





SPECIAL RULES

Dust Tactics and *Dust Tactics Battlefield* have a variety of special rules that modify the way certain weapons work, describe the function of specialist equipment on vehicles and aircraft, or give certain units and heroes additional abilities to reflect their training, tactics, and natural talent. These rules modify the standard rules and override them any time they appear to be in conflict.

You do not need to use these special rules when you are learning to play, but they do add depth and another challenge to the game once you have mastered the basic rules.

The rules apply to both *Dust Tactics* and *Dust Tactics Battlefield*. Where there are differences, such as measuring ranges rather than counting squares, these are explained in the rules.

- Superhumans (page 92)
- Heroes (page 93)
- Command Squads (page 94)
- Skills and Equipment (page 96)
- Special Weapons (page 100)
- Vehicle Equipment (page 104)
- Passengers (page 106)
- Carrying Vehicles (page 107)
- Fortifications (page 108)

Ranges

When playing *Dust Tactics Battlefield*, convert Range ratings into measurements by multiplying by 10cm or 4". The following table converts Ranges into measurements.

Range	Centimetres	Inches
1	10cm	4"
2	20cm	8"
3	30cm	12"
4	40cm	16"
6	60cm	24"
8	80cm	32"
10	100cm	40"
12	120cm	48"
14	140cm	56"
16	160cm	64"
18	180cm	72"
20	200cm	80"
22	220cm	88"
24	240cm	96"



Superhumans

For years, Earth's major powers have been working on different ways to create superhuman soldiers. Many of these research programs began long before the war, but they received considerably more funding when it began.

Axis scientists worked tirelessly to this effect, but their research yielded only frustration and failure. Then they discovered the VK mineral and started their Untertoten and Kampffaffe programs. With these amazing breakthroughs, the programs devoted to transforming a regular human being into something extraordinary were abandoned.

The Allies and the SSU were years late in the discovery and practical applications of VK. In the meantime, however, both blocs had been experimenting with the idea of superhuman creation.

Allied superhuman research was focused on enhancing the power of the body. A soldier with enhanced strength, stamina and reflexes could be a deadly weapon. Such a soldier wouldn't get tired, could shrug off minor wounds, and could carry more gear and weapons to the battlefield.

For the SSU, superhuman research focused on enhancing the power of the mind. Years ago, Rasputin had proven that a trained mind could render a body immune to physical damage, and harness eldritch energy to perform astounding feats.

After many trials, failures, and shattered hopes, both Allied and SSU research programs at last bore fruit. As brilliant as these successes were, however, they were unable to be duplicated. This greatly frustrated the military and political powers who were expecting more bountiful results; they still lacked the superhuman army of their dreams.

Superhumans

Superhumans are Heroes. They are constantly throwing themselves into extremely dangerous situations, and won't risk the lives of the ordinary mortals with whom they serve, so a Superhuman can never Join a Unit.

Some Superhumans have sidekicks, long-time companions who stand by them no matter what dangers they might face. Sidekicks are Heroes who possess the Sidekick attribute. Sidekicks follow all the normal rules for Heroes, with the exception that they can Join the named Superhuman forming a combined Unit.

An Officer, Medic, or Mechanic cannot target a Superhuman with their Command Squad Special Actions (pages 94 to 95).

A Superhuman cannot be Suppressed, so never receives Under Fire or Suppressed tokens.



Heroes

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

Heroes are Infantry units of one miniature. Heroes are unique individuals, so one of each Hero can be in your force.

Joining Infantry Squads

In *Dust Tactics*, a Hero can share a square with a friendly Unit, even a friendly Vehicle. A Hero can Join an Infantry Squad or Support Weapon that has the same Armour rating, provided that the Hero is in the same square as that Unit (for *Dust Tactics*), or within 15cm of every, and in Line of Sight to at least one, miniature in the Unit (for *Dust Tactics Battlefield*). If the Hero and the Unit's movement rates are different, the combined Unit has the lower rate of the two.

Heroes May Join Squads to Activate

One (and only one) Hero that has not yet Activated may Join a Unit when the Unit Activates, becoming part of the Unit until the end of the Activation.

Heroes May Join Squads If Attacked

When a Hero is targeted by an attack, it may Join a Unit, becoming part of the Unit (which is now the target of the attack) until the end of the Action. If a Unit is targeted by an attack, any Heroes that can Join it may do so, becoming part of the Unit until the end of the Action.

The owning player assigns Hits between the Unit and any Heroes that have Joined it using the normal rules (see pages 30 and 56).

Heroes and Suppression

Heroes can never be Suppressed, so do not receive Under Fire and Suppressed tokens (only in *Dust Tactics Battlefield*, see page 58).

If a Hero Activates with a Unit that has an Under Fire or Suppression token, they roll three dice when rolling to remove the token. If however, the Unit remains Suppressed, the Hero must take a Nothing Action with them as their first Action.

Piloting Vehicles and Aircraft



A Hero with the Pilot or Ace Pilot Skill (see pages 96 and 99) can pilot a Vehicle. A Hero with the Air Pilot or Ace Air Pilot Skill (see page 96) can pilot an Aircraft. Only one Hero may pilot a Vehicle at a time. The Hero can begin the game mounted in a Vehicle or Aircraft as appropriate.

Activating While In A Vehicle or Aircraft

When a Vehicle or Aircraft with a pilot Activates, its pilot also Activates performing the same Action as the Vehicle or Aircraft. Count the Hero and Vehicle or Aircraft as a single Unit when determining how many Units have yet to activate for the Passing rule (see pages 18 and 42).

Damage to Pilots

While piloting a Vehicle or Aircraft, a Hero cannot be targeted by an attack and cannot use their own weapons, but can use their Skills.

If the Vehicle or Aircraft is destroyed, the pilot's player rolls a die. On a roll of  or , the Hero escapes unharmed. Otherwise the Hero takes a point of damage. In *Dust Tactics*, the Hero is placed into any square the Vehicle or Aircraft occupied. In *Dust Tactics Battlefield*, the Hero is placed within Range 1 (10cm or 4") of the Vehicle. The Hero counts as having Activated for this turn.

Mounting and Dismounting Vehicles

A Pilot or Ace Pilot may mount a Vehicle by moving into contact with it. In *Dust Tactics*, this requires the Unit to move into the Vehicle's square. In *Dust Tactics Battlefield*, this requires all of the Unit's miniatures to move to the Vehicle's body. Place the Hero miniature on the Vehicle's or Aircraft's Unit Card to show that they are mounted.

A Hero can dismount from a Vehicle before the Vehicle Activates by performing a Move or March Move Action to move away from the Vehicle. If a Vehicle's pilot dismounts, the Vehicle cannot take any Actions until they mount it again unless it is a Large or Huge Vehicle.

Activating With a Squad

As Action Jackson is within 15cm of the entire Red Devils squad (if it was *Dust Tactics* they would need to be in the same square) he can Join them and they can activate together.



Action Jackson and the Red Devils take a Move action, then an Attack action trying to knock out the Sturmluther.



Command Squads



Command Squads are the leadership of your army. They are Infantry Units that include Officers, Radio Operators, Medics, and Mechanics. Each of these specialists can perform Special Actions. If any of these specialists are eliminated, the Command Squad loses their abilities.

Officer Special Actions

Officers lead your force, keeping them moving, supplied with ammunition, and up to strength.


Radio Operators allow Officers to communicate with widely-scattered units. Command Squads with Infantry Armour 3 or 4 combine the roles of Officer and Radio Operator into one soldier. Vehicles always have a Radio Operator.

Ammo Drop

A Unit with an Officer may take an Ammo Drop Action. If they do so, the player rolls a die. On a  or , the player selects any Unit that is within Line of Sight and Range 2 (2 squares in *Dust Tactics*, 20 cm or 8" in *Dust Tactics Battlefield*) of the Officer, and that has Limited Ammo weapons (see page 101), and replenishes it back to a full ammunition load.

If the Officer has a Radio Operator, they can request an Ammo Drop for any Unit on the board.


Get Moving You Bunch of Monkeys

A Unit with an Officer may take a Get Moving You Bunch of Monkeys Action. If they do so, the player rolls a die. On a , the player selects any Unit that is within Line of Sight and Range 2 (2 squares in *Dust Tactics*, 20 cm or 8" in *Dust Tactics Battlefield*) of the Officer, and that has already been Activated this turn. The Command Squad's Activation immediately ends, and the selected Unit Activates again.

This means that the player Activates two Units consecutively. A Unit may only be re-Activated once per turn.

If the Officer has a Radio Operator, they can re-Activate any Unit on the board.


Reinforcements

A Unit with an Officer may take a Reinforcement Action. If they do so, the player rolls a die. On a , the player selects an Infantry Squad or Support Weapon (but not a Hero) that has been eliminated, and calls up a replacement unit as reinforcements. The Command Squad's Activation immediately ends, and the reinforcing Unit Activates. This means that the player Activates two Units consecutively.

The reinforcing Unit enters the game in the same way as Reserves (see pages 34 and 64), moving on from the edge of the board. If the reinforcing Unit is eliminated a second time, it counts as another Unit eliminated when determining victory (see pages 34 and 63).

Once an Officer has succeeded in calling up reinforcements, the player cannot use the Reinforcement Action again.

Replacement Vehicle

A Unit with an Officer may take a Replacement Vehicle Action. If they do so, the player rolls a die. On a , the player selects a Vehicle that has been eliminated, removes the Vehicle as the wreck is recovered, and calls up a replacement for it. The Command Squad's Activation immediately ends, and the replacement Vehicle Activates. This means that the player Activates two Units consecutively.

The replacement Vehicle enters the game in the same way as Reserves (see pages 34 and 64) moving on from the edge of the board. If the replacement Vehicle is eliminated a second time, it counts as another Vehicle eliminated when determining victory (see pages 34 and 63).


Once an Officer has succeeded in replacing a Vehicle, the player cannot use the Replacement Vehicle Action again.

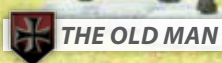


Get Moving You Bunch of Monkeys

The Axis player needs the Sturmkönig to shoot down a marauding Thunderstrike fighter-bomber, but it has already activated this turn. Fortunately, The Old Man, a Command Squad, has not yet activated.

The player activates The Old Man and his squad, declaring that they will perform two Get Moving You Bunch of Monkeys Actions (they really need the Sturmkönig to activate again!).

They roll a  for the first Get Moving You Bunch of Monkeys Action, so the Command Squad's activation ends, and the Sturmkönig activates.




Get Up, It Ain't That Bad

The Allied player has lost two of their Hammers, so they activate The Big Boss, a Command Squad. They take a Move action to reach the Hammers, then a Get Up, It Ain't That Bad action to try and fix up one of the injured Hammers.

 THE BIG BOSS



 HAMMERS

They roll a , so they place one of the eliminated Hammers back with their unit.

Medic Special Actions

Medics keep your soldiers functioning in the heat of battle, treating minor wounds and overcoming battlefield fatigue.

Get Up, It Ain't That Bad




A Unit with a Medic may take a Get Up, It Ain't That Bad Action. If they do so, the player rolls a die. On a  or , the player selects any Infantry Unit that is within Line of Sight and Range 1 (an adjacent square in *Dust Tactics*, 10 cm or 4" in *Dust Tactics Battlefield*) of the Medic. If the Unit is an Infantry Squad, they then return an eliminated miniature to the Unit. If the Unit is a Support Weapon or Hero, they remove one point of Damage to that Unit.

Returning an eliminated miniature does not change the amount of ammunition the Unit has for its Limited Ammo weapons (see page 101).

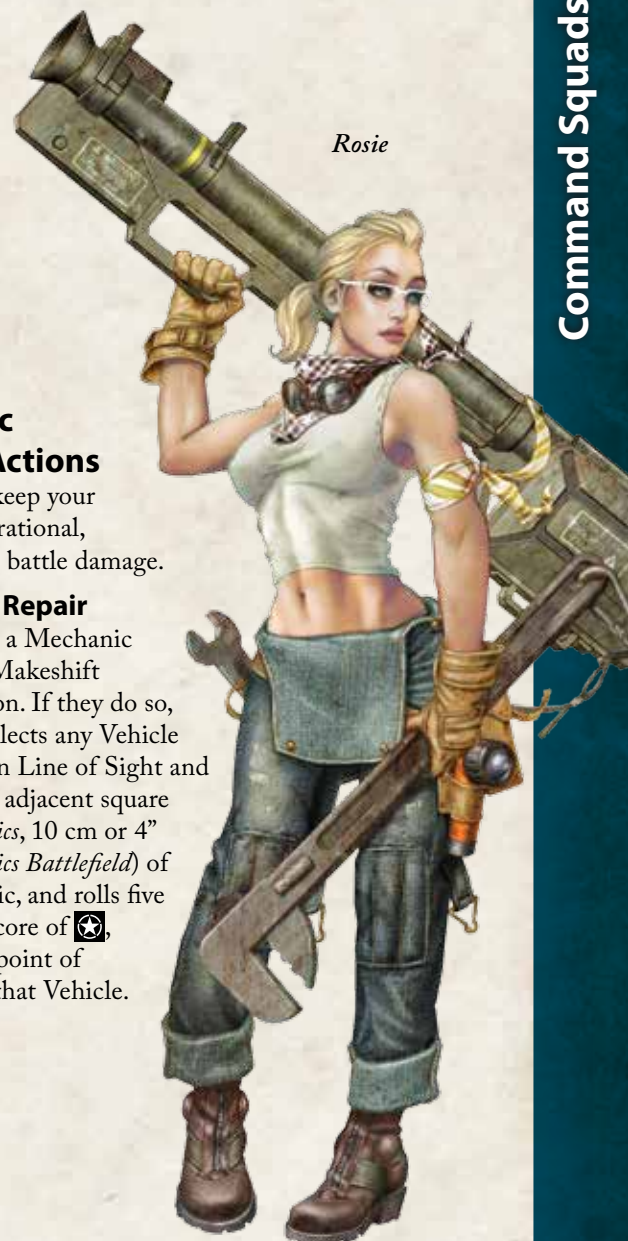
Inject Stimulants

Some medics are issued experimental stimulants. These chemicals are still being tested and no one quite knows what the side effects are, but boy do they work!

A Unit with a Medic may take an Inject Stimulants Action. If they do so, the player selects any Infantry Unit that is within Line of Sight and Range 1 (an adjacent square in *Dust Tactics*, 10 cm or 4" in *Dust Tactics Battlefield*) of the Medic, and rolls a die. Depending on the score, the player places an Attack Stimulants or a Move Stimulants token on the Unit's Card.

- On a , the player chooses either token.
- On a , it is an Attack Stimulants token.
- On a , it is a Move Stimulants token.

If a Unit Activates while it has an Attack Stimulants token, it removes the token and treats an Attack Action as a Sustained Attack Action. If a Unit Activates while it has a Move Stimulants token, it removes the token and treats a Move Action as a March Move Action. These result in the Unit taking three Actions in that Activation.




Rosie

Mechanic Special Actions

Mechanics keep your vehicles operational, fixing minor battle damage.

Makeshift Repair

A Unit with a Mechanic may take a Makeshift Repair Action. If they do so, the player selects any Vehicle that is within Line of Sight and Range 1 (an adjacent square in *Dust Tactics*, 10 cm or 4" in *Dust Tactics Battlefield*) of the Mechanic, and rolls five dice. Each score of , returns one point of Damage to that Vehicle.

Skills and Equipment

Some units and heroes have specialist skills (or just natural aptitude), training, or equipment that allows them to perform at a level that leaves less gifted soldiers in awe.

A player must declare that they are using a Skill before rolling any dice that might be modified by that Skill.

Unless otherwise stated, Skills used by a Hero apply to a Unit they have Joined, and Skills used by a Unit apply to a Hero that has Joined their Unit. If both Hero and Unit have the same Skill, it applies equally to both, but they do not gain the Skill twice. If the Skill is only usable once per game, both the Hero and the Unit use it at the same time.

Ace Air Pilot

A Hero with the Ace Air Pilot Skill can pilot an Aircraft (see page 93). Roll a die when the Aircraft that they are piloting Activates. On a ⚔ or ⚔ the Aircraft gains a third Action for this Activation. A Hero with the Ace Air Pilot Skill does not share it with any Unit they Join.

Ace Pilot

A Hero with the Ace Pilot Skill can pilot a Vehicle (see page 93). Roll a die when the Vehicle that they are piloting Activates. On a ⚔ or ⚔ the Vehicle gains a third Action for this Activation. A Hero with the Ace Pilot Skill does not share it with any Unit they Join.

Advanced Reactive Fire

A Unit with the Advanced Reactive Fire Skill (and any Unit it has Joined or Hero that has Joined it) can attempt a Reactive Attack at up to Range 6 (6 squares in *Dust Tactics*, 60cm or 24" in *Dust Tactics Battlefield*). It counts ♣ as ⚔ when rolling for number of Actions.

Air Pilot

A Hero with the Air Pilot Skill can pilot an Aircraft (see page 93). A Hero with the Air Pilot Skill does not share it with any unit they join.

Artillery Observer

One of the greatest advantages of artillery is that it doesn't need to see the target. It can use an observer to radio back the coordinates of the enemy and then hit them from afar.

When a Unit with Artillery Observer performs an Attack or Sustained Attack Action, they may use Artillery weapons (see page 100) of a friendly Unit that has not yet Activated, rather than their own Unit's weapons.

The Artillery Unit immediately Activates and performs an Attack or Sustained Attack Action (whichever the Artillery Observer is performing) with its Artillery weapons. The Artillery Unit uses the Artillery Observer to determine Line of Sight rather than its own position, but must check its Field of Fire and Range as normal.

If the Artillery weapon is a Reload weapon (see page 102) and did not perform a Sustained Attack action, it may perform a Reload Action either before or after the Attack Action. The Artillery Unit then finishes its Activation and the Artillery Observer continues with its Activation.

Assassin

A Hero with the Assassin Skill chooses which enemy Soldiers are assigned its Hits when using Close-combat Weapons. A Hero with the Assassin Skill does not share it with any Unit they Join.

At the Double

A Unit with the At the Double Skill (and any Unit it has Joined or Hero that has Joined it) may perform a free Move Action immediately after performing a March Move Action.



Blutkreuz

Totenmeisterin is leading a unit of Zombies into the attack. When the Zombie unit activates, its Move rating increases to 3, its March Move rating increases to 4, and it gains Charge because it is within Range 1 of Totenmeisterin and her Blutkreuz. The unit performs a March Move and attacks the Hammers.



The Totenmeisterin activates. As the first action, she moves to within Range 1 of the Zombies. For her second action she uses her Resurrection skill to raise eliminated zombies. Rolling a die for both of the eliminated zombies, she scores , returning one zombie to the unit.



Berserk

When a Berserk Hero scores a hit with a Close-Combat Weapon, roll another die scoring a further Hit on a roll of . Continue scoring Hits and rolling an additional die for each Hit until it rolls a miss.

If the Hero has a special rule that allows it to Hit on a roll of as well as , it only counts a as a Hit for the first roll. The additional rolls only Hit on a roll of .

A Hero with the Berserk Skill does not share it with any Unit they Join.

Black Ops

If your force has a Hero with the Black Ops Skill you roll four dice for initiative rolls (see page 18 and 42).

Blutkreuz

The Blutkreuz (Blood Cross) is a powerful and arcane device that allows a Totenmeister (Master of the Dead) to control the Untertoten, the lesser dead.

All Mindless Zombie Units (see page 99) within Range 1 (1 square in *Dust Tactics*, 10cm or 4" in *Dust Tactics Battlefield*) at the start of their Activation increase their Move to 3, their March Move to 4, and gain the Charge Skill.

A Hero with the Blutkreuz does not share this ability with any Unit they Join.

Brave

A Brave Unit rolls three dice instead of two when rolling to remove Under Fire or Suppressed tokens (see page 58).

Camouflage

A Unit with the Camouflage Skill may take a Camouflage Special Action. Once it has done so, no enemy Unit has Line of Sight to it if it is in Cover (see pages 29 and 54) from them and at Range 3 (3 squares in *Dust Tactics*, 30cm or 12" in *Dust Tactics Battlefield*) or more. This benefit ends if the Camouflaged Unit takes any Action other than a Move or Nothing Action (Artillery Observers can use their Skill to attack with an Artillery Unit as well). The Unit starts the game Camouflaged.

A Unit with the Camouflage Skill does not share it with any Unit they Join nor with Heroes that Join this Unit.

Charge

A Unit with the Charge Skill (and any Unit it has Joined or Hero that has Joined it) may perform a free Attack Action using Close-Combat Weapons immediately after performing a March Move Action.

Cheat Death


If a Hero with Cheat Death is eliminated, roll a die at the end of the Action. On a roll of or , the Hero removes one point of Damage and survives, but gains a Stunned token.

A Unit with a Stunned token cannot fight, including fighting back if attacked in Close Combat. Any time a Unit Activates while it has a Stunned token, it must perform a Nothing Action as its first Action, then removes any Stunned tokens.

If a Unit with a Stunned token attempts a Reactive Attack, it rolls a single die rather than two to see if it can make a Reactive Attack, but removes the Stunned token whether or not it succeeds in making an Attack action.

Damage Resilient

The Babushka attacks Lara and the Panzers, scoring two hits with its Dual Maxim Gatling guns and three hits with its 12.7mm DShK machine-guns.

The Axis player assigns the first hit from the machine-guns to Lara, who then makes her Infantry Save and cancels the hit. They then allocate the second hit to Lara as well. Lara fails her Infantry Save, so takes one point of damage from the hit. She then rolls for her Damage Resilient skill, scoring a , cancelling the damage. They then assign the third machine-gun hit to Lara as well. Lara fails both her Infantry Save and Damage Resilient roll, so takes one point of damage.

 BABUSHKA


 THE PANZERS


 LARA

Commissar

A Commissar must be attached to an Infantry Unit at the start of the game, becoming part of the Unit for the rest of the game. A Unit with a Commissar rolls three dice instead of two when rolling to remove Under Fire or Suppressed tokens (see page 58).

Damage Resilient

Each time an Infantry Squad that is Damage Resilient is assigned a Hit that is not cancelled by a Save (see pages 29 and 54), roll a die. On a result of , cancel the Hit.



Each time a Support Weapon, Hero, Vehicle, or Aircraft that is Damage Resilient is assigned a Hit that is not cancelled by a Save, mark off the resulting Damage on the unit's Damage Track as normal. Then roll one die for each point of Damage marked off as a result of the Hit. Each  rolled cancels one point of Damage (clearing the mark on the card).

A Unit that is Damage Resilient does not share it with any Unit they Join nor with Heroes that Join this Unit.



Defensive Tactics

A Unit with the Defensive Tactics Skill (and any Unit it has Joined or Hero that has Joined it) gains Damage Resilient when in Cover.

Expert - Weapon

A Hero with the Expert Skill hits on rolls of  as well as  when making an Attack or Sustained Attack action with the named weapon.

Fighting Spirit

Once per game, a Unit with the Fighting Spirit Skill (and any Unit it has Joined or Hero that has Joined it) hits on rolls of  as well as  when making an Attack or Sustained Attack action.

First Strike

A Unit with the First Strike Skill resolves all their Close-Combat Attacks and applies the results (including removing eliminated miniatures) before the enemy Units make their Close-Combat Attacks.

A Unit with the First Strike Skill does not share it with any Unit they Join nor with Heroes that Join this Unit.

Flying



A Unit with the Flying Skill has jet packs that allow it to fly over obstacles. During movement, the Unit can move over any Terrain as if it were Open terrain, provided that it ends its move in Terrain that it could normally enter.

If a Hero has Joined a Unit, both must have the Flying Skill for either to use it when they Activate together.


Gorilla





Only a Gorilla Hero may Join a Gorilla Unit. Gorilla Heroes cannot Join Units that are not Gorillas.

Infantry Ace

A Hero with the Infantry Ace Skill rolls a die when it Activates. On a  or  the Hero (and any Unit it has Joined or Hero that has Joined it) gains a third Action for this Activation.

Killing Spree

When a Hero with Killing Spree scores a hit with a Ranged Weapon, roll another die scoring a further Hit on a roll of . Continue scoring Hits and rolling an additional die for each Hit until it rolls a miss.

If the Hero has a special rule that allows it to Hit on a roll of  as well as , it only counts a  as a Hit for the first roll. The additional rolls only Hit on a roll of .

A Hero with the Killing Spree Skill does not share it with any Unit they Join.



The Axis player then decides to allocate the first Dual Maxim Gatling gun hit to Lara, once again failing their Infantry Save. The Dual Maxim Gatling gun does two damage per hit to Infantry Armour 3, so she takes two damage and takes two Damage Resilient rolls. Scores of ☒ and ☑ cancel one point of damage, leaving her with two damage.

The Axis player decides not to risk Lara's death, so allocates the last hit to one of the Panzers. It fails its Infantry Save, and takes one point of damage (the second point is overkill and wasted). It takes one Damage Resilient roll, scoring ☒ to cancel the damage and survive.

Loner

A Loner Hero may not Join a Unit.

Lucky

Once per game, a Hero with the Lucky Skill may re-roll any dice that failed to Hit with any of their weapons when making an Attack or Sustained Attack action.

A Hero with the Lucky Skill does not share it with any Unit they Join.

Mindless Zombie

Mindless Zombies are Zombies that can be led by a Hero equipped with the Blutkreuz (see page 97). Mindless Zombies cannot take Objectives (see pages 35 to 37 and 63).

Move and Fire

A Unit with the Move and Fire Skill (and any Unit it has Joined or Hero that has Joined it) may perform a free Move Action immediately after performing an Attack or Sustained Attack Action using Ranged Weapons.

Officer

A Hero that is an Officer may perform Officer Special Actions (see page 94).

Pilot

A Hero with the Pilot Skill can pilot a Vehicle (see page 93). A Hero with the Pilot Skill does not share it with any unit they join.

Resurrection

A Hero equipped with a Blutkreuz (see page 97) may take a Resurrection Special Action. If they do so, select a Mindless Zombie Unit within Range 1 (1 square in *Dust Tactics*, 10cm or 4" in *Dust Tactics Battlefield*). Roll a die for each Zombie Soldier eliminated from the Unit. Each ☒ or ☑ rolled returns one of the eliminated Zombie Soldiers to the Unit.

Scout

A Unit with the Scout Skill (and any Unit it has Joined or Hero that has Joined it) may take a March Move Action as its first Action of the game. This counts as a single Action, leaving the unit with one further Action in that Activation.

Spy

A Hero with the Spy Skill is not placed at the start of the game. Instead, each time a Spy is Activated, the player may elect to roll two dice. If any ☒ is rolled, the Spy is immediately placed within Range 1 (1 square in *Dust Tactics*, 10cm or 4" in *Dust Tactics Battlefield*) of an enemy Unit. It may then take one Action for each ☒ rolled. If the Spy is not placed, it may only perform Nothing Actions.

A Spy may not Join a Unit until the Spy has been placed.

Steel Guard

Steel Guard never have a Cover Save, but always passes their Infantry Save on a roll of ☑ as well as ☒. Only a Steel Guard Hero may Join a Steel Guard Unit. Steel Guard Heroes cannot Join Units that are not Steel Guard

Strongpoint

A Strongpoint Unit must be deployed in a Strongpoint or Bunker.

Take Aim

A Hero with the Take Aim Skill hits on rolls of ☒ as well as ☑ when making a Sustained Attack Action with Ranged weapons.

A Hero with the Take Aim Skill does not share it with any Unit they Join.

Tank Head

A Hero with the Tank Head Skill may take a Makeshift Repair Action. If they do so, the player selects any Vehicle that is within Line of Sight and Range 1 (an adjacent square in *Dust Tactics*, 10 cm or 4" in *Dust Tactics Battlefield*) of the Hero, and rolls five dice. Each score of ☒ or ☑ removes one point of Damage to that Vehicle.

A Hero with the Tank Head Skill does not share it with any Unit they Join.

Zombie

A Zombie Unit never has Cover Saves, but always passes its Infantry Saves on a roll of ☑ as well as ☒.

An Officer, Medic, or Mechanic cannot target a Superhuman with their Command Squad Special Actions (pages 94 to 95).

A Zombie Unit can never be Suppressed, so never receive Under Fire or Suppression tokens.

A Zombie Unit can never mount a Vehicle or Aircraft as Passengers or Tank Riders (see page 104).

Only a Zombie Hero may Join a Zombie Unit. Zombie Heroes cannot Join Units that are not Zombies.

Special Weapons


Some weapons have additional rules that modify the way they operate. For many, this is a result of new technology like laser, phaser, and Tesla weapons. For others, it is a function of the way they operate.

Artillery Weapons

Artillery weapons bombard the battlefield with huge shells, relying on the resulting blast, rather than accurate fire, to hit targets. These weapons can either fire at targets they can see or use an Artillery Observer (see page 96) to fire at targets they cannot see for themselves. An Artillery weapon can shoot over Vehicles, so Vehicles do not block Line of Sight.

Artillery weapons cannot be fired from inside Area Terrain like buildings or woods, although they can fire if the weapon is outside, even if part of the Support Weapon Unit or Vehicle it is mounted on is in Area Terrain, as long as it is not firing across that Terrain feature.


Smoke Screen





An Artillery weapon can fire smoke shells instead of explosives. If they do this, the Artillery weapon does not attack. Instead, the player rolls a die. On a , the player chooses a point within the weapon's Field of fire, Range and Line of Sight and places a Smoke Screen at that point. The Smoke Screen remains in place, blocking Line of Sight (see pages 24 and 48) and providing Cover (see pages 29 and 56) until the end of the next turn. A Smoke Screen cannot be fired into a building.

In *Dust Tactics*, a Smoke Screen fills a single square. In *Dust Tactics Battlefield*, a Smoke Screen fills the area of a Blast template.

Cutting Weapons

Cutting weapons, like power saws, cut deeper the longer they are applied to armour, and can cut through one target to hit another when swung in an arc.

When a Cutting weapon scores a Hit, roll another die scoring a further Hit on a roll of . Continue scoring Hits and rolling an additional die for each Hit until it rolls a miss.

If the Cutting weapon has a special rule that allows it to Hit on a roll of  as well as , it only counts a  as a Hit for the first roll. The additional rolls only Hit on a roll of .

Flame Weapons

Weapons like flame-throwers, napalm throwers, and sulphur jets fire a spray of burning fuel, igniting the target and any units in the way.

Units Hit by Flame Weapons do not get an Infantry Save or a Cover Save against those weapons (see pages 29 and 55).

In addition, Flame Weapons attack all Units in the path of the weapon (see pages 28 and 53).

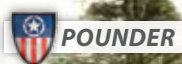
Grapple Weapons

Power claws and pincers grab targets, preventing them from moving or shooting while the target struggles to free themselves.

When a Grapple weapon scores a Hit, place a Stunned token on the target Unit. Remove the Stunned token if the Unit with the Grapple weapon takes an Action other than a Nothing Action.

Grapple Weapons

The Luther attacks a Pounder in Close Combat scoring a hit with its Kampfzange claw. As the claw is a Grapple weapon, it now has a grip on the Allied walker.



When the Pounder activates, its first action must be a Nothing Action as it struggles to free itself.

If the Luther moves or activates again before the Pounder, it would have to let it go and try to grab it again.

Laser Weapons

The Faceless Death squad performs a Sustained Attack on the Pounder with their Schwerer Sturmlassers. Each Sturmlasser rolls two dice against Vehicle Armour 4. They roll ☒ ☒ ☒ ☒, scoring two hits. As they are making a Sustained Attack (see pages 27 and 51), they re-roll their misses, this time rolling ☒ ☒ ☒ ☒, scoring a third hit.

Using the Laser Weapons special rule, the player now rolls three more dice for the three hits, scoring ☒ ☒ ☒. They roll another die for that hit, scoring a ☒. Adding up their hits from the original roll and the re-rolls, they scored a total of four hits.



A Unit with a Stunned token cannot fight, including fighting back if attacked in Close Combat.

Any time a Unit Activates while it has a Stunned token, it must perform a Nothing Action as its first Action, then removes any Stunned tokens.

If a Unit with a Stunned token attempts a Reactive Attack, it rolls a single die rather than two to see if it can make a Reactive Attack, but removes the Stunned token whether or not it succeeds in making an Attack action.

Grenade Weapons

Grenade launchers and other weapons that lob small explosive shells at the enemy drop their shells behind cover amongst the enemy.

Units Hit by Grenade weapons do not get a Cover Save against those weapons, but do retain their Infantry Save (see pages 29 and 55).

Laser Weapons

When Axis scientists applied the technology they found in Antarctica to weapons development, they soon discovered the power of intense light beams. Laser technology has created some of the most powerful anti-tank weapons in the world, able to cut through any armour in seconds. The longer they can hold on target, the deeper they cut.

When a Laser Weapon scores a Hit, roll another die scoring a further Hit on a roll of ☒. Continue scoring Hits and rolling an additional die for each Hit until it rolls a miss.

If the Laser Weapon has a special rule that allows it to Hit on a roll of ☒ as well as ☒, it only counts a ☒ as a Hit for the first roll. The additional rolls only Hit on a roll of ☒.

Limited-Ammo Weapons

Some weapons have limited ammunition capacity. Once all of its ammunition is expended, the weapon can no longer fire until it is resupplied.

Limited-Ammo weapons show a number of boxes in the weapon description line. Mark one of these boxes each time a soldier, Vehicle, or Aircraft makes an Attack or Sustained Attack Action with the Limited-Ammo weapon. Once all of the boxes have been marked, the weapon can make no further attacks.

While a soldier can only use the weapons they are modelled with, they are assumed to pick up extra ammunition from fallen comrades from their own Unit, so as long as there is a soldier left in the Unit with that weapon, they still have all the Unit's remaining ammunition.

Phaser Weapons

Allied research into VK-powered weapons started later than that of the Axis, and took a very different path. They discovered that it is possible to generate a coherent ball of chaotic energy, then fire it at a target. When the ball hits a solid object, it explodes, obliterating whatever it hits. It is impossible to build armour tough enough to stop a full-power phaser, and walls just melt, giving no cover at all.

Units Hit by Phaser weapons do not get a Cover Save against those weapons, but do retain their Infantry Save (see pages 29 and 55).

Power Scopes

A weapon with Power Scopes hits on rolls of ☒ as well as ☒ when making a Sustained Attack Action.

Reload Weapons

While most weapons store their rounds in magazines, some ammunition (such as artillery shells) is too bulky for that. These weapons must spend time reloading after each shot.

At the beginning of the game, place a Loaded token on each Unit Card with Reload weapons. The Unit cannot attack with any Reload weapons unless it has its Loaded token.

When a Reload weapon makes an Attack or Sustained Attack Action, remove the Loaded token from the Unit Card to indicate that the weapon is empty.

To reload, the Unit performs a Reload Special Action and places the Loaded token back on the Unit Card. A Unit can perform an Attack Action and a Reload Action in the same Activation, allowing it to attack each turn.

Salvo Weapons

Salvo weapons can fire at a controlled rate, or they can fire everything at once, emptying their magazines.

At the beginning of the game, place a Loaded token on each Unit with Salvo weapons. When a player makes an Attack or Sustained Attack Action, they can choose to roll twice the normal number of dice for a Salvo weapon, but if they do so, they remove the Loaded token from the Unit Card.

To reload, the Unit performs a Reload Special Action and places the Loaded token back on the Unit Card.

Sniper Weapons

Sniper weapons are used by trained snipers, allowing them to pick off officers or any other individuals they choose.

When declaring the target of this weapon's attack, the player may specify a miniature in the Unit. All unsaved Hits from this attack are assigned to the specified miniature.

Spotters

If a Spotter does not use a weapon, each Sniper weapon in the Unit that makes a Sustained Attack hits on rolls of ☉ as well as ☉.

Tesla Weapons

Soviet scientists have been experimenting with electrical weapons for decades, but they have always encountered problems with creating an effective power source. With the recent discovery of VK, the dreams of these scientists are finally coming true. Inspired by the research of the famed Nikola Tesla, these weapons project a concentrated beam of energy capable of destroying anything it hits. Those it doesn't destroy, are left stunned from the electrical discharge.

When a Unit is Hit by a Tesla weapon, place a Stunned token with the Unit or on the Unit Card. A Unit with a Stunned token cannot fight, including fighting back if attacked in Close Combat.

Any time a Unit Activates while it has a Stunned token, it must perform a Nothing Action as its first Action, then removes any Stunned tokens.

If a Unit with a Stunned token attempts a Reactive Attack, it rolls a single die rather than two to see if it can make a Reactive Attack, but removes the Stunned token whether or not it succeeds in making an Attack action.

Tesla Weapons
The Motherland Twin Tesla Gun attacks the Death Masks scoring three hits with its twin Heavy Tesla gun. As well as removing two soldiers, the Death Masks also receive a Stunned token.

MOTHERLAND TWIN TESLA GUNS

DEATH MASKS

As the Death Masks already had an Under Fire token, they replace that with a Suppression token for being hit again.

When the Death Masks activate, they roll to recover from being Suppressed. They fail the roll, remaining Suppressed, so must take a Nothing Action as their first action. Having a Stunned token from the Tesla attack also requires them to take a Nothing Action as their first Action to remove the Stunned token. They then move out of sight as their second action, remaining Suppressed.

Volley Weapons

The Falke is attacking a KV-47 Wolfpack using its 150kg bombs. As the bombs are Volley weapons, the player can choose to use any or all of its bombs in one Volley. As it has limited ammunition, and has already dropped two bombs, it only has four left.



Under-Barrel Weapons

The latest weapons technology allows soldiers to carry two weapons in one, like the M1 automatic rifle and its under-barrel grenade launcher.

A soldier carrying an Under-Barrel Weapon can fire both the main weapon and the Under-Barrel Weapon at the same target in an Attack action.

Volley Weapons

Some rocket launchers have the ability to fire single rockets or to ripple-fire multiple rockets, one after the other. Likewise, an aircraft can drop all of its bombs at once.

A Volley weapon is a Limited-Ammo weapon that can fire any or all of its remaining bombs or rockets at the same time. The player selects how many bombs or rockets to use in an attack, and marks that number of ammo boxes. The player then multiplies the number of dice to roll by the number of ammo boxes marked.

Wire-Guided Weapons

Some of the latest experimental weapons allow the gunner to guide the weapon to ensure a hit on the target.

If a Unit attacks with one Wire-guided weapon and no other weapons when making an Attack Action, it re-rolls misses for that weapon as if making a Sustained Attack.



Vehicle Equipment

Air Alert

A Vehicle with Air Alert equipment can take an Air Alert Special Action. If it does so, select an enemy Aircraft within Line of Sight and roll a die. On a ☉ result, any friendly Vehicles performing an Attack or Sustained Attack against that Aircraft hit on rolls of ☉ as well as ☉ for the remainder of the turn.

Air Assault

An Air Assault Vehicle can be carried by an Airlifter. The Vehicle does not need to Activate when the Airlifter does while it is being carried. It can Activate after the Airlifter, performing a Move or March Move Action and dismounting as its first Action. In addition, if the Aircraft carrying the Air Assault Vehicle is eliminated, it only takes damage on rolls of ☉ rather than ☉ or ☉.

Airlifter

Airlifters are Aircraft that are equipped to airlift Vehicles into battle (see page 107). An Airlifter can only carry Airmobile or Air Assault Vehicles.

Airmobile

An Airmobile Vehicle can be carried by an Airlifter, such as the Mil Mi-48 'Carrier' walker transport helicopter.

Amphibious

An Amphibious Vehicle can move through Deep Water as if it were Open Space.

Command Vehicle

Due to its extra communications equipment, a Command Vehicle provides any Command Squad mounted in it with an additional Radio Operator. In addition, Officers, Mechanics, and Medics mounted in Command Vehicle can re-roll failed Command Squad Special Actions (see pages 94 and 95).

Crew

Some self-propelled guns are open-topped, allowing their crew to fight in its defence.

A Vehicle with Crew may either attack with the vehicle's weapons or with the crew's weapons. If it uses the crew's weapons, it may use one weapon for each point of Damage remaining on its Damage Track. If engaged in Close Combat, the crew may use Standard Weapons (see pages 31 and 59) instead of the Vehicle's normal attack.

Dozer Blade

A Vehicle equipped with a Dozer Blade can perform a Dozer Special Action to gain Cover until it performs a Move or March Move Action.

A Vehicle with a Dozer Blade can also perform engineering tasks (see page 109).

Engineer Vehicle

An Engineer Vehicle can perform engineering tasks (see page 109).

Half-tracked

In *Dust Tactics Battlefield*, a Half-tracked Vehicle rolls a die when attempting to move into, through, or out of Terrain. On a score of ☉, the Vehicle is free to complete its movement. On a score of ☉ or ☉, the Vehicle becomes stuck and ceases moving until the end of its Activation.

Helicopter

Unlike other Aircraft, a Helicopter does not have to take a Move Action as its first Action (see pages 20 and 43), allowing it to take Sustained Attack Actions.

Mechanic

A Vehicle equipped as a Mechanic can use the Makeshift Repair Special Action (see page 95).

Medevac

A Medevac Vehicle can perform a Medevac Special Action. If it does, select an Infantry Unit within Range 1 (1 square in *Dust Tactics*, 10cm or 4" in *Dust Tactics Battlefield*). Roll a die for each Soldier eliminated from the Unit. Each ☉ rolled returns one of the eliminated Soldiers to the Unit.

Naval Unit

A Naval Unit treats Deep Water as Open Space, but cannot enter any other type of terrain. A Naval Unit may take a free Attack Action immediately after it performs a March Move Action. An eliminated Naval Unit becomes Deep Water terrain.

Passengers (#)

A Vehicle equipped to carry Passengers can carry Infantry Units inside it (see page 106)

Pilot: Name

A Vehicle with the Pilot: Name attribute can only be piloted by the named Hero. The Vehicle can still be fielded without a pilot. This Vehicle is unique, so only one may be included in any player's army.

Sealifter

Sealifters are Naval Units that are equipped to carry Units into battle (see page 107).

Smoke Launchers

Once per game, a Vehicle with Smoke Launchers may take Launch Smoke Special Action to place a Smoke Screen on itself.

In *Dust Tactics*, the Smoke Screen fills any one square occupied by the Vehicle. In *Dust Tactics Battlefield*, a Smoke Screen fills the area of a Blast template centred on the Vehicle.

Tank Riders (#)

A Vehicle equipped to carry Tank Riders has hand holds and the like, allowing soldiers to clamber on top, and from their perch, fire their weapons to protect the vehicle from incoming infantry attacks.

This operates like a Vehicle carrying Passengers (see page 106), except that for each Hit on the Vehicle, the Vehicle's owner rolls one additional die. For each ☉ result, one miniature chosen by the player is eliminated or one Hero suffers a point of Damage.

A Unit riding on a Vehicle can be targeted by an attack instead of the Vehicle. Use the Vehicle as the target to determine Field of Fire, Range, Line of Sight, and Cover.

If the Vehicle is attacked by Blast or Flame weapons, both the Vehicle and the Unit riding on a Vehicle are attacked separately, and the Infantry Unit does not suffer additional Hits if the Vehicle is Hit.

Unlike other Passengers, Units riding on Vehicles using the Tank Rider rule can use Close-Combat weapons.

Tracked

In *Dust Tactics Battlefield*, a Tracked Vehicle rolls a die when attempting to move into, through, or out of Terrain. On a score of ☼ or ♠, the Vehicle is free to complete its movement. On a score of ☉, the Vehicle becomes stuck and ceases moving until the end of its Activation.

Wheeled

In *Dust Tactics Battlefield*, a Wheeled Vehicle rolls a die when attempting to move into, through, or out of Terrain. On a score of ☼, the Vehicle is free to complete its movement. On a score of ☉ or ♠, the Vehicle becomes stuck and ceases moving until the end of its Activation.

Grenadier X



Carrying Passengers

Passenger Vehicles, Airlifters, and Sealifters can carry other Units inside them.

Passengers (#)

A Vehicle equipped to carry Passengers can carry Infantry Units inside it. The number in brackets (#) indicates how many spaces it has for soldiers with Infantry Armour rating 1 or 2. Soldiers with Infantry Armour rating 3 or 4 occupy two spaces. Multiple Units can board the same Vehicle as long as they do not occupy more spaces than the Vehicle has.

Mounting Vehicles

Infantry Units can begin the game mounted in the Vehicle, or mount the Vehicle during the game. To mount a Vehicle, an Infantry Unit must move into contact with the Vehicle. In *Dust Tactics*, this requires the Unit to move into the Vehicle's square. In *Dust Tactics Battlefield*, this requires all of the Unit's miniatures to move to the Vehicle's body or hull. If some of the miniatures cannot do so, the Unit cannot mount. Place a miniature from the Unit on the Vehicle's Unit Card to show that they are mounted.

Activating While Mounted

Passengers mounted in a Vehicle Activate separately from the Vehicle.

Passengers can dismount from a Vehicle by Activating before the Vehicle Activates and performing a Move or March Move Action to move away from the Vehicle. Other than this, they cannot perform Move or March Move Actions while being carried as Passengers.

Passengers' weapons have the Field of Fire of a Side-mounted weapon, with up to half of the maximum number of Passengers firing from each side. Passengers cannot perform Sustained Attack Actions, nor use Support Weapons, Flame Weapons, or Close-Combat Weapons while mounted.

Damage to Passengers

Once mounted, the Passengers cannot be targeted by an attack.

If a Vehicle is eliminated while carrying Passengers, the Vehicle's owner rolls one die for each miniature mounted in it. One miniature chosen by the player is eliminated or one Hero suffers a point of Damage for each \oplus result. The Unit gains a Suppressed token and counts as having Activated for this turn. If the Vehicle is carrying multiple Units, roll separately for each Unit.

In *Dust Tactics*, any surviving miniatures in the Unit are placed into any square the Vehicle occupied (or an adjacent square if those squares are all occupied). In *Dust Tactics Battlefield*, any surviving miniatures in the Unit are placed within Range 1 (10cm or 4") of the Vehicle.

Passengers in Aircraft

An Aircraft equipped to carry Passengers does so in the same way that a Vehicle does. The exception is that an Infantry Unit moves onto the Aircraft's base rather than its body to mount it.

Mounting an Aircraft

The Tiger Claws move to the Assaulter helicopter and mount. The SSU player places one of the Tiger Claws on the Assaulter's unit card to indicate that it is carrying the Tiger Claws. They then attack the Tommy Cookers with their PPSH-48 submachine-guns.



ASSAULTER

When the Assaulter activates, it attacks the Tommy Cookers with its quad 12.7mm DShK machine-guns, then moves away.

TIGER CLAWS

TOMMY COOKERS

Carrying Vehicles

Airlifter

Airlifters are Aircraft that are equipped to airlift Vehicles into battle. An Airlifter can only carry Airmobile or Air Assault Vehicles.

Vehicles can begin the game carried by the Airlifter, or be picked up by an Airlifter during the game. To pick up a Vehicle, the Airlifter must start a Move or March Move Action directly over the Vehicle.

Activating While Carried

Vehicles carried by an Airlifter Activate separately from the Airlifter.

Vehicles can dismount from an Airlifter by Activating before the Airlifter (or after if Air Assault Vehicles) and performing a Move or March Move Action to move away from the Airlifter. Other than this, they cannot perform Move, March Move, Attack, or Sustained Attack Actions while being carried by an Airlifter.

Damage to Carried Vehicles

A Vehicle carried by an Airlifter cannot be targeted by an attack.

If an Airlifter is eliminated while carrying a Vehicle, the Airlifter's player rolls one die for each point of Damage remaining on the Vehicle's Damage Track. The Vehicle takes one point of Damage for each ☉ or ☞ result (only on a ☉ if the Vehicle has Air Assault equipment, see page 104). If the Vehicle survives, place it directly beneath the Airlifter before removing the Airlifter from the game.

The Vehicle gains a Suppressed token and counts as having Activated for this turn.

Sealifter

Sealifters are Naval Units that are equipped to carry Vehicles in an amphibious assault. A Sealifter has twelve spaces for soldiers with Infantry Armour 1 or 2. Soldiers with Infantry Armour rating 3 or 4 occupy two spaces. Most Vehicles occupy 6 spaces, while Large Vehicles occupy all twelve spaces. A Sealifter cannot carry Huge Vehicles. Multiple Units can board the same Sealifter as long as they do not occupy more spaces than the Sealifter has.

Units can begin the game carried by the Sealifter, or mount a Sealifter during the game. To mount a Sealifter, a Unit must move into the Sealifter.

Activating While Carried

Vehicles carried by a Sealifter Activate separately from the Sealifter.

A Unit can dismount from a Sealifter by Activating before the Sealifter Activates and performing a Move or March Move Action to move out of the Sealifter. Other than this, they cannot perform Move, March Move, Attack, or Sustained Attack Actions while being carried by a Sealifter.

Damage to Carried Units

A Unit carried by a Sealifter cannot be targeted by an attack, and cannot use its weapons.

If a Sealifter is eliminated in Deep Water, all Passengers and Vehicles carried by it are eliminated. If it is eliminated with the bow door in contact with dry land, the Passengers and Vehicles it is carrying are unharmed and may dismount as normal.



 CARRIER

Airlifter

A Carrier helicopter carrying a Nastasia air assault walker moves close to the Flak Boys and attacks them with its quad 12.7mm DShK machine-guns.

Normally a vehicle carried by an Airlifter like the Carrier cannot do anything while mounted, and must dismount before the Airlifter activates. Being an Air Assault Vehicle, the Nastasia can activate after the Carrier and dismount.

It performs a Move action to dismount then attacks the Flak Boys with its eight machine-guns.

 NASTASIA

 FLAK BOYS

Fortifications

The war has drained the manpower resources of every nation on earth. Holding defensive lines with fortifications frees soldiers up for decisive operations.

Fielding Fortifications

Fortifications are Terrain features placed by the players at the start of the game. There are two ways to field them. Players can take Fortifications as part of their force, paying the appropriate points cost, while some scenarios give players Fortifications for free.

A player may include Bunkers in their force for 15 points each, and Strongpoints for 10 points each (see pages 34 and 63). Strongpoint Units (such as the Festungs-Laserkanone or the Motherland Tesla Gun) have a free Strongpoint included in their points value, which can be upgraded to a Bunker for +5 points.

Deploying Fortifications

Fortifications are placed in the player's Deployment Area (see pages 34 and 63) at the start of the game before any Objectives are placed. Objectives cannot be placed in, on, or under a Bunker or Strongpoint.

Infantry must be able to enter a Bunker or Strongpoint, so it must be at least one square in *Dust Tactics*, 10cm or 4" in *Dust Tactics Battlefield*, from all table edges and Impassable terrain, and two squares in *Dust Tactics*, 20cm or 8" in *Dust Tactics Battlefield*, from other Bunkers and Strongpoints.

Strongpoint Units (such as the M47 Field Phaser) are Infantry Units that must be deployed in a Bunker or Strongpoint. These Units must be placed at the start of the game and cannot be held in Reserve.

Bunkers and Strongpoints

Bunkers are massive reinforced concrete structures designed to protect their occupants against heavy fire from anything but the toughest weaponry. Strongpoints are similar, but lack the thick concrete roof, making them easier and cheaper to build, but giving less protection.

Movement Through Bunkers and Strongpoints

Bunker walls are Impassable terrain. Nothing can move through them, except through the armoured doors at the

rear, and even then, not if the Bunker is occupied by an enemy Unit. Strongpoint walls are normal Terrain and can be crossed to enter or exit the Strongpoint.

Only Infantry Units may be placed in, enter or exit a Bunker or Strongpoint.

In *Dust Tactics*, a Bunker or Strongpoint occupies four squares, but for Units moving into or out of them, and for all attacks into and out of them, they are treated as having two squares inside them — one on each side of the centre. A Strongpoint Unit (such as the M47 Field Phaser) occupies both squares.

Line of Sight To Bunkers and Strongpoints

Bunkers and Strongpoints are Terrain and block Line of Sight. Units in Bunkers can only see and be seen from 90 degrees either side of the direction the Bunker is facing. Units in Strongpoints can see and be seen from any direction.

Weapons in Bunkers

The main weapon of a Strongpoint Unit (such as the M47 Field Phaser) has a Field of Fire of up to 45 degrees either side of the direction the Bunker is facing.

Weapons cannot fire at Aircraft from within a Bunker. Artillery weapons cannot fire from within a Bunker.

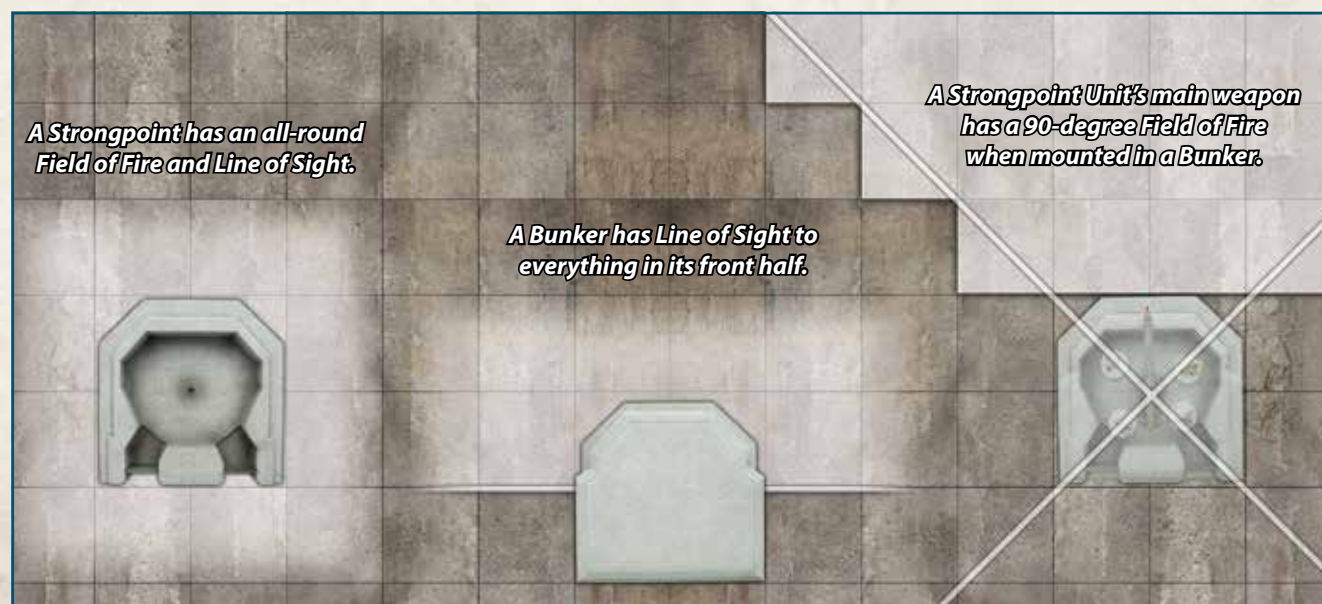
Cover From Bunkers and Strongpoints

Units in Bunkers that fail an Infantry or Cover Save re-roll the Save, cancelling the Hit on a roll of ☒ or ☑. Units in Strongpoints that fail an Infantry or Cover Save also re-roll the Save, but only cancel the Hit if the re-roll scores ☒.

Close-combat Against Bunkers and Strongpoints

When attacking with Close-Combat weapons, miniatures adjacent to a Strongpoint or the firing slit or the rear doors of a Bunker can attack and be attacked by any miniature in the Strongpoint or Bunker.

Units in a Bunker or Strongpoint get a Save against Close-Combat weapons attacking from outside the fortification. Units in Bunkers cancel Hits from Close-Combat weapons on a roll of ☒ or ☑. Units in Strongpoints cancel Hits from Close-Combat weapons on a roll of ☒.






Special Actions in Bunkers and Strongpoints


A Unit inside a Bunker or Strongpoint cannot use Special Actions that require the target Unit to be within Range 1 if the target Unit is outside the Bunker or Strongpoint.

Trenches


Trenches are Terrain that provides infantry with cover in otherwise open areas. Being below ground, Trenches have no effect on Line of Sight. Infantry Units in Trenches are in Cover and gain Cover Saves.


Barbed Wire Entanglements

Barbed Wire Entanglements are Terrain that is particularly difficult for Infantry Units to cross. An Infantry Unit rolls a die when attempting to move into, through, or out of a Barbed Wire Entanglement. On a score of , the Unit is free to complete its movement. On a score of  or , the Unit is tangled up and ceases moving until the end of its Activation.

An Infantry Unit can attempt to cut a gap through an adjacent Barbed Wire Entanglement by taking an Engineering Special Action. If they do so, roll a die. On a score of , the Unit clears a gap and the Barbed Wire Entanglement is removed.

Minefields


Minefields are Terrain that attacks Units that cross it. When a Unit moves into, through, or out of a Minefield, the opposing player attacks it with a rating of /2.

An Infantry Unit can attempt to clear a gap through an adjacent Minefield by taking an Engineering Special Action. If they do so, roll a die. On a score of , the Unit clears a gap and the Minefield is removed. On any other roll, the Unit is attacked as if they had moved through the Minefield and receives a Suppression token.


Engineering Vehicles


Some vehicle are specifically equipped to remove or destroy fortifications.


Chainsaws and Claws

An Engineer Vehicle equipped with Cuttings or Grappling weapons can attempt to cut a gap through an adjacent Barbed Wire Entanglement by taking an Engineering Special Action. If it does so, roll a die (Vehicles with Paired Chainsaws or Paired Claws roll two dice). On a score of , the Vehicle cuts a gap and the Barbed Wire Entanglement is removed.

Dozer Blades

An Engineer Vehicle equipped with a Dozer Blade can attempt to bury an adjacent Bunker by taking two Engineering Special Actions one after the other in the same Activation. If it does so, roll a die. On a score of , the Vehicle buries the Bunker and any Units occupying the Bunker are eliminated.

An Engineer Vehicle equipped with a Dozer Blade can attempt to fill in an adjacent Trench by taking an Engineering Special Action. If it does so, roll a die. On a score of , the Vehicle fills the Trench and it is removed. Any Units occupying the Trench escape unharmed, but are now without Cover.


An Engineer Vehicle equipped with a Dozer Blade can attempt to clear a gap through an adjacent Minefield by taking an Engineering Special Action. If it does so, roll a die. On a score of , the Vehicle clears a gap and the Minefield is removed.

Attacking Strongpoints




The Mickey scores a hit with its M1 75mm howitzer and two with its .30 cal MG on the Motherland Tesla Gun Strongpoint.

The SSU player rolls two Cover Saves for the MG hits, passing one and failing the other. As the Motherland Tesla Gun is in a Strongpoint, it re-rolls the failed save, needing a

 to cancel the hit. A roll of  fails the re-roll and the unit loses a soldier.

The M1 75mm howitzer is a Grenade weapon, so the Motherland Tesla Gun has an Infantry Save rather than a Cover Save against that Hit. It fails the Save, but still has the Strongpoint re-roll which it passes on a , preventing further casualties.



The Hammers then attack the Motherland Tesla Gun Strongpoint. Their Rocket Punches rip into the fortification and they score three hits. Unlike normal Close-Combat, units in Bunkers and Strongpoints get a save. The SSU player rolls a    cancelling two of the hits, losing just one more soldier.