





## Introduction to *Dust Tactics*

World War Two just got a whole lot more dangerous! With the proliferation of combat walkers and VK-powered weapons systems including lasers, heavy body armour, and rocket-powered jump packs, it takes a superb commander to win victories while keeping their troops alive.

*Dust Tactics* gives you the chance to lead soldiers and walkers into battle. Can you make the most of your troops' abilities and weapons to defeat the enemy? Can you lead your troops to victory? Are you ready for *Dust Tactics*? Grab an opponent, marshal your troops, and find out!

## Playing *Dust Tactics*

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

### Starting the Game

Before starting a game, players must choose a scenario to play and set up the game board according to the scenario's instructions. New players will find the Encounter scenario (see page 35) the easiest to learn.

The players then choose their forces. New players will find the forces in the starter boxed sets easy to use and balanced. If these forces are not available, the players should choose a force totalling 50 points (see page 34) for their first game.

### Game Board

The *Dust Tactics* game board is divided into squares.

Most units occupy one square, with all of the unit's miniatures placed in that square.

Large Vehicles and Large Aircraft occupy two squares, while Huge Vehicles occupy four squares. In many cases a vehicle's legs, weapons, and other equipment will overhang the edges of the squares that it occupies. Ignore these when determining which squares it occupies.

### Playing the Game

The game is played over a number of turns. In each turn, the players follow these steps:

1. Roll for initiative to determine which player goes first.
2. The first player activates one of their units.
3. The second player then activates one of their units.
4. The players continue to alternate activating their units until all units have been activated.

### Dust Dice

Dust uses dice to determine whether your troops succeed in things like shooting the enemy, taking cover, or helping a wounded comrade. Each die has two sides showing an army symbol (★ for the Allies, ☒ for the Axis, ⚡ for the SSU), two sides showing a target symbol (⊕), and two sides showing a shield symbol (☑).

Most of the time, when you need to check something, you will be asked to roll a number of dice and count those dice showing the army symbol. The total number of successes indicates how well your troops performed the task.

Sometimes, for easier tasks, you will be asked to count the number of target ⊕ symbols (when you are trying to hit something) or the number of shield ☑ symbols (when you are trying to save something) as well, making you twice as likely to succeed.

### Classic Dust Dice

The original *Dust Tactics* game used dice that had two sides showing ⊕ and four sides showing ■. If you are using these dice, any time that the rules require you to roll your army symbol, count the target ⊕ symbol as successes. When the rules count both the army symbol and another symbol as a success, count ■ as successes.

### Ending the Game

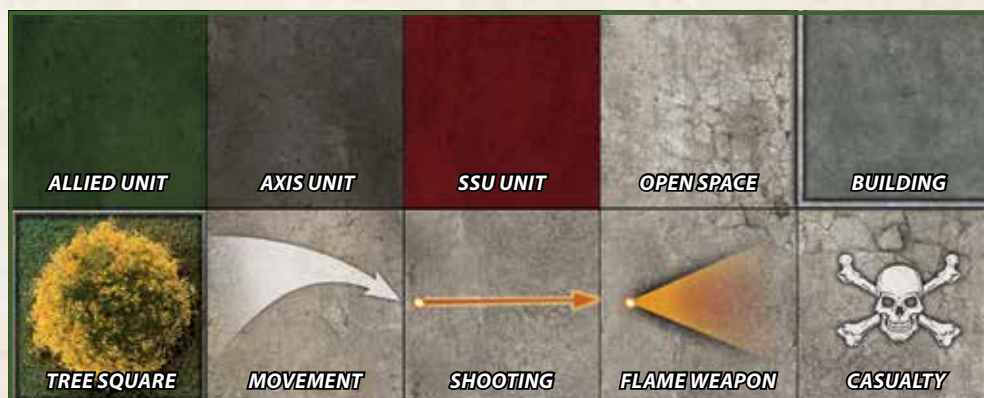
The game finishes at the end of a turn when:

- All of one player's units on the board are destroyed,
- One of the players achieves their scenario objective, or
- The scenario reaches its turn limit.

At this point players work out who won (see page 34).

## Diagram key

All of the diagrams in this book have been designed to easily illustrate how the *Dust Tactics* rules work. The most common elements in the diagrams are shown here.





## Unit Cards

Unit cards play a fundamental role in *Dust Tactics*. This section explains the layout of both sides of a typical unit card, and what the different statistics and information mean.

### Unit Name and Description

This is the unit's name and a short description or official designation.

### Bloc Symbol

This symbol tells which bloc the unit belongs to.



Allies



Axis



SSU

### Special Rules

The unit's special rules are listed here. The back of the unit card has a short explanation of the rules. Some rules can only be used once or twice in a game. These have a tick box to mark them off as they are used. *See pages 96 to 105.*

### Type Symbol

This symbol tells what type of troops the unit is made of:



Infantry units (squads, support weapons, and heroes).



Vehicle units (walkers and tanks).



Aircraft units.

### Move Rating

This shows the movement rating of the unit, that is, how many squares it can move in an action. *See page 19.*

### March Move Rating

This shows the march movement rating of the unit. *See page 19.*

### Armour Rating

This shows the armour rating of the unit. *See page 27.*

### Weapons Chart

This shows the weapons carried by the unit and their effects. The top row shows the armour ratings of targets, and each weapon's row shows its range and effectiveness against each type of target. *See page 22.*

### Weapon Description

This shows the name of a weapon and the quantity of that weapon carried by the unit. Each weapon has a code letter that matches the code beside the weapon on the picture on the back of the card. Some weapons have a limited supply of ammunition, so have tick boxes to mark when they have been used. *See page 101.*

### Notes

This indicates that a vehicle or aircraft is large (occupies two squares) or (occupies four squares). *See pages 19 and 20.* Heroes are indicated here as well.

### Damage Track

This appears on support weapons, heroes, and vehicles. There is one tick box for each point of damage the unit can take. Mark these off as the unit suffers damage. *See page 30.* Other infantry units without a damage capacity rating and damage track remove miniatures to indicate losses.



### Damage Capacity

This shows how much damage the unit can take before being destroyed. *See page 30.*

**Unit Picture**

This shows the unit. Use this to identify your miniatures and which unit they belong to. The unit's weapons are marked with code letters corresponding to the weapons shown on the front of the unit card.

**Army Points Value**

This shows the relative value of the unit in army points. Use this value when determining what force you can build. See *Choosing Your Force*, page 34.

**Bloc Symbol**

This symbol tells which bloc the unit belongs to.



**Allies**



**Axis**



**SSU**

**Special Rules**

This gives a short explanation of each of the unit's special rules. See pages 96 to 105.

**Unit Name and Description**

This is the unit's name and a short description or official designation.

**Unit Code**

This code uniquely identifies the unit. Use it when purchasing the miniatures, or searching for them online.

**Marking Cards**

Many units can take multiple hits before being destroyed, and some units limit the amount of ammunition you have or the number of times you can use special rules. The card has tick boxes for recording damage received, ammunition expended, and special rules used.

Dust Tactics cards are coated with a special varnish that allows them to be used with a dry-erase marker. Alternatively, you can slip the card into a card protector. Simply tick the boxes off with a dry-erase marker, then when the battle is over, you can easily wipe off the tick marks, ready for the next battle.

**Armour Ratings**

The various armour types are as follows:

**Infantry**

- 1:** Unarmoured soldiers whose only protection might be a helmet.
- 2:** Soldiers who wear light body armour.
- 3:** Heavily-armoured soldiers.
- 4:** Extremely heavily-armoured soldiers.

**Vehicles**

- 1:** Vehicles with no armour, such as jeeps or military trucks.
- 2:** Bulletproof vehicles capable of stopping rifle fire, but not much more.
- 3:** Light tanks and walkers that are fast and agile.
- 4:** Vehicles with medium armour, similar to most tanks of the 1940's.
- 5:** Heavy tanks and walkers.
- 6:** Very heavy tanks and walkers.
- 7:** Mobile fortresses that benefit from the heaviest armour ever made.

**Aircraft**

- 1:** Flying soldiers and slow helicopters or aircraft.
- 2:** Ground-attack aircraft.
- 3:** Heavily-armoured aircraft.



## Roll for Initiative

At the beginning of each turn, each side rolls three dice. The side that rolls the most ☼ symbols wins the initiative and chooses which player goes first. In case of a tie, the player with the most ☼ symbols wins the initiative. If it is still a tie, both players re-roll all of their dice.

### Activation

The player chosen to go first must select one of their Units to Activate (or pass if they are able). An Activated Unit performs two Actions.

After the first player has Activated their first Unit, the other player Activates one of their Units. Turn the Unit Card sideways or place a token on the Unit to indicate that it has been Activated.

Players alternate Activating their Units until all Units have been Activated. If a player has Activated all of their Units and the other player still has Units to Activate, the other player continues Activating their Units until all of them have been Activated. Once all Units have been Activated, the turn is over, both players turn their cards back, and a new turn begins with another initiative roll.

### Passing

If a player has fewer Units that have yet to Activate (counting Heroes separately from Units they have joined) than their opponent, they may elect to pass rather than Activate a Unit.

### Activating a Unit

An Activated Unit performs two Actions. When Activating a Unit, a player must declare all of that Unit's intended Actions, including any special Actions, skills, or special weapons that they want to use before performing any Actions.

The Actions a Unit can perform are:

- Nothing (page 19)
- Move (page 19)
- March Move (uses two Actions) (page 19)
- Attack (page 22)
- Sustained Attack (uses two Actions) (page 27)
- Special (pages 94 to 105)

A Unit can perform any combination of Actions except two Move or March Move Actions, or two Attack or Sustained Attack Actions. A Unit wanting to move faster takes a March Move Action rather than two Move Actions. One wanting to fight harder takes a Sustained Attack Action rather than two Attack Actions.

### No More Than Three Actions

Some Special Actions and skills (see pages 94 to 105) allow Units to take three Actions instead of two. These effects are not cumulative, so a Unit can never perform more than three Actions during an Activation.

### Activations

*The Axis player has The Ghosts and a Ludwig. The Allied player has the Bot Hunters, Grim Reapers, and a Pounder. The Allied player wins the initiative and makes the Axis player go first.*

**1** The Axis player activates The Ghosts, moving them into the tree square and attacking the Bot Hunters.

**2** The Allied player then activates the Grim Reapers and performs a sustained attack on The Ghosts.

**3** The Axis player doesn't want to activate the Ludwig at this point. They have only one unit left to activate, while the Allied player has two, so they have the option to pass and choose to do so.

**4** The Allied player would like to wait until the Ludwig activates, but has more units left than the Axis player, so cannot pass. They move the Bot Hunters into the tree square, ready for the next turn.



**5** The Axis player must now activate the Ludwig. They can either move out and shoot the Bot Hunters, giving the Pounder a target, or perform Nothing actions and stay safe. They elect to move and shoot the Bot Hunters.

**6** The Allied player activates the Pounder, moving it and attacking the Ludwig, ending the turn.



## Nothing Actions

The Activated Unit can spend its Action doing nothing.

## Move and March Move Actions

A Unit's Move rating indicates the number of squares that it can move in each Move Action. Units may move fewer squares than their maximum movement.

The facing of a Unit does not matter for movement, so a Vehicle or Aircraft may move forwards, backwards, or sideways, and end their move facing any side of the square.

Diagonal movement is also allowed. A Unit's first diagonal move in its Activation counts as one square. Each additional square moved diagonally counts as two squares of movement. If a Unit doesn't have two squares of movement remaining, it cannot make an additional diagonal move.

### March Move Actions

A Unit making a March Move Action moves a number of squares indicated by its March Move rating rather than its Move rating.



### Move Actions

A Ludwig has a Move rating of 2 and a March Move rating of 4. The white squares show where it can move if it decides to perform a Move action. The green squares show where it can move if it decides to perform a March Move action.

### Moving Large Vehicles and Aircraft

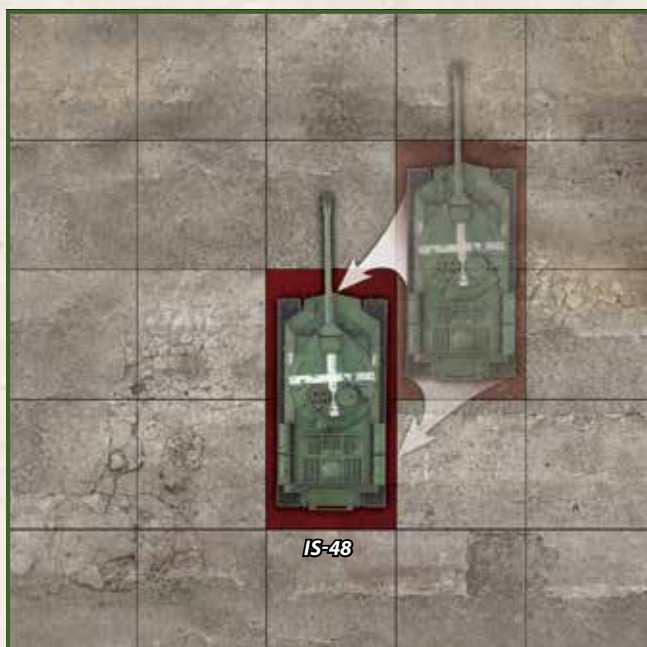
Large Vehicles and Large Aircraft occupy two squares. If a large miniature moves sideways, the other half of the miniature moves into the adjacent square previously occupied by the miniature.



### Moving Large Vehicles Sideways

An IS-48 has a Move rating of 1. It moves sideways around the corner of the building, ending with the rear of the vehicle in the square where the front started.

If a Large vehicle moves diagonally, whole vehicle moves one square on the diagonal (forward or backward).



### Moving Large Vehicles Diagonally

The IS-48 moves diagonally backwards one square.



## Moving Huge Vehicles

Huge Vehicles occupy four squares. When a Huge Vehicle moves, pick one corner of the Vehicle and move that corner one square as usual. The Vehicle can rotate within the four squares it occupies either before or after moving.



### Moving Huge Vehicles

*The Punisher moves one square diagonally, then rotates.*

## Aircraft Must Move

Aircraft must take a Move or March Move Action as their first Action in each Activation, unless they have the Helicopter special rule. As a result, most Aircraft cannot perform Sustained Attack Actions. This movement can take them in a loop back to the same square.

## Moving Through Other Units

Infantry and Vehicle Units cannot enter or pass through a square occupied by an enemy Infantry or Vehicle Unit, but can enter a square occupied by an enemy Aircraft Unit. Aircraft Units cannot enter a square occupied by an enemy Aircraft Unit.

A Vehicle Unit cannot pass through a friendly Vehicle Unit. Other than that, any Unit may pass through a friendly Unit, but it cannot end its move in the same square as another friendly Unit apart from a Hero (see page 93).

## Moving Through Terrain

In *Dust Tactics*, there are nine types of terrain.

### Open Squares

Any Unit can enter open squares, and any type of obstacle can occupy these squares.

### Tree Squares

Tree squares represent a large tree or a cluster of smaller trees. Units can move freely onto and through tree squares.

### Rubble Squares

Rubble squares represent piles of rubble. Wheeled and Tracked Vehicle Units cannot enter a rubble square. Other Units (including Infantry and Walker Vehicle Units) can move freely onto and through a rubble square.

### Structure Squares

Structure squares represent man-made structures like grain silos, fuel tanks, pillars, and other large man-made terrain other than buildings. Units cannot enter a structure square.

### Swamp Squares

Swamp squares represent shallow water, like swamps or mangroves. Vehicle Units cannot enter a swamp square. Other Units can move freely onto and through a swamp square.







### Infantry Moving Through Buildings

The Faceless Death squad cannot move through the walls except through openings in the walls. They can move out through the opening in front of them, along the building, or out through the opening diagonally behind them.

### Water Squares

Water squares represent deep water. Units cannot enter a water square.

### Ammo Crates

Ammo crates are obstacles. Any Unit can enter a square with an ammo crate. Upon entering the square, Vehicles can choose to crush the crate, removing it from the game.

### Anti-tank Traps

Anti-tank traps are obstacles. Vehicles cannot enter a square with an anti-tank trap. Other Units can move freely onto and through squares with anti-tank traps.

### Walls and Buildings

Units cannot cross a wall, whether part of a building or stand alone, but may move through appropriate openings. Small openings are less than the full width of a square. Large openings are the full width of a square. Huge openings are two or more squares wide.

Infantry Units may move through openings of any size.

Vehicle Units require large openings. Huge Vehicle Units need a huge opening to move through.

Infantry Units can move up or down a floor for one square of movement. Infantry Units can also move onto a building's roof from the top floor for a square of movement.

### Moving Around Corners

An Infantry Unit can move diagonally across the corner of a square occupied by an enemy Unit or containing terrain they cannot enter, but cannot move diagonally if the squares on either side of the diagonal are occupied by the enemy or terrain it cannot enter.

A Vehicle cannot move diagonally across the corner of a square occupied by an enemy Unit or containing terrain it cannot enter.

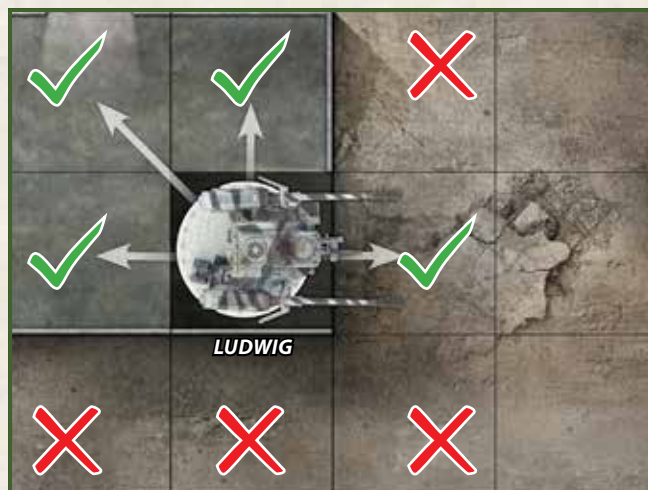
### Aircraft Move Over Terrain

Aircraft fly over the battlefield, so can move across any terrain and buildings. Aircraft can never enter terrain or buildings and are placed above them rather than in them.



### Infantry Moving Around Corners

Being infantry, the Bot Hunters can move sideways or diagonally across the corners towards the left. Units cannot move diagonally across the corner between two squares they cannot enter, so they cannot squeeze between the Ludwig and the building.



### Vehicles Moving Through Buildings

As a vehicle, the Ludwig requires a large opening to move through a wall.



### Vehicles Moving Around Corners

Grand'ma cannot move diagonally across the corner. Instead, it must take a March Move Action to move through the intermediate square by going straight ahead, then turning right.



# Attack and Sustained Attack Actions

To perform an attack, follow these steps in order:

- 1 – Check Field of Fire (page 22)
- 2 – Check Range (page 23)
- 3 – Check Line of Sight (page 24)
- 4 – Declare Targets (page 26)
- 5 – Roll To Hit (page 27)
- 6 – Roll Saves (page 29)
- 7 – Apply Damage (page 30)

## 1) Check Field of Fire

Most Infantry soldiers and Heroes can attack in any direction, except Support Weapons listed as having a Front Field of Fire can only attack targets up to 45 degrees on either side of the square it is facing.

Vehicle and Aircraft weapons have four possible Fields of Fire:

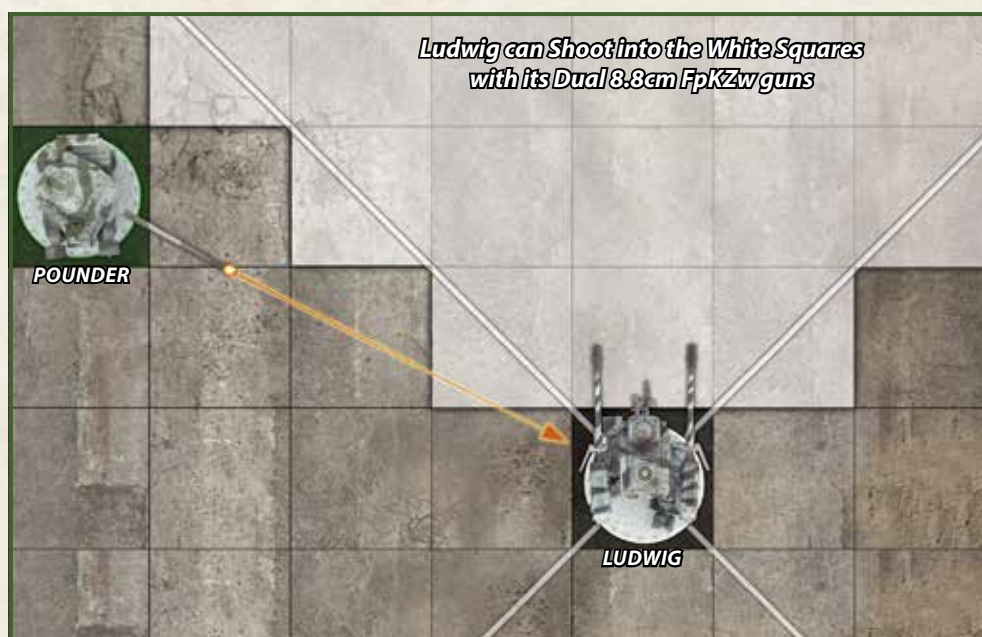
- Turret-mounted weapons can attack targets in any direction.
- Front-mounted weapons can only attack targets up to 45 degrees on either side of the square the Vehicle or Aircraft is facing.
- Side-mounted weapons can only attack targets in the 180 degrees to the side of the Vehicle (excluding the squares straight ahead and behind).
- Rear-mounted weapons can only attack targets up to 45 degrees on either side of the square to the rear of the Vehicle's or Aircraft's facing.

Remember, Units can end their movement facing any side of the square, so when you move Units that have a limited Field of Fire, point them at their intended target. If they aren't pointing at the target when they want to shoot, they will need to take a Move Action to change facing first.

### Check Field of Fire

The Pounder has a turret, so can shoot its 17 pdr gun in any direction. Despite facing in the wrong direction, it can make a Sustained Attack action against the Ludwig.

The Ludwig can only attack targets in its Front with its dual 8.8cm FPKZW guns (although it can attack targets in any direction with its Turret MG 44). As the Pounder is out of its field of fire, it needs to take a Move action to bring it into its field of fire, before it can take an Attack action.



### Range

This shows the maximum range in squares that the weapon can shoot.

### Weapons Chart

Each weapon has a line in the weapons chart describing its performance and effectiveness.

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b>	<b>1x DUAL 8.8CM FPKZW GUNS</b>												<b>FRONT</b>	
14	2/1	1/1	1/1	1/1	2/2	2/2	2/5	2/4	2/4	1/3	1/3	-	-	-
<b>B</b>	<b>1x MG 44</b>												<b>TURRET</b>	
6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-

### Combat Dice and Damage

Each entry shows the number of dice rolled to hit (the number before the slash) against a unit type, and how much damage it inflicts with each hit (the number after the slash).

### Number of Dice

The Pounder has a Vehicle Armour rating of 4. Looking at the Vehicle 4 column on the chart we see that the Ludwig gets 2 combat dice against the Pounder and each unsaved hit will cause 4 damage.

### Field of Fire

A weapon's field of fire describes its arc of fire.

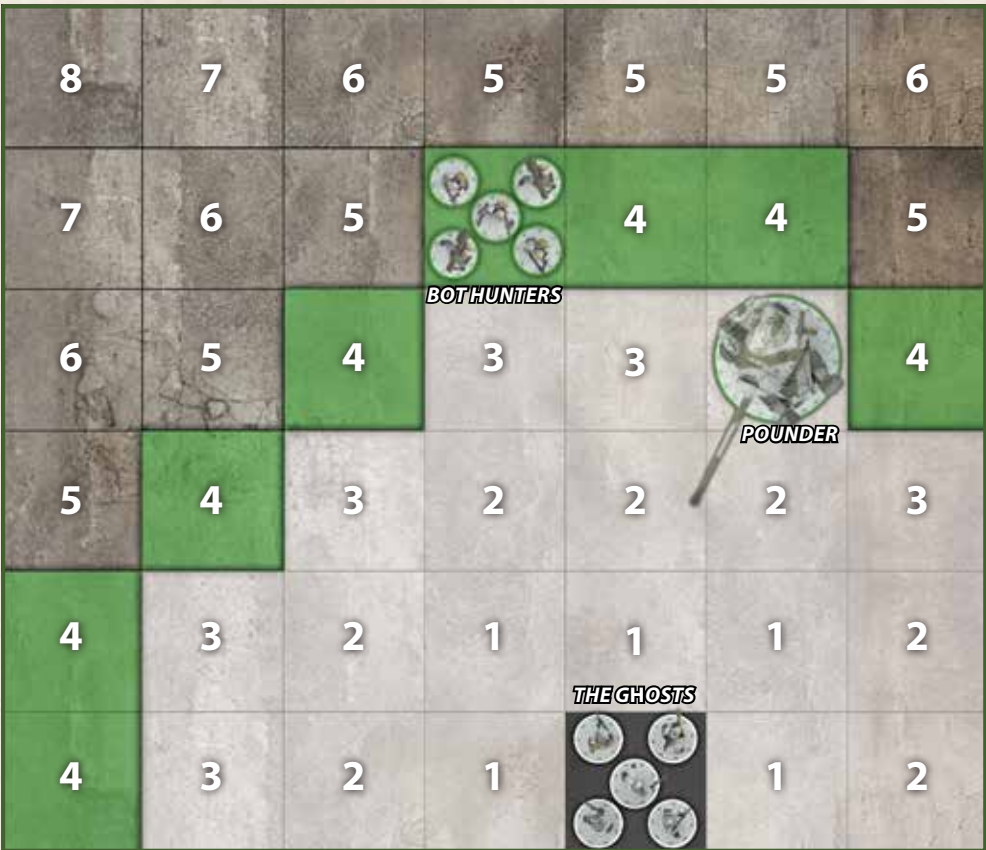
- Turret weapons shoot in any direction.
- Front weapons shoot 45 degrees either side of straight ahead.
- Side weapons shoot 180-degrees to one side of the vehicle.
- Rear weapons shoot 45 degrees either side of straight behind.



## 2) Check Range

Range is measured in squares. A weapon can only attack a target that is within its Range. Look up the Range for each weapon on the Weapons Chart of the Unit Card.

Range can also be measured diagonally, with the first diagonal counting as one square, and any additional diagonals counting as two squares.



### Check Range

The Ghosts would like to target the Bot Hunters and the Pounder. The Ghosts have two Panzerfausts with a Range of 3. These can reach the squares marked in white, so can attack the Pounder, but not the Bot Hunters. They also have four StG 47 with a range of 4 and an MG 48 with a Range of 6. These can all reach the squares marked in green, so they can attack the Pounder and the Bot Hunters.

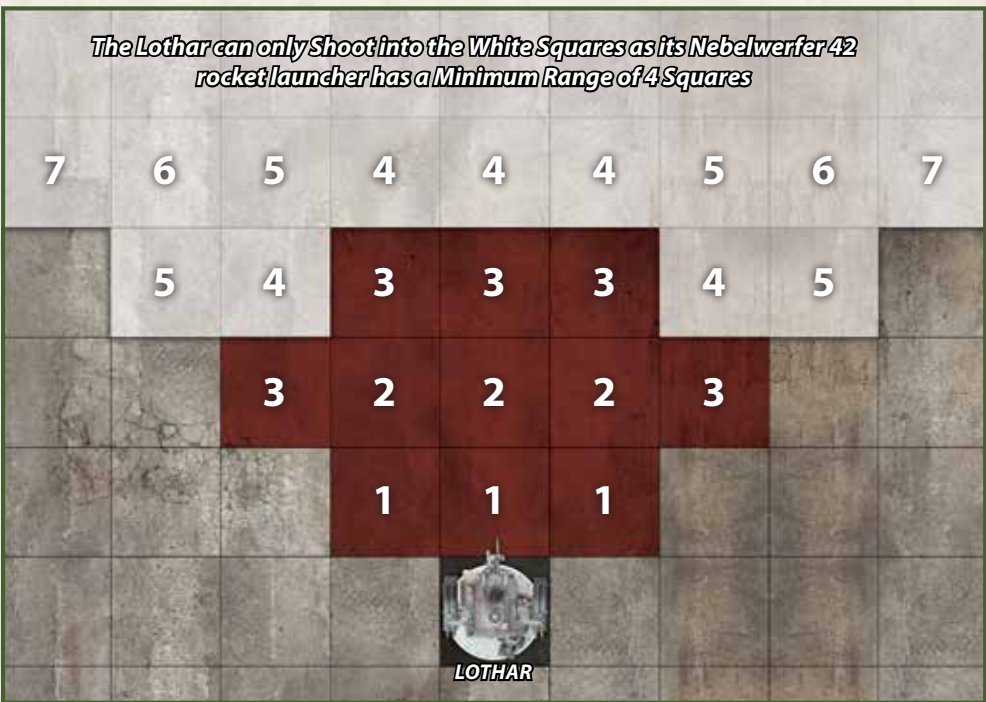
### Minimum Range (#-#)

Mortars and other low-velocity artillery lob their shells high into the air, the huge shells arcing down to blast the target with a massive explosion rather than attempting to score a direct hit. They can't bring their fire down too close as they'd risk accidentally hitting themselves.

These weapons have their Range given as a minimum range and a maximum range separated by a dash.

### Close-Combat (C)

Close-Combat (or hand-to-hand) weapons can only be used against targets in an adjacent square, and are identified as Range C. Other types of weapons are referred to as Ranged Weapons. The rules for Close-Combat Weapons are on page 31.



*The Lothar can only Shoot into the White Squares as its Nebelwerfer 42 rocket launcher has a Minimum Range of 4 Squares*

### Minimum Range

The Lothar's Nebelwerfer 42 rocket launcher has a Range of 4-14. This gives them a minimum range of 4 squares, but their range of 14 squares allows them to reach just about any target on the battlefield beyond that. It can attack targets in the white squares, but not the red squares.





### Check Line of Sight

*The Pounder can target the Faceless Death squad because it can trace an uninterrupted line between its square and Faceless Death's square.*

*The Pounder can also target The Ghosts (although there are fewer possible lines between them), but cannot target the Ludwig because a tree square blocks the line of sight.*

### 3) Check Line of Sight

A weapon can only attack a target that is within its Line of Sight. To establish Line of Sight, a player must trace an imaginary line from any point in the attacking Unit's square to any point in the target Unit's square. If every imaginary line traced from the attacker's square (or squares in the case of Large and Heavy Vehicles) to the target's square (or squares) passes through or touches blocking squares, then the Line of Sight is blocked.

#### If I Can See You, You Can See Me

No matter the situation, if an enemy Unit has Line of Sight to a friendly Unit, that friendly Unit has Line of Sight back to that enemy Unit. In other words, a Unit always has a Line of Sight to any enemy Unit that shoots at it.

#### Line of Sight Through Units

A square containing an Infantry Unit does not block Line of Sight, but a square containing a Vehicle Unit (whether friendly or enemy) does block Line of Sight.

#### Line of Sight to Aircraft

An Aircraft can see and be seen from anywhere on the game board, except that an Aircraft cannot see or be seen from a Unit immediately behind terrain that would block Line of Sight to a Vehicle Unit, and cannot see or be seen from a Unit in a building unless the Unit can be seen through or is looking through an opening on the edge of its square.

#### Line of Sight Through Units

*The Grim Reapers and The Gunners can attack the Fakyeli and Matrioshka because infantry units like The Gunners and Fakyeli do not block line of sight.*

*They cannot attack Red Thunder or the IS-48 because Matrioshka, being a vehicle, blocks their line of sight.*







### Line of Sight Through Terrain

The Ludwig has a line of sight to the Bot Hunters since it can draw a line from its square to their square that does not cross blocking terrain.

The Ludwig cannot see the Grim Reapers as the tree square stops them from drawing a line of sight from any part of its square to any part of the Grim Reapers' square.

The Ludwig can see Bazooka Joe because he is in the tree square rather than behind it.

### Line of Sight Through Terrain

Tree squares block Line of Sight to Units on the far side, but Units in the terrain can be seen as normal.

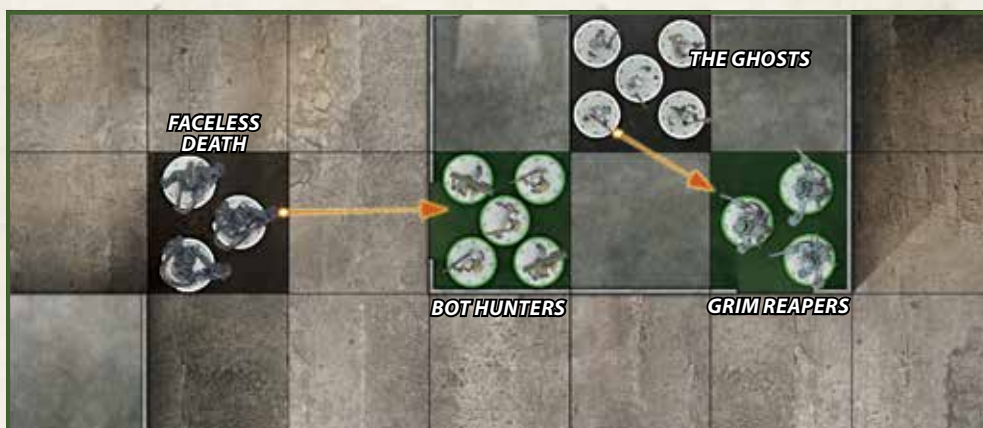
Structures, walls, and buildings block Line of Sight, except through openings. A Unit inside a building can only attack a Unit outside the building if either it or the target Unit is adjacent (including diagonally adjacent) to the opening that it is attacking through.

A Unit outside a building can only attack a Unit inside the building if either it or the target Unit is adjacent (including diagonally adjacent) to the opening the Unit is attacking through.

Other terrain does not block Line of Sight.

### Line of Sight Through Smoke

Squares containing smoke block Line of Sight to Units on the far side, but Units in the smoke can be seen as normal.



### Line of Sight Through Openings

The Faceless Death can attack the Bot Hunters who are adjacent to the opening, but cannot attack the Grim Reapers who are further inside the building.

The Ghosts inside the building can attack both Allied units as the inside of a building does not block line of sight.





#### 4) Declare Targets

After checking the Range and Line of Sight to potential targets, a player must declare each weapon's target. In addition, they must declare any skills that they will use. A Unit may elect not to use some 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. If a player declares that a Unit is using a Limited-Ammo Weapon (such as a Panzerfaust), they use that ammo, even if the other weapons destroy the target Unit first.

Players should carefully consider what targets to declare with which weapons to avoid wasting resources.

#### Soldiers with Several Weapons

Each surviving soldier in an Infantry Squad can only use one Ranged Weapon and one Close-Combat Weapon (see page 31) in each Attack Action. If they have several Ranged Weapons available to them, they must choose which one they will use for each Attack Action.

Support weapon Units have one soldier left for each damage point they have remaining. They use a two-man team to fire the support weapon (although one can do so in an emergency). Only the third or fourth soldiers of the Unit can fire other weapons if the support weapon fires. Each time a player attacks with a Support Weapon, they must choose which weapons the crew are using. The player may choose different combinations of weapons for each attack.

Heroes, being heroic, can use all of their weapons at the same time.

#### Vehicle Crews

At close-quarters, the crews of open-topped vehicles can fight with their personal weapons rather than firing the vehicle's weapons.

When a Vehicle with Crew attacks, it may choose to attack with the Vehicle's weapons or the Crew's weapons. If it chooses to attack with the Crew's weapons, it may fire one weapon for each damage point the Vehicle has remaining.

#### Units with Multiple Weapons

A player can choose a different target for each weapon that the attacking Unit can use. So, a Vehicle with multiple weapons or an Infantry Unit with multiple soldiers can attack multiple targets, or combine all of its weapons against a single target, or a combination of splitting and combining as the player sees fit.



#### Units with Multiple Weapons

*Each soldier can only fire one weapon when they attack, so two of The Ghosts elect to fire their Panzerfaust anti-tank weapons at the Pounder, while the rest fire their StG 47 assault rifles and the MG 48 machine-gun at Bazooka Joe.*

*Bazooka Joe survives and activates, attacking The Ghosts in return. As a hero, he can use both his M7 grenade launcher and his .45 ACP pistol at the same time.*

*When the Pounder (which also survived) activates later in the turn, it shoots all of its machine-guns at The Ghosts, while shooting its 17 pdr gun at the Ludwig.*

#### Vehicle Crews

*Red Rain has a 203mm BR-46S heavy mortar and three crew armed with PPSh-48 submachine-guns. The Ghosts are too close to hit with the 203mm BR-46S heavy mortar, so it attacks with the crew's submachine-guns instead. As it has already taken a point of damage and only has two points left, it can only fire two PPSh-48 submachine-guns at The Ghosts.*





**RED THUNDER**  
RED GUARDS ANTI-TANK SQUAD

PTRS-47 BAZOOKA: GRENADE -  
DER-BARREL GRENADE LAUNCHER:  
GRENADE

**RED THUNDER**

**THE GHOSTS**

RANGE	1	2	3	4	5	6	7	8	9	10	11	12	13
<b>A</b>	1x MG 48												
<b>B</b>	4x STG 47 ASSAULT RIFLE	9/1	8/1	6/1	3/1	5/1	3/1	-	-	-	-	3/1	2/1
<b>C</b>	3x PANZERFAUST (LIMITED AMMO)	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	2/1	1/1
<b>D</b>		1/4	1/4	1/4	1/4	1/5	1/4	1/4	1/3	1/3	-	-	-

### Roll to Hit Infantry

The Ghosts are shooting at Red Thunder, an infantry squad with Armour rating 2. Looking along the line for The Ghosts' MG 48 machine-gun in the weapons chart, we see that they are rated 8/1 against Infantry Armour rating 2. That means they will get eight dice for their machine-gun.

They also have four StG 47 assault rifles rated 3/1 against Infantry Armour rating 2, giving them another twelve dice for a total of twenty dice.

The Ghosts could have elected to fire their Panzerfaust anti-tank weapons instead of their StG 47 assault rifles, but as that is only rated 1/4 against Infantry Armour 2, and has limited ammo, they are better off saving them for a heavily-armoured walker.

### 5) Roll To Hit

Look up the number of dice to roll for each weapon on the Weapons Chart of the Unit Card. To do this cross reference the weapon with the Armour rating of the target. The number before the slash is the number of dice to roll.

Roll the number of dice indicated, scoring a Hit for each ☉ rolled.

### Sustained Attack Action

A Unit that took a Sustained Attack Action may re-roll all dice that failed to hit. Normally this will mean re-rolling all ☉ and ☹ results.

### Roll to Hit a Vehicle

Next turn The Ghosts are shooting at Grand'ma, a vehicle with Armour rating 3. Both the MG 48 and the StG 47 have a dash in the Vehicle Armour rating 3 column, indicating they cannot hurt it. Their only option is to use their Panzerfaust anti-tank weapons, which are rated 1/5. If they elected to fire all three of their precious Panzerfausts, they would roll three dice.

**LUDWIG**

**THE GHOSTS**

**GRAND'MA**

RANGE	1	2	3	4	5	6	7	8	9	10	11	12	13
<b>A</b>	1x DUAL 8.8CM FPKZW GUNS												
<b>B</b>	1x MG 44	14	2/1	1/1	1/1	2/2	2/2	2/5	2/4	2/4	1/3	1/3	-
<b>C</b>		6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	2/1	2/1

### Sustained Attack

Later in the turn, the Ludwig activates and performs a Sustained Attack action against Grand'ma. Its dual 8.8cm FpKZw guns roll two dice against Grand'ma's Vehicle Armour 3. It hits with a roll of ☉, and misses with a ☹. As it is performing a Sustained Attack, it can re-roll the die that did not hit. The re-roll is a ☉ scoring another hit, so the Ludwig scores two hits in total.



## Blast Weapons

The Fakyeli attack the Grim Reapers and the Bot Hunters. They decide to shoot the Bot Hunters with their shotguns, saving their Sulphur Thrower for the Grim Reapers. The Sulphur Thrower has a rating of  $\frac{1}{1}$  against Infantry Armour 3, so they will roll one die per miniature in the target unit. There are three Grim Reapers, so they roll three dice to hit.



In the next SSU activation, Koshka (piloting Grand'ma) fires her walker's VK-916 howitzer and its Sulphur Jet at the Pounder. The Pounder has Vehicle Armour 4, so the howitzer will roll one die. The Sulphur Jet has a rating of  $\frac{1}{2}$ , so it will roll one die.



## Blast Weapons

Some weapons explode with a huge blast or spray burning fuel across an area. These weapons have a  $\frac{1}{1}$  before the slash. Rather than rolling a set number of dice when a Blast Weapon attacks, roll one die for each miniature in the target Unit. If the weapon shows multiple  $\frac{1}{1}$ , roll one die per  $\frac{1}{1}$  for each miniature in the target Unit. Support Weapon Units have multiple infantry miniatures mounted on a single base, so roll one die for each miniature on the base.

## Flame Weapons

Flame weapons shoot a jet of burning fuel, making them lethal, not just to their target, but to anything in the flame's path. Flame weapons are Blast Weapons that attack all

Units, even friendly Units, in squares between the attacking Unit and the target Unit.

The flame follows the shortest possible path to the target (measured like movement or range), and may only pass through squares through which the attacking Unit has Line of Sight to the target Unit. The shooting player may choose between alternative shortest paths.

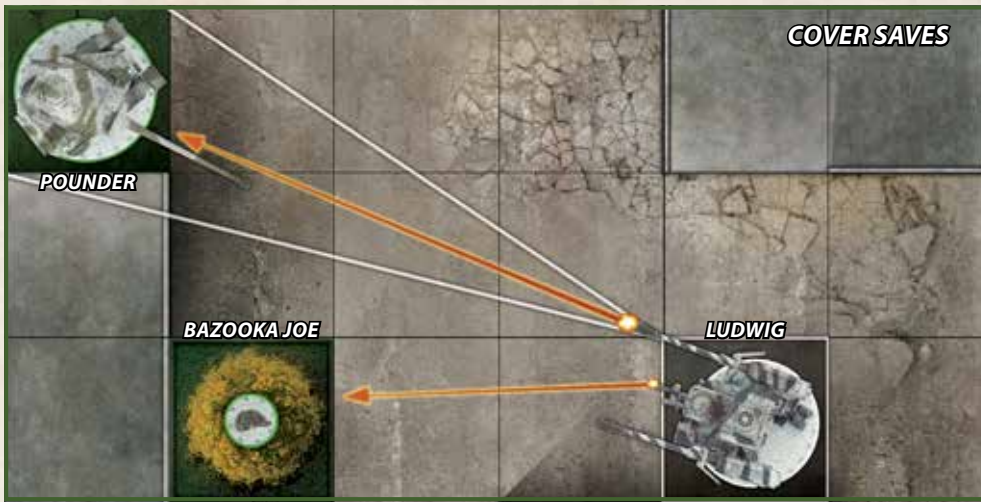
## Flame Weapons

The Fireball has a Napalm Thrower with Range 3. If it targeted The Ghosts one square away, it would just attack them. If it targeted the Faceless Death squad, it could fire through the Bot Hunters or The Ghosts, hitting whichever one it shoots through on the way. If it targeted the Ludwig, it could fire through both The Ghosts and the Faceless Death squad to hit it.

If it wanted to hit the Hans, it would have to hit the Bot Hunters as well as they are on the shortest path to the target. Not wanting to cook their own troops, the Allied player seeks another target.







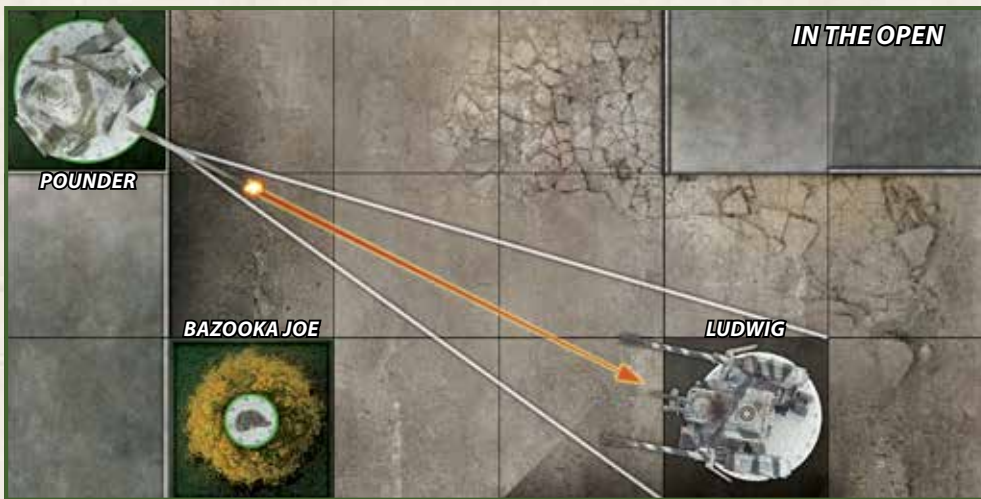
### Cover Saves

The Ludwig hits the Pounder twice with its dual 8.8cm FpKZw guns. The Pounder is in cover as it is not possible to draw a line from any one point in the Ludwig's square to every point in the Pounder's square without crossing the building. The Allied player rolls one die per hit, scoring . The cancels a hit on a vehicle in cover, so the Pounder is only hit once.

The Ludwig also hits Bazooka Joe three times with its MG 44 machine-gun, so the Allied player rolls three dice scoring . As Bazooka Joe is in cover, they cancel two of the hits, leaving one hit on Bazooka Joe.

### In the Open

When the Pounder shoots back, the Ludwig does not benefit from cover, as a line can be drawn from the Pounder to every corner of the square that the Ludwig is occupying



## 6) Roll Saves

A Cover Save represents the chance that intervening terrain absorbs the attacker's fire.

### Cover Saves

A Unit is in Cover if the attacking Unit cannot draw a line from at least one point in its own square (or squares in the case of a Large or Huge Vehicle) to all points in the target Unit's square (or squares) without passing through or touching blocking squares.

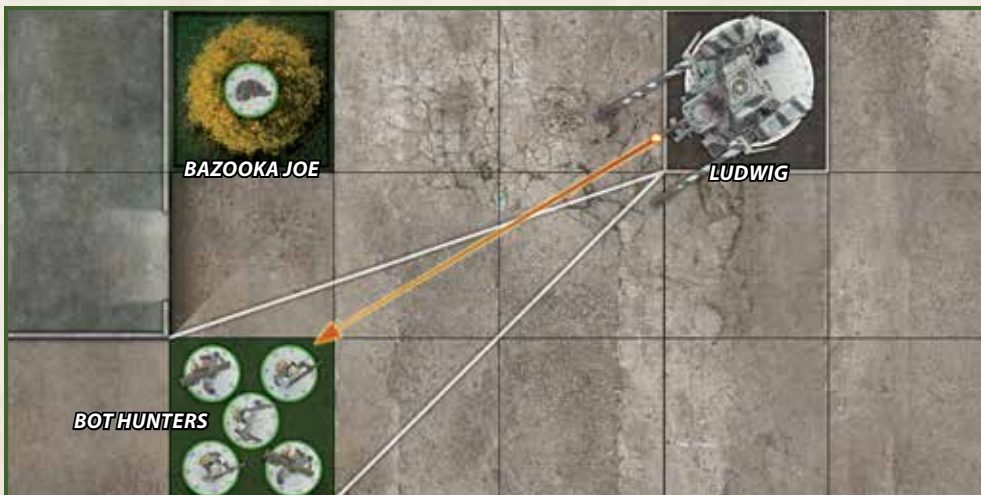
An Infantry Unit is also in Cover if it occupies a square with ammo crates, anti-tank traps, trees, rubble, buildings, or smoke. A vehicle is also in Cover if it occupies a square with trees, buildings, or smoke.

If the target Unit was an Infantry Unit in Cover, the target player rolls a die for each Hit their Infantry Unit took. Each or cancels one of the Hits. If the target Unit was a Vehicle Unit in Cover, the target player rolls a die for each Hit their Vehicle Unit took. Each cancels one of the Hits.

### Infantry Saves

Infantry Units are adept at finding cover, even in seemingly open ground.

If the target Unit was an Infantry Unit that does not get a Cover Save, it still gets an Infantry Save. The target player rolls a die for each Hit their Infantry Unit took. Each cancels one of the Hits.



### Infantry Saves

If the Ludwig had attacked the Bot Hunters rather than Bazooka Joe, they would not have been in cover, so would not have cover saves.

However, infantry units that aren't in cover still have an Infantry Save on a roll of .

With a roll of , they cancel one of the hits, leaving two hits on the Bot Hunters.





### Damage to an Infantry Squad

After the SSU player had taken all of their saves, the Hotdog shooting at the Fakyeli squad has still scored one hit with its .30 cal machine-gun and two hits with its Flame-thrower. The SSU player removes three miniatures from the squad, leaving two miniatures of their choice behind.

## 7) Apply Damage

Assign each Hit that wasn't cancelled by a save to miniatures one at a time. Resolve each Hit before going on to the next.

Each Hit on an Infantry Squad eliminates one miniature. The player controlling the Squad chooses which miniatures are removed.

Mark one cross off an Infantry Support Weapon's damage track for each Hit.

Hits on Heroes, Vehicles, and Aircraft cause an amount of damage that depends on the weapon used. Look up the amount of damage by cross-referencing the weapon that scored the Hit with the Armour rating of the target on the weapons chart. The number after the slash is the amount of damage caused. Mark one cross off a Hero, Vehicle, or Aircraft Unit's damage track for each point of damage caused.

When all the crosses are marked, the Hero, Vehicle, or Aircraft is eliminated and removed from the game board.

### Automatic Kill Weapons

Some weapons have a ☠ as their damage rating. This indicates that the miniature that was Hit marks off all of the crosses on its damage track (if it has one) and is eliminated and removed from the game board.

### Damage to a Vehicle

The Red Thunder squad scores a hit on an Allied Pounder with their PTRS-47. Cross referencing the PTRS-47 with the Pounder's Armour of 4, gives a value of 1/4, so the Allied player marks four crosses on the Pounder's damage track.

Red Thunder also scores a hit on Bazooka Joe with one of their PPSH-48 submachine-guns. Joe fails his Infantry Save, so cross referencing with Joe's Infantry Armour 2, their value is 5/1, so the player marks one cross off Joe's damage track.





## Close-Combat Weapons

Some weapons require the attacking Unit and the target Unit to be adjacent to each other (including diagonally adjacent). These weapons are classified as Close-Combat Weapons (or hand-to-hand weapons), and they are identified as Range C.

### Resolve Ranged Attacks First

A Unit may attack with its Ranged Weapons, and then attack with its Close-Combat Weapons in the same Attack Action. Resolve attacks from all other weapons first, including removing any casualties.

### Resolve Close-Combat Attacks Simultaneously

Once casualties from other weapons have been resolved, the attacking Unit resolves the attacks with its Close-Combat Weapons. Before the casualties are removed, the defending Unit retaliates with its own Close-Combat Weapons against the attacking Unit.

The casualties from all Close-Combat Weapons are then removed simultaneously.

### No Saves Against Close-Combat Weapons

Units hit by Close-Combat Weapons do not get any Cover or Infantry Saves.

### Sustained Attack and Close-Combat Weapons

A Unit performing a Sustained Attack Action must choose between using its Ranged Weapons or making Close-Combat attacks, but not both. If it uses its Close-Combat Weapons, the defending Unit still retaliates with its Close-Combat Weapons, but only performs an Attack Action.

### Standard Close-Combat Weapons

Soldiers are usually equipped with knives, bayonets, and hand grenades. They are generally very resourceful in how they use them to knock out the toughest foes, jamming grenades behind the hydraulic lines on a walker's leg, or trying to break a tank's tracks. In response, a walker pilot will try and stomp the annoying infantry before backing off.

An Infantry soldier or Vehicle (but not Aircraft) can always make a close-combat attack using Standard Weapons instead of other Close-Combat Weapons. Standard Weapons have the following characteristics:

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
STANDARD WEAPON														
C	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1



### Ranged Attacks

*A squad of The Ghosts attacks The Gunners squad who are in the doorway to a building in an adjacent square.*

*The Ghosts use their StG 47 assault rifles and MG 48 machine-gun against The Gunners scoring three hits. As The Gunners get cover from the opening, The Gunners roll their cover saves, cancelling two hits and only lose one soldier.*

### Close-Combat Attacks

*The Ghosts now attack with their close-combat weapons and The Gunners retaliate with theirs. Both use standard weapons, so roll one die per soldier.*

*The Ghosts roll five dice and score two hits.*

*The Gunners that survived the initial attacks from the StG 47 assault rifles and MG 48 machine-gun roll their four dice at the same time, scoring two hits.*

*The Axis player removes two of The Ghosts and the Allied player removes another two miniatures from The Gunners.*










## Reactive Attacks

Reactive attacks temporarily interrupt an enemy Unit's Activation to allow your Unit to open fire.

Once the opposing player has completed their first Action, you can declare that one of your Units that has not yet Activated, and that is at a Range of four squares or less from the Activating Unit, will take a Reactive Attack Action. A Reactive Attack Action must target the Unit that your opponent Activated, and no other Units. Having declared the Unit that will attempt a Reactive Attack, roll two dice after the opposing Unit has performed its first Action.

- On a roll of  , the Unit succeeds and will Activate for either a Sustained Attack Action, or a Move Action followed by an Attack Action. The Move Action can only be used to rotate the miniature (a Large Vehicle may not end the move further away from the attacking Unit than it started).
- On a single , the Unit succeeds and will Activate for an Attack Action.
- If both dice roll  or , the Unit Activates for a Nothing Action.
- Once the reacting Unit finishes its Actions, the enemy Unit continues with its second Action.

Whether you succeed or not, attempting a Reactive Attack Activates your Unit.

### Reacting to a March Move

If the opposing Unit is performing a March Move Action, the Unit moves as if it was making a normal Move Action before you attempt the Reactive Attack, then completes the rest of its March Move afterwards.

### No Reacting to a Sustained Attack Action

You cannot declare a Reactive Attack against a Unit that is only taking a Sustained Attack Action.

### No Reacting to a Nothing Action

You cannot declare a Reactive Attack against a Unit that is taking a Nothing Action as its last Action.

### Reacting to Extra Actions

Some special rules allow Units to perform three Actions when they Activate. If a Unit makes a Reactive Attack against such a Unit, the Attack Action will occur immediately before the Unit's last Action.

### No Close-Combat Reactive Attacks

Units making a Reactive Attack cannot use Close-Combat Weapons (those with Range C) as part of this Action.



### Aircraft Cannot Make Reactive Attacks

Aircraft cannot make Reactive Attacks.

### Reactive Attack

The Matrioshka was hoping to shoot the Hotdog in its activation, but the Hotdog activates before it does. The Allied player declares that the Hotdog will Attack then Move.

**1** The Hotdog performs its Attack action, killing two of the Red Thunder soldiers.

**2** As the Matrioshka is within four squares, the SSU player can declare a Reactive Attack with it, trying to shoot the Hotdog before it gets away. They roll two dice and score a  and a , so the Matrioshka will perform an Attack action.

The dual 152mm ML-20S guns can hurt the Hotdog, but the DShK 12.7mm machine-guns cannot. Normally the machine-guns would shoot at Bazooka Joe, but as it is a Reactive Attack, they must shoot at the Hotdog or not shoot at all.

**3** The Matrioshka misses the Hotdog, so the Hotdog takes its Move action and slips out of sight.








### Reacting to a Close-Combat Attack

The Fakyeli declare that they will perform a Move action then an Attack action.

**1** The Fakyeli take their Move action.

**2** The Allied player, knowing that the Fakyeli Sulphur Thrower and Shotguns could eliminate the Grim Reapers before they get to fight back in close-combat, declares that the Grim Reapers will attempt a Reactive Attack. They roll , so they will perform a Sustained Attack action against the Fakyeli before they attack.

If they had rolled a single , the Grim Reapers would take an Attack action rather than a Sustained Attack action. If they did not roll any , they would have activated, but taken a Nothing action.

The Grim Reapers take their Reactive Attack action (a Sustained Attack), killing two of the Fakyeli.


**3** The remaining three Fakyeli now finish their activation with their Attack action. They shoot two of the Grim Reapers with their Sulphur Thrower and Shotguns.


**4** Once the Fakyeli have attacked with their Ranged weapons, both sides attack with their Close-Combat weapons. Attacks with Close-Combat weapons are simultaneous, so although the last Grim Reaper is eliminated in close combat, he takes one more Fakyeli with him.




### Reacting to a Flank Attack with a Walker

The Pounder activates and the Allied Player declares that it will Move and Attack. This leaves the Axis player with a dilemma. They can attempt to make a Reactive Attack on the Pounder before it attacks, or they can wait, hope the Pounder misses, then activate and attack it back.

To make the choice more difficult, the Pounder is outside the field of fire of the Ludwig's dual 8.8cm FpKZw guns, so the Axis player will need to roll  to allow it to rotate and

then attack with its Reactive Attack. Any other roll won't let it shoot the Pounder with the forward-firing guns (it could use its hatch-mounted MG 44 on a , but that will still use up its activation).

If the situation was reversed, the Pounder would be in a better position as its rotating turret would allow it to shoot back without having to move, so a single  would be enough for it to make an attack.





## Dust Tactics Scenarios

### Setting Up the Game

Before starting a game, players must choose a scenario to play and set up the game board according to the scenario's instructions. We recommend that new players start by playing the Encounter scenario on the next page.

If you want to let the dice choose the scenario for you, roll two dice and consult the following table:

Result	Scenario
☐☐ or ☐☐	1: Encounter
☐☐	2: Grab the Dust
☐☐	3: Bait and Flank
☐☐	4: Supply Drop
☐☐	5: All-Out Attack

### Setting the Terrain

Each player chooses a board and places it either way up as shown in the scenario. The players then roll for initiative (see page 18). The player who wins initiative chooses which side of the board they will start on.

Starting with the player with the initiative, the players take turns placing a terrain item on the board. The players alternate placing terrain items until they have each placed two

terrain tiles of their choice and an anti-tank trap. Terrain items cannot be placed to block openings into buildings.

Some scenarios specify how the terrain will be set up. In this case, set the terrain up as instructed rather than using the standard method above.

### Choosing Your Force

For your first games, use the battlegroups from one of the starter sets. Once you're familiar with the game, add more miniatures to your collection and build a custom force.

When using custom forces, the players agree on the size of force they will use (measured in army points). Each unit has an army points cost on its unit card. The higher the cost, the more powerful the unit. A player can field any units from their bloc, provided that the combined total of their army points does not exceed the agreed limit. For the scenarios in this book, a limit between 50 and 100 points works well.

### Playing the Game

You are now ready to play the game. Roll for initiative (see page 18) and start playing.

#### Moving On To the Table

At the start of the game, there are no units on the board. When a unit first activates, its first action must be a Move or March Move action in which it moves on from the edge of the table. The scenario will state which squares it may use to enter the table.

Large and Huge Vehicles must move entirely onto the board by moving two squares (usually by taking a March Move action) in their first Activation.

#### Reserves

Some scenarios allow a player to bring eliminated units back into play as reserves. Each time a unit is eliminated, the owning player may elect to place it in reserve until they have placed the allowed number of units in reserve. The same unit may be placed in reserve multiple times if it keeps getting destroyed. Units placed in reserves are fresh units with no damage and all ammunition replenished.

Heroes can never be placed in reserve unless specifically noted in the scenario.

A player may elect to move a unit onto the board from reserve by Activating it during any turn after the one it was eliminated in. Unless otherwise noted, reserves move on from the same squares that the original force could move on from.

### Ending the Game

The game ends at the end of a turn when:

- All of one player's units on the board are eliminated,
- One of the players achieves their scenario objective, or
- The scenario reaches its turn limit.

The player who destroyed all of the enemy's units or took the objective wins the game. If neither side achieved victory by eliminating the enemy or taking the objective, both sides total the army points of the units they eliminated from the enemy army (counting reserves eliminated again as additional units eliminated), and the player who destroyed the most army points wins.



Generalmajor  
Sigrid von Thaller



## Scenario 1: Encounter

The front lines are fluid. Two forces seeking to exploit the situation encounter each other, immediately striving to destroy the enemy force.

### Game Board

Place the game boards with their long edges touching.

### Deployment

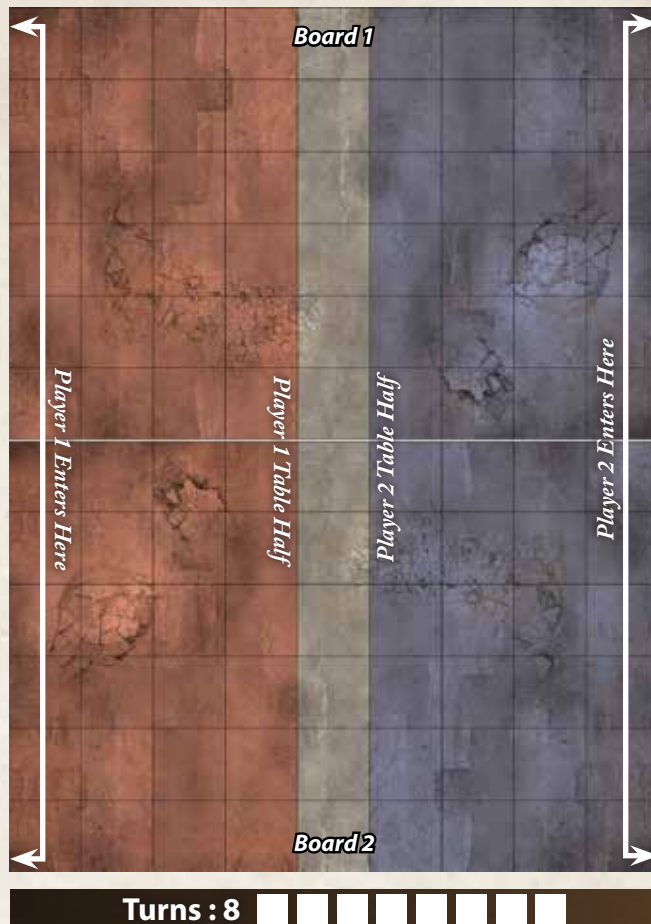
Each player's force enters the table by the squares along their long table edge.

### Objectives

There are no specific objectives to be taken. Each player seeks to destroy as much of the enemy force as possible.

### Game Length

The game lasts for 8 turns.



## Scenario 2: Grab the Dust

Following a breakthrough, the attackers are approaching a supply depot containing stores of the all-important VK dust. The defenders must retain control of this valuable resource.

### Game Board

Place the game boards with their long edges touching.

### Deployment

Each player's force enters the table by the squares along their long table edge.

### Objectives

Place an objective (🎯) in each of the centre squares of the board before placing terrain. Players may not place impassable terrain in these squares.

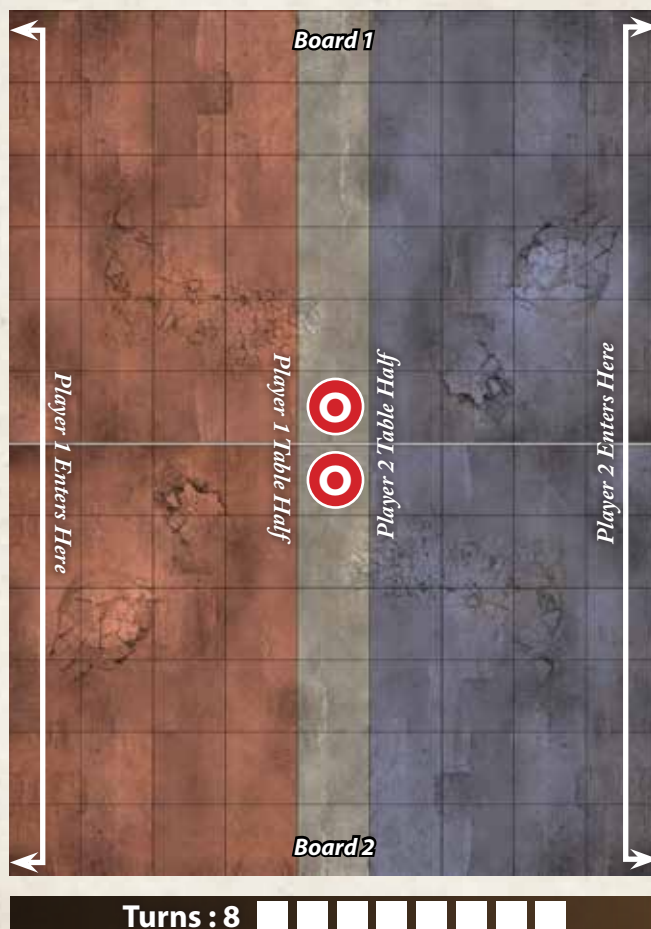
A player takes an objective by having a unit (other than an Aircraft) on an objective square at the end of a turn on or after turn three, providing there are no enemy units within two squares. If they take the objective, they win the game.

### Reserves

Each player may place two eliminated units in reserve.

### Game Length

The game lasts for 8 turns.





## Scenario 3: Bait and Flank

The plan is simple: we attack from the front to distract the enemy while we send a force to outflank and destroy them.

### Game Board

Place the game boards with their long edges touching.

### Deployment

Each player's force enters the table by the squares along their short table edge.

### Objectives

After placing the terrain, the players place one objective each in the same order as they placed terrain. These must be in the player's own half of the table, but not within two squares of a table edge, nor in impassable terrain.

A player takes an objective by having a unit (other than an Aircraft) on an objective square at the end of a turn on or after turn three, providing there are no enemy units within two squares. If they take the objective on the opponent's half of the table, they win the game.

### Reserves

Each player may place two eliminated units in reserve. These units move on to the squares along the short edges of their opponent's board.

### Game Length

The game lasts for 8 turns.



## Scenario 4: Supply Drop

Supplies are running low. Your men are out of food, and your ammunition is almost gone. More supplies have been air dropped, but they landed in no-man's land between you and the enemy. Grab them before the enemy does.

### Game Board

Place the game boards with their long edges touching.

### Deployment

Each player's force enters the table by the squares along their long table edge.

### Objectives

After placing the terrain, the players place one objective each in the same order as they placed terrain. These must be in the player's own half of the table, but not within two squares of a table edge, nor in impassable terrain.

If a player holds an objective by having a unit (other than an Aircraft) on an objective square at the end of a turn on or after turn three, providing there are no enemy units within two squares, they gain victory points for each turn they hold it. A player gains two victory points for holding the objective on their opponent's half of the table, or one victory point for the one in their own table half. A player wins by gaining a total of five victory points.

### Reserves

Each player may place two eliminated units in reserve.

### Game Length

The game lasts for 8 turns.



Turns : 8

Player 1 VP

Player 2 VP



## Scenario 5: All-Out Attack

The enemy is fielding new technology that your intel boffins would like to get their hands on. Reinforcements are being rushed to your area to ensure you recover samples.

### Game Board

Place the game boards with their long edges touching.

### Deployment

Each player's force enters the table by the squares along their long table edge.

### Objectives

After placing the terrain, the players place one objective each in the same order as they placed terrain. These must be in the player's own half of the table, but not within two squares of a table edge, nor in impassable terrain.

If a player holds an objective in the opponent's table half by having a unit (other than an Aircraft) on an objective square at the end of a turn on or after turn three, providing there are no enemy units within two squares, they gain two victory points for each turn they hold it.

A player also gains a victory point for each unit they eliminate. Heroes count as a victory point in their own right whether attached to a unit, piloting a vehicle, or on their own.

A player wins by gaining a total of seven victory points, or by having the most victory points at the end of the game.



### Reserves

Players place *all* eliminated units in reserve (including Heroes).

### Game Length

The game lasts for 8 turns.

Turns : 8 ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

