. So in the end, Joe's squad takes 4 damage points… Lucky fellow, it could have been a lot worse!

BLACK OPS

A hero with this ability is specialized in infiltration, secrets ops, and nighttime strikes. He knows speed is the key to success! When a hero with is ability is in your army, roll an extra die to determine who wins the initiative. However, should the hero be eliminated during the game, you lose this bonus.

The bonus given by *Black Ops* does not stack. Even though you might have two heroes with this ability in your army, you are still only allowed one extra die.

CHARGE

A unit with this ability can move one extra square at the end of its movement. This extra square can only be used to move into a **square adjacent to an enemy unit**. **After this extra movement, the unit must attack** with all of its weapons that have range 1, and nothing else. These attacks are allowed even if the unit moved twice this round. The extra square added by *Charge* may be a diagonal move.

A hero with this ability shares it with any squad he joins.

Using *Charge* takes all of a unit's activation and uses **all of its actions** for the round. In fact the unit performs 🡒 + 🡒 + 1 free square + attack with range 1 weapons. The second 🡒 is not required; it just helps the unit charge further (the unit could in fact do 🡒 + 1 free square + attack with range 1 weapons).

DAMAGE RESILIENT

Units with this ability are particularly tough. They take the hits without even a grunt and keep on fighting. Each time a miniature with this ability suffers a damage point, roll one die: if you obtain a ⊕, the damage point is ignored. *Damage Resilient* protection is independent from cover: a miniature with this ability and behind cover benefits from both.

A hero with this ability **does not** share it with any squad he joins.

Damage resilient does not work against *Flame weapons*, artillery weapons (range A), and any weapons with range 1.

FAST

A unit with this ability is particularly swift. It advances on the battlefield much faster than usual.

When the unit moves, add 1 🡒 to all its movements. However, this extra 🡒 is not doubled when the unit chooses to move twice. Fast does not provide a "free movement" when choosing sustained attack either.

EXAMPLE: Assault Rangers have 🡒 1 and Fast. Whenever they decide to move then shoot (**MOVE** + **SHOOT**), they can move two squares (🡒 1 + 1 🡒) and then shoot. Whenever they decide to shoot then move, they attack then move two squares.

If the Assault Rangers decide to move twice (**MOVE** + **MOVE**), they move three squares (🡒 1 multiplied by two + 1 🡒 for Fast).

Finally, when they decide to perform a sustained attack (**SHOOT** + **SHOOT**), Fast does not allow them to move (the +1 🡒 bonus only applies if the unit moves).

FIGHTING SPIRIT

A hero with this ability is an extraordinary fighter. He knows how to push his advantage and can carry on the assault relentlessly.

The hero treats all ■ as ⊕ when attacking with all of his weapons, as long as he also moved once this round. In order to gain this bonus, he must use his MOVE action before attacking.

A hero with this ability shares it with any squad he joins.

JUMP

The unit has powerful legs or jet packs that allow it to get past obstacles. During movement, you can ignore an obstacle by jumping over it. You can only land in an empty square. This jump is subjected to all other movement rules that affect movement. *Jump* allows you to travel over cover, a low wall, a pit, or a unit. You cannot jump over a building wall or a roof! In other words you cannot jump over a square with no dot. A unit with *Jump* can jump over an enemy unit, a vehicle, or obstacles, and the jump can be made diagonally.

In terms of actions, *Jump* replaces a ➡. Instead of doing so on the ground, the unit does so in the air.

EXAMPLE: The *Hot Dog* cannot get past this tank-trap normally. It could not even destroy it since it is immune to flamethrower damage (see below). There is only one solution…jump! It will need to perform a double movement (**MOVE + MOVE**) (it will be unable to attack), and can land on any of the colored squares. If any of these squares are occupied by another unit, no matter which side it is on, the *Hot Dog* could not land there.

A hero with this ability **does not share** it with any squad he joins.

SELF REPAIR

Vehicles with this ability have made it through countless battles. Their crew knows them by heart and can perform makeshift repairs, even during combat. At the end of each round, roll a die for each 🩹 the vehicle has lost. For each ⊕ rolled, your vehicle recovers one 🩹. You cannot recover more than your vehicle's maximum 🩹. *Self Repair* does not work when the vehicle is totally destroyed.

SNIPER

A *Sniper*'s devastating fire allows it to choose his target. He chooses which miniatures suffer a ⊕ when he damages a squad. When he decides to shoot at the carrier of a special weapon, his shot destroys both the carrier and the weapon. (Your squad cannot pick up the *Bazooka* for instance). The *Sniper* can also decide to target a hero. In this case, it is always the hero who loses 🩹 and not the squad.

When the *Sniper* is part of a squad, he is the only one who can choose his target—the squad's other attacks are resolved normally.

SNIPER TEAM

This is a squad composed of a miniature with a long-range weapon and a leader who guides the shot with binoculars. The shooter has the *Sniper* ability while the leader has *Spotter*. Whenever one of the squad's members is eliminated, you lose the related ability. If the unit has other abilities, the surviving miniature keeps them.

SPOTTER

A unit with this ability reverses its attack rolls. It considers ⊕ as ■, and ■ as ⊕. A *Spotter* is never found alone: he is always with a *Sniper* or a heavy weapons squad.

As the attack rolls are reversed, a unit including a *Spotter* will re-roll ⊕ results when it performs a sustained attack, instead of ■ results.

TANK HEAD

A hero with this ability is a vehicle specialist… He is just as good at repairing them as he is at blasting them!

Once per game, a hero with this ability can restore all lost 🩹 points to a friendly vehicle. This "repair" happens on the hero's activation (or that of the squad he is assigned to). The vehicle must be in an adjacent square, and the hero must spend an action to repair it. When the hero is part of a squad the whole squad spends an action. Obviously the repair does not work when the vehicle has lost all its 🩹 (it is already removed from the game).

COMMAND SQUADS

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 command squad has different abilities. If you have this type of squad, the *Command Squad* ability will appear on the unit card.

When one of the squad's miniatures is eliminated, the command squad loses any ability associated with that miniature (see below).

Some of the command squad's abilities are very potent. Whenever you activate this unit, you must announce **which ability you are going to use**. In order to use it, you will be required to roll a die. You need a ⊕ for the ability to work. A ■ is a failure: the ability does not work and **you are not allowed to try to use** another ability **until the next round.**

Some abilities do not require any die roll (this is stated in the ability description).

No matter what, **you cannot use more than one command squad ability per round**, and you are only allowed to try to do so once per round (it does not matter if the roll is a success or not).

Even though the *Command* Squad's special ability counts as only one action, you can use (or try to use) only one per round. Besides these limitations, the squad can use any other basic action in combination.
Example: In a round, you may move and try to use *Get Moving You Bunch of Monkeys!* Or you may shoot and perform a *Makeshift Repair*. But you will not be able to use *Get Moving You Bunch of Monkeys!* **and** *Makeshift Repair* in the same round.

OFFICER

The key element in your company, the *Officer* has only one ability, which is in fact an order: *Get Moving You Bunch of Monkeys! (*1 ACTION*).* When the *Officer*'s roll is successful, you choose which unit will receive the order: that unit is **reactivated** for this round. It can move again and use all its weapons (except for those that have run out of ammo, of course). This new activation takes place right after that of the command squad. In fact you will be playing twice in a row.
This order can only be given to a unit in a square adjacent to the command squad (unless there is a *Radio*).
To use *Get Moving You Bunch of Monkeys!* the Command Squad needs to spend an action.

RADIOMAN

The *Radioman* has the ability to relay any order issued by the command squad anywhere on the gameboard. You do not need to roll the dice to activate this ability, it is automatically successful.
Beware of sniper fire! Should the *Radioman* be eliminated, the *Officer* will only be able to give orders to units around him, and the *Mechanic* and the *Medic* won't be able to call reinforcements. Unlike the command squad's other abilities, the *Radioman* is "passive." It is always working… as long as the *Radioman* is on the gameboard! So when the *Officer* seeks to issue an order to a distant unit, you only need to roll the die once (for the *Officer*). This is the only case where both the *Officer* and the *Radioman* use their abilities in the same round (The *Radioman*'s ability does **not cost** an action).
The *Radioman*'s second ability is *Artillery Strike (1 Action)* (which appears printed on the unit card). Whenever the *Radioman* is eliminated, the *Command Squad* also loses the use of this ability. *Artillery Strike* costs the *Command Squad* one action.

MECHANIC

Specialized in makeshift repairs and engine problems, the *Mechanic* can use two distinct abilities.
The first is *Makeshift Repair (1 Action)*. The *Mechanic* restores one ✚ to a vehicle. This vehicle **must** be in an adjacent square (the *Radioman*'s ability does not work for remote repairs). You do not need to roll the dice to activate this ability. This ability does not work on destroyed vehicles!
Makeshift Repair costs the *Command Squad* one action.

The second ability is *Field Repair (*1 ACTION*)*. The *Mechanic* brings a vehicle that was destroyed back into the game. To activate this ability, you need a ⊕ on the die. If the roll is a success, the vehicle re-enters the battle as it did at the beginning of the game. The vehicle is activated immediately, just after the command squad. However, you may only bring **a single vehicle** back for the whole game! Choose it carefully (yes, you are allowed as many tries as you need to bring it back). If the *Radioman* is eliminated, the ability does not work.
Field Repair costs the *Command Squad* one action.

MEDIC

The *Medic* also has two abilities. The first is *Get Up, It Ain't That Bad* (1 ACTION). The *Medic* brings one miniature back into a squad, or restores one ✚ to a hero. The squad or the hero must be in an adjacent square when the *Medic* reanimates the eliminated miniature (the *Radioman*'s ability does not work to heal from a distance). The miniature is no longer eliminated, it returns to its squad with all its equipment (and its special weapons and ammo for limited ammo weapons). You do not need to roll the dice to activate this ability. Of course this ability only works if there are soldiers left in the squad! If the whole unit was eliminated, the ability does not work.
Get Up, It Ain't That Bad costs the *Command Squad* one action.

The second order is *Come On Guys; We're Going Back Out There* (1 ACTION). The *Medic* brings a whole squad, which was previously eliminated, back into the game. To activate this ability, you need a ⊕ on the die. If the roll is a success, the squad re-enters the battle as it did at the beginning of the game, with all its equipment. It is activated immediately, right after the command squad. However, you may only bring **a single squad** back for the whole game! Choose it carefully (yes, you are allowed as many tries as you need to bring it back). A hero who was eliminated cannot be brought back into the game by the *Medic*. If the *Radioman* is eliminated, this ability does not work.
Come On Guys, We're Going Back Out There costs the *Command Squad* one action.

The weapons specialist does not have any special ability. He is in charge of protecting the squad with his weapon, that's all.

The command squad's orders **do not work on the command squad itself**. The *Officer* cannot reactivate his own unit, the *Medic* cannot heal it, and so on. The command squad is worth as many army points as any other squad with the same **ARMOR** (as explained previously).

If you bring a unit back into the game using the *Mechanic* or the *Medic*, and it is eliminated again, it counts as further casualties when counting victory points! When you lose a *Pounder* (4 AP) for example, and you bring it back and it is destroyed again, you will be counting 8 AP. Beware: losing reinforcements may cost you the game!
Units that come back into the game thanks to these abilities are activated normally during the round. They re-enter the battlefield through your troops' initial deployment zone.

Command squads are as rare as able field officers… You cannot have more than one of these units in your army at the same time. This limitation does not apply if the command squads have different types of **ARMOR**. So your army may have a ⚙2 *Command Squad* and a ⚙3 *Command Squad*, but not two ⚙2's.

Finally, a hero may join a command squad only if he has the *Commander* ability.

There are no command squads in the Dust Tactics basic set, but you will discover them soon with the Artillery Strike expansion!

SPECIAL WEAPONS AND ARMAMENT

The use of special weapons does not cost any actions. To use them, like any other weapon, the unit needs to choose at least one **SHOOT** action (as explained previously).

SPECIAL DAMAGE TYPES
Some weapons in Dust Tactics inflict unusual damage. They are printed on the unit cards as explained below.
Besides the particular damage they do, these weapons may also have special damage rules.
EXAMPLE: the *Napalm Thrower* of the Allies *Hot Dog* robot does 1/🔴 and 1/💀 type damage. But it also belongs to the *Flamethrower* category, so it has special rules.

1/🔴
This type of damage simulates large explosions or flames engulfing their victims. The more victims there are the more dice you roll!
When you cause this type of damage, roll **1 die per miniature targeted** by the attack. Each ⊕ causes 1 damage point.
EXAMPLE: *Assault Rangers* attack a squad of *Grenadiers* with their *Flamethrower*. Against ⚙2, the *Flamethrower* does 1/🔴 damage. There are 5 Axis soldiers in the squad, so you will need to roll 5 dice. Each ⊕ causes one damage point.

Some particularly powerful weapons will cause 2/🔴 type damage. In this case, you will roll **two dice** per miniature targeted.

1/💀
This type of damage simulates the use of massive rockets or explosive charges. Whenever these weapons hit their target, the ensuing explosion is lethal…
When you cause this type of damage, roll 1 die per miniature targeted by the attack. Each ⊕ means a target loses **all** its remaining 🔴.
EXAMPLE: The *Hot Dog*'s *Napalm Thrower* targets a *JagdLuther* (that is an Axis 🔴 5 with 🔴 6). The Allies player rolls a die and gets a ⊕. The Axis robot explodes: it is immediately removed from the game table.

Some particularly powerful weapons will cause 2/💀 type damage. In this case, you will roll **two dice** per miniature targeted.

LIMITED AMMO WEAPONS
Some equipment is more rare or cumbersome than others. Units cannot carry as much of it as they would want into battle. To simulate this scarcity, you may find among a unit's abilities the name of one of these weapons followed by little boxes. Each box is a marker for each use of this specific weapon. You are never forced to use all of these limited ammo weapons at once! Other than the fact that you have limited ammo for them, these weapons work like any other.

EXAMPLE: *Recon Boys* have two *UGL*. On the squad's picture, you will find only two miniatures with a small grenade under the barrel. To make sure of it, among their abilities you will read: UGL and two boxes. When the *Recon Boys* use one of these, mark off as many boxes as there were *UGL*'s fired. Once all the boxes are marked, the unit is out of *UGL* for the rest of the game.

Limited ammo weapons belong to the whole unit. Whenever a squad member equipped with such a weapon is eliminated, his comrades pick up the weapon automatically. They will be able to use it later.
EXAMPLE: a squad of 5 *Grenadiers* marches into battle with three *Panzerfaust*. During the game, three *Grenadiers* are eliminated. The two survivors still have three *Panzerfaust* (if they haven't used any of them yet.)

Limited ammo weapons can be used in addition to any other weapon: they have their own weapon line on the unit card. So they may be used to shoot at a separate target (like any other weapon).

However, you may not use more limited ammo weapons per round than the number of miniatures in your squad.

EXAMPLE: *Assault Rangers* have 5 *Demo Charges*, one each. During the game, after having lost two soldiers, the squad attacks a vehicle. It may now only use a maximum of three *Demo Charges* at once (one per soldier still on the game board). The *Assault Rangers* still have all 5 *Demo Charges*, but not enough fighters to use them all at once. In the next round the unit will be able to use the two remaining *Demo Charges*, as long as there are at least two soldiers left…
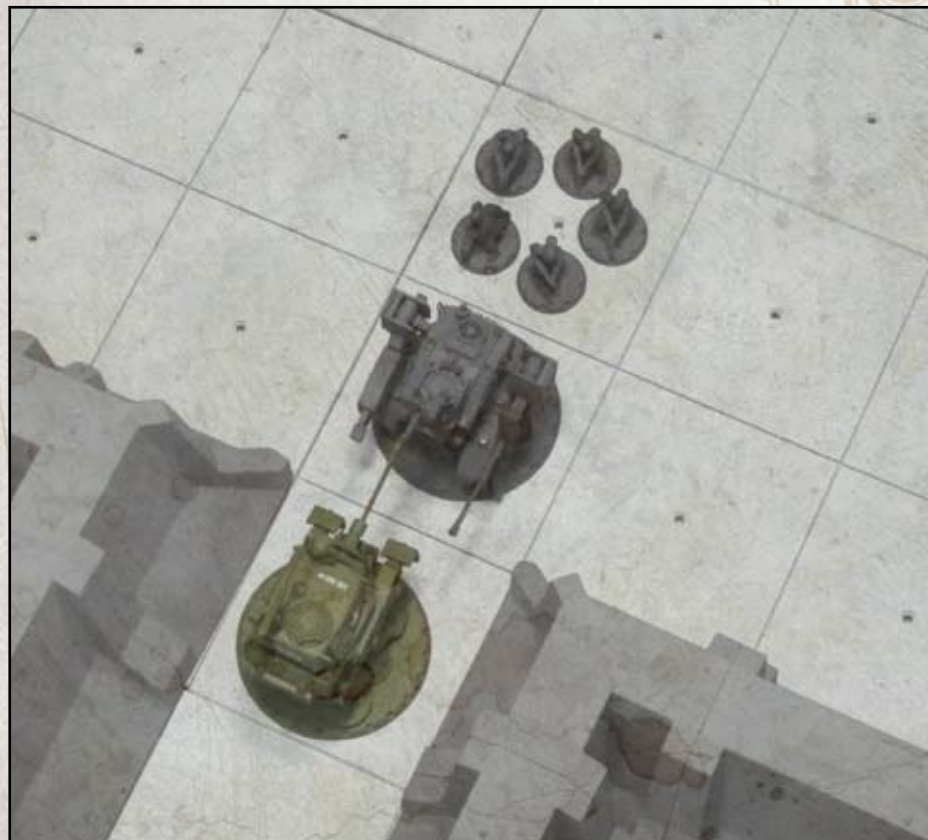
SPECIAL WEAPONS

FLAMETHROWERS

Flamethrowers are devastating weapons that inflict great damage to all types of targets. To simulate the fact that it is flames engulfing the opponent, all *flamethrower* shots ignore cover. But they are useless against tank-traps (reinforced concrete doesn't burn that well).

If you are using a *flamethrower* that shoots further than one square (such as the *Hot Dog's Napalm Thrower* for instance), all squares between your unit and the target are affected by the *flamethrower*. Even if the squares are occupied by friendly units! But, the fire of the *flamethrower* does not continue beyond a square blocking line of sight.

EXAMPLE: This *Hot Dog* torches a *Luther*. Behind the target a *Laser Grenadiers* unit is hiding. Even though the *Napalm Thrower* has a range of two, its flaming jet will not hit the *Grenadiers*, as they stand behind a vehicle blocking line of sight. The pilot of the *Hot Dog* cannot see them, so he cannot aim the jet at them.
Using the same example, if the *Grenadiers* and the *Luther* swap places, then the pilot of the *Hot Dog* could see both units. He would then be able to spray both with his *Napalm Thrower*.

Similarly, when your *flamethrower* has more than one square of range, you choose the squares where the flames spread. However, you still need to be able to target each square independently (as explained above).
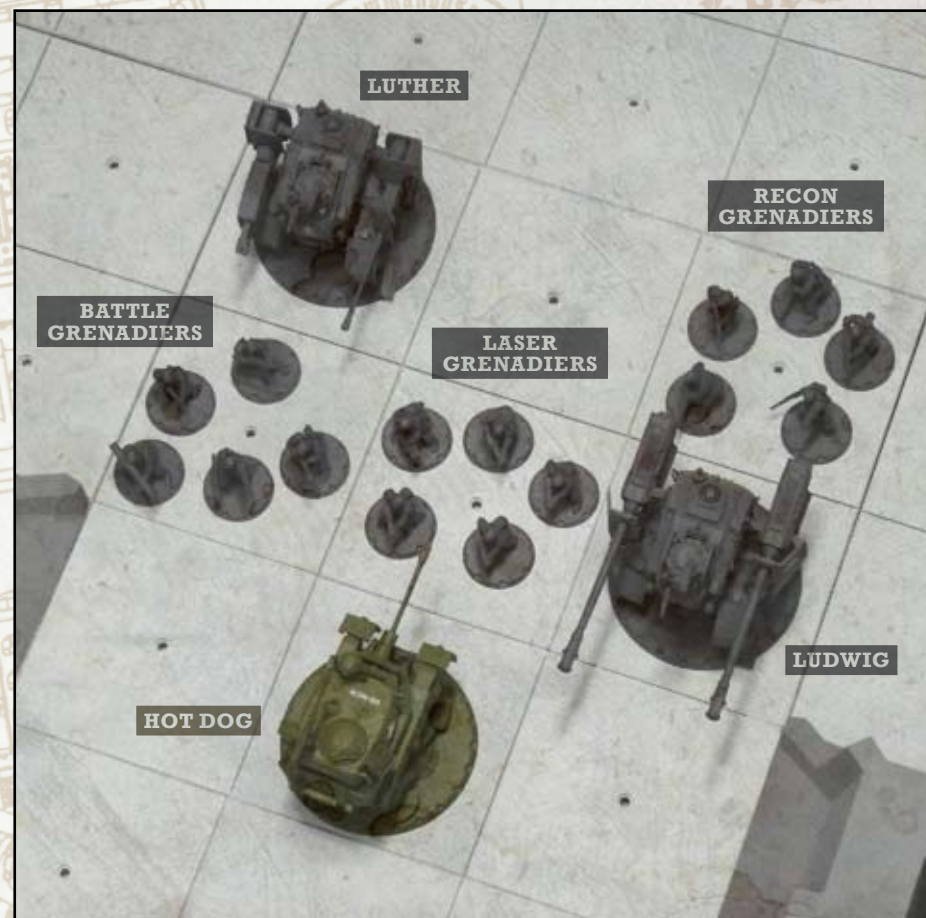
EXAMPLE: In this situation, the *Hot Dog* has many options! We are only going to have a look at its *Napalm Thrower*, not its other weapons. This powerful *flamethrower* has range 2, so the *Hot Dog*'s pilot can choose which squares to affect, as long as he respects line of sight rules.
In this example he may target either:
- The *Laser Grenadiers* and the *Battle Grenadiers*
- The *Laser Grenadiers* and the *Luther*
- The *Battle Grenadiers* and the *Luther*
- The *Laser Grenadiers* and the *Ludwig*
The *Hot Dog* cannot target the *Recon Grenadiers*. They are behind the *Ludwig* (whose square is treated like a square with no dot when resolving attacks).

To be sure that a weapon uses the *Flamethrower* rules, when a unit is equipped with such a weapon, it is printed on its unit card.

KNIFE

All the soldiers in the squad have a knife or a close combat weapon. When this weapon is printed on the unit card, all its members are able to use it. Roll one die for each member of the unit when you use this weapon.

KNIFE & GRENADE

All the soldiers in the unit have a knife and grenades. Roll one die for each member of the unit when you use this weapon.

CLOSE COMBAT: SQUAD VS. SQUAD

When you decide to use the *Knife* or *Knife & Grenade* weapons against a squad, your target is allowed to retaliate if it is equipped with these weapons. First resolve all other types of attacks. If your opponent suffers casualties, they are immediately removed from the game. Then roll your *Knife* or *Knife & Grenade* dice. Your opponent also rolls the dice for the same weapons with any survivors in his squad. Casualties on either side are then simultaneous. The sustained attack option also applies to these weapons, but cover does not.

EXAMPLE: A squad of 5 *Rangers* shoots at 5 *Grenadiers*; they are in adjacent squares (in range of their *Knife & Grenade*). The Allies player announces that he will be using his *Knife & Grenade* on the survivors. All of the squad's shots are resolved, causing 3 damage points. Remove the casualties immediately. There are only 2 *Grenadiers* left. Now, the 5 *Rangers* attack with their *Knife & Grenade*. They roll 5 dice while the *Grenadiers* roll 2 dice. The *Rangers* manage two ⊕ with their 5 dice, the *Grenadiers* get one ⊕. Result: all the *Grenadiers* are eliminated as well as one *Ranger*.

LASER

Laser weapons slice through any material, any armor. Whenever you obtain a ⊕ with a *Laser*, you are allowed to re-roll the die that caused it. As long as you keep rolling ⊕, you keep on re-rolling and adding any ⊕ rolled to your damage total. However, you may not change targets. Once the unit or the vehicle targeted is destroyed, the *Laser* stops.

EXAMPLE: A *Grenadier* shoots at a lone *Ranger* with a *Laser Gewehr*. He rolls one die against 🎯2, and obtains a ⊕, which he re-rolls. He gets another ⊕, which he re-rolls again. The final roll is a ⬛. Overall, the *Grenadier* has rolled 2 ⊕, and causes 2 damage points. This is more than enough to eliminate the poor *Ranger*, who of course has only one ⊕.

EXAMPLE 2: A squad of *Laser Grenadiers* shoots 4 *Laser Gewehr* at some *Combat Rangers*. The Axis soldiers choose sustained attack. They roll 4 dice, getting 2 ⊕ and 2 ⬛. The two ⊕ are re-rolled immediately (*Laser* effect). The 2 ⬛ are re-rolled once (sustained attack). If either of these two dice rolls a ⊕, they are re-rolled again (*Laser* effect).

To be sure a unit uses the *Laser* rule, when your unit is equipped with such a weapon it is printed on the unit card.

PANZERFAUST

This weapon can only be used once per game. If you have three soldiers equipped with *Panzerfaust* in a squad you will only be allowed to shoot three *Panzerfaust* with them for the whole game (at different times should you wish to).

You will find the number of *Panzerfaust* they have at their disposal on the unit card (which corresponds to the number of miniatures actually carrying them). Each time you use this weapon, mark the box to remember you used it.

If a unit has no boxes beside its *Panzerfaust*, it can use this weapon during the whole game: it carries enough ammo.

UGL – UNDER-BARREL GRENADE LAUNCHER

UGL are tube shaped grenade launchers fastened to the underside of assault rifles or sub-machineguns. These weapons can only be used once per game. If you have three soldiers equipped with *UGL* you will be able to fire only three *UGL* in the whole game (at different times should you wish to). Choose your targets well and do not forget to write down which miniatures already shot their *UGL*.

You will find the number of *UGL* they have at their disposal on the unit card (which corresponds to the number of miniatures actually carrying them). Each time you use this weapon, mark the box to remember you used it.

They fall from the sky and explode on impact: *UGL* grenades **always ignore** cover.

If a unit has no boxes beside its *UGL*, it can use this weapon during the whole game: it carries enough ammo.

Grenade Launcher and *Grenade Pistol* work the same as *UGL*, but they are never limited. You can use them during the whole game.

To be sure a unit uses the UGL or grenade launcher rule, it is printed on the unit card.

EXAMPLE: on Joe's unit card, among his abilities, you will find Grenade Launcher: Grenade Weapon. This way you know that when you use this weapon, it ignores cover.

RANGE "U"

Range U (Unlimited) weapons are not limited by a number of squares. They can shoot anywhere on the battlefield. However they still need line of sight!

SUSTAINED ATTACK AND LIMITED AMMO WEAPONS

If you use a limited ammo weapon during a sustained attack, you re-roll dice as usual, just like any other weapon. Re-rolling ⬛ results does not simulate the unit shooting again, but the fact that it takes its time to aim carefully.

EXAMPLE: a squad of *Grenadiers* chooses the sustained attack option. It fires three *Panzerfaust* at a *Pounder*. The result of the first roll is 1 ⊕ and 2 ⬛. The Axis player immediately marks the three *Panzerfaust* off the *Grenadiers'* card. Since they are performing a sustained attack, the 2 ⬛ are re-rolled, even though the *Panzerfaust* have already been used. In fact, the Grenadiers have no more rockets left, but it is assumed that they have taken their time to aim, hence the re-roll.

THE FIGHT GOES ON!

DUST TACTICS: ARTILLERY STRIKE
"OPERATION CYCLONE"

The first expansion will introduce the powerful artillery robots. With their special weapons, they can strike targets all over the battlefield. You will also find out about command squads, which influence battles with their many abilities.

DUST TACTICS: BLUTKREUZ ATTACKS
"OPERATION PAPERCLIP"

This expansion will take you to a terrifying castle at the heart of Germany. The strange creatures dwelling there are not the hospitable kind. This box will contain a complete Axis army and an Allies commando force, as well as new terrain tiles.

DUST TACTICS: BATTLE FOR BRITAIN
"OPERATION SEELÖWE"

With this expansion, the battles in the world of Dust start picking up pace! New fast and lethal robots make their appearance. New Axis and Allies technologies create a new generation of soldiers… And new heroes join the world of Dust!

DUST TACTICS: VRILL INVASION
"OPERATION DOWNFALL"

This expansion brings forth the mysterious Vrills, with a complete ready to play army! You will be getting robots, troops, and some of the most famous heroes of this alien people. It will come with a new campaign and new tiles to create exclusive battlefields!

DUST TACTICS: AIR STRIKE
"OPERATION HARPOON"

The battles of Dust Tactics are not only fought on the ground, but also in the air! This expansion will allow you to play the aircraft provided in the box. These powerful vehicles can ravage the battlefield in one pass… But keep away from those anti-aircraft weapons!

To keep up with any Dust Tactics news, go to our website: **www.dust-tactics.com**

CAN'T WAIT TO SEE YOU THERE!

DUST
STUDIO