

# PAOLO PARENTE'S

# TOUJOURS

# 1947



# RESTRICTED

DUST 1947 ISSUED BY THE TRAINING DIVISION OF THE  
OFFICE OF DUST INFORMATION, DUST STUDIO, JUNE 2016  
TO:



# **Credits**

**Dust created by  
Paolo Parente**

**Dust 1947 created by  
Olivier Zamfirescu**

**Dust Studio Art Director  
Vincent Fontaine**

**Additional Development by  
Jay Mann and Richard Ivansek**

**Graphic Design by  
AG-Werks**

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BRITISH  
ISLANDS

FRENCH WEST A

STANDARD  
MAP OF  
**The World**  
JANUARY 1ST 1947  
ON MERCATOR'S PROJECTION  
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# WORLD OF DUST

The year is 1947 and World War II is far from over. A new energy source, believed by some to have an alien origin, has changed the nature of the battlefield. Harnessed first by the Germans and dubbed Vrill-Kultur (VK), this substance's extraordinary properties have allowed the world's powers to develop new, more powerful weapons of warfare. Now infantry and tanks are joined on the field of battle by giant walking armored fighting vehicles. These "walkers" and other VK-powered weapons have shifted the balance of power. Old alliances have been broken and new ones formed. The leading world powers have allied themselves into three great blocs – the Allies, the Axis, and the Sino-Soviet Union (SSU). Outside of these blocs, a handful of countries still cling to relative neutrality in a world wracked by war.

## TIMELINE

**1937** Japan invades Mainland China, triggering World War II (WWII) in Asia.

**1938** In Antarctica to establish New Swabia and Base 211, the German military locates an alien spacecraft that contains a survivor in suspended animation. The alien sarcophagus is transported to Germany in a submarine. Baron Leopold Von Thaler founds the Blutkreuz Korps ("Blood Cross" Corps) to study and develop uses for the newly discovered alien technology.

**1939** Great Britain, France, Australia, and New Zealand declare war on Germany in reaction to the German invasion of Poland. WWII erupts in Europe.

**1940** The surviving alien is released from the sarcophagus by Blutkreuz Korps scientists. When he awakens, the alien takes the name Kvasir and reveals a new and incredibly powerful source of energy that the Germans name Vrill-Kultur or VK. The scientists immediately begin researching military applications for VK.

As WWII escalates, Paris falls to German forces, the first Battle of Britain begins, and Germany, Italy, and Japan sign the Tripartite Pact, setting the foundation of the Axis. Britain, India, and Australia launch Operation Compass, capturing Tobruk as they attempt to retake Egypt from Italy.

**1941** Germany launches Operation Barbarossa, invading the Soviet Union. German forces quickly advance through Russia, leaving heavy casualties in their wake and capturing the city of Kharkov. Japan attacks Pearl Harbor drawing the United States (US) into the war. Soviet ski troops reverse the German army's advance just outside of Moscow. Nicknamed "General Winter," the harsh Russian winter becomes a factor in the war as German invaders freeze to death and Soviet troops, prepared and equipped for the cold, mount a counter-offensive to regain territory.

**1942** The Soviet army fails to liberate the city of Kharkov. Germany's Deutsches Afrika Korps captures Tobruk from Britain, but British troops and their allies stop the Afrika Korps at El Alamein. As the US launches an offensive in the Pacific with the Battle for Guadalcanal, the Battle of Stalingrad begins. The Soviet army refuses to give in to the German forces. They launch regular attacks from the western bank of the Volga River to no avail. Even as Allied troops achieve their first victory over the Afrika Korps at the Second Battle of El Alamein, the Germans begin combat tests with their new Panzer-Kampfläufer armored combat walkers in the ruins of Stalingrad. These new walkers prove effective for city fighting, providing German forces with mobility and firepower beyond the capabilities of any Soviet tank and turning the tide towards the Germans, despite production being hampered by the difficulty of obtaining VK from Antarctica.

Allied forces land in Morocco, Algeria, and Tunisia as Operation Torch commences. Operation Uranus, the Red Army's attempt to surround German forces in Stalingrad inflicts a high number of casualties, but Axis forces, with the aid of their new walkers, manage to hold the city as the Soviets fail to completely encircle it. The success of the new Ludwig walkers against Soviet tanks makes it clear that they will change the balance of the war.

**1943** In Tunisia, the German forces defeat the US army for the first time at Kasserine Pass. The German army also takes Stalingrad, though the Soviets still hold land east of the Volga River. The Germans pay a steep price in casualties and the capture of a new walker, the PzKpfL Luther, by the Soviets. The Soviet army also manages to capture the German Sixth Army's main repair workshop, mechanics, and engineers who will be conscripted to help design the first Soviet walker. The Soviets also briefly take back Kharkov, before losing it again, largely due to the German walkers.

To deal with mounting casualties, the Blutkreuz Korps starts testing Wiederbelebungs serum (reanimation serum) on fallen German soldiers. When Soviet forces face the zombies created by this serum in combat, hardened veterans flee the battlefield. The Germans also suffer heavy casualties from the difficult to control zombies, so they are restricted to Blutkreuz Korps operations. Adolph Hitler is assassinated by a sniper during a parade in Berlin celebrating his birthday and the fall of Stalingrad. With Germany in chaos, their forces fall back on all fronts.

SMERSH (Smert' Shpionam, "Death to Spies") is founded providing the Soviet Union with a central military intelligence and counterintelligence agency. The remnants of the Afrika Korps and the Italian army surrender to the Allies in North Africa. Grand Admiral Karl Dönitz emerges from the power struggle in Berlin as the leader of Germany, and Field Marshal Erwin Rommel takes command of the German Army. Nazis are arrested all over the Reich and SS troops are integrated into the army or disbanded. Admiral Dönitz is appointed Protector of the newly formed Axis Bloc. The new bloc takes the black Ritterkreuz (Knight's Cross) on a red background as its official flag.

The Battle of Kursk reveals that the German walkers are unable to withstand the firepower of the latest generation of Soviet tanks. The sheer number of tanks fielded by the Soviets overcomes the Axis weapons and German generals decide to reserve the powerful, maneuverable, but fragile walkers for urban combat and commando operations. Allied forces land in Sicily and take control of the island at the foot of the Italian Peninsula. The Soviet army mounts the Fourth Battle of Kharkov, taking back what little is left of the city. A long period of trench warfare begins in the area.

Allied forces land on mainland Italy. Germany occupies Rome and Italy is fully absorbed into the Axis. The Axis and Allies enter into secret talks to negotiate peace on the Western Front. Axis forces take a defensive stance on the Eastern Front, but Soviet attacks continue to result in high casualties for both sides. As the year comes to a close, the Axis leverages the ceasefire in the west to attack eastward. Stalin learns of the peace negotiations between the Axis and Allies, leading him to sever all ties with the Allies and swear revenge against them. When a German negotiator is found dead in his hotel room, the peace talks end abruptly between the Allies and Axis and hostilities resume despite the likelihood of SMERSH involvement in the incident.

**1944** The Allies attempt to fight their way through Italy to Rome. The Soviets begin a winter offensive around Leningrad and Novgorod, but German defensive lines hold. German Scientists build a new VK-enhanced bomb in a secret lab located in San Juan, Argentina. The bomb explodes, causing an earthquake and killing 10,000 people. The Axis bans this type of research. Allied forces land in Anzio, near Rome, where they endure constant attacks by German forces for four months.

Operation U-Go in India and operation Ichi-Go in China expand Japanese holdings. Axis forces reclaim half of Kharkov during an offensive that pits the more efficient German Ludwig against prototype Soviet walkers. The Allies capture Rome and commence Operation Overlord, the Allied D-Day landings in Normandy, France. American forces put bombers in range of Japan by capturing the island of Saipan. Japan requests German military assistance, which results in Germany sending walkers, pilots, and plans for manufacturing walkers.

The Soviet Union captures the French and British garrison on Madagascar, entering into a war of vengeance against the Allies and providing a base for expeditions to Antarctica. Japan starts a program, code named Steel Samurai, to develop their own walkers. Allied troops liberate Paris, followed by most of France. With walkers shipped to Japan and heavy Axis losses as the Allies broke out of Normandy, the Allies reach the German border. Though American forces land in the Philippines, the new Japanese walkers pushed them back. As the year ends, German forces slowly push the Allies back into France.



**1945** The German army pushes the Allies back during the Second Battle for France. Captain Joe Brown of ASOCOM (Allied Special Operations Command) captures VK technology from the Axis. Japan captures Chongqing, China and captures Ceylon with the aid of German walkers. The Allies build an Antarctic base and locate VK ore.

Japanese forces threaten Allied supply lines in Southeast Asia. The US decides uses a VK-enhanced atomic bomb on the island of Ceylon as a precursor to its assault. When the blast cracks the earth open and the ocean claims most of the island, the Allies ban the use of atomic weapons. The terror induced by sinking of Ceylon causes Japan to unite with the Axis.

In Kharkov, the Axis takes what is left of the flattened city. In France, Allied forces are forced back to Normandy. Japanese forces land in Australia and New Zealand. The Soviet Union and China join forces, forming the Sino-Soviet Union (SSU). Axis forces invade Nepal and Tibet.

**1946** SMERSH organizes Marxist revolutions in South America that are accompanied by SSU troops and scientists tasked with finding new VK sources. After losing the Second Battle of France, the Allied Army evacuates to Great Britain. The SSU finally retakes Kharkov in the seventh battle, dealing with the Axis zombies with massed flame-throwers. The SSU also launches Operation Red Sun, landing forces in Alaska and Florida on the same night. The SSU gains control of a large portion of the Alaskan coast, but finds its advance slowed in the Florida Everglades, by the US Marines.

Besieged on all fronts, the Allies form a united government, creating the third Bloc, and launch Operation Highjump, a massive assault on the Axis Antarctic VK supplies. War returns to Africa as the Neue Deutsches Afrika Korps (NDAK) lands in Libya and the Gulf of Guinea. Iceland, long contested by the Allies and the Axis, becomes the target of Operation Red Sea as the SSU lands on the east coast, joining the stalemate. The Neutral Nations Organization (NNO) is in created Bangkok, Siam.

**1947** The Axis launches a worldwide offensive. As all fronts experience renewed fighting, the SSU finds itself facing the first Axis winter offensive in years. SSU lines are broken at several points on the eastern front, including near Leningrad and around Zverograd. Despite a swift response by the SSU, the Axis digs in with a tenacity not seen since the beginning of Operation Barbarossa.





# THE AXIS

The assassination of the Führer, Adolf Hitler, in 1943 placed the German state under the control of Admiral Dönitz and the Wehrmacht. The removal of the old Nazi regime paved the way for the rise of a totalitarian state and the formation of the Axis as Germany, Japan, and Italy merged into a single political entity under the strong and capable leadership of Protector Dönitz. The Axis bloc controls less land area than the Allies and Sino-Soviets, but its military might is indisputable. Germany's early discovery of Vrill-Kultur places them ahead of the rest of the world in advanced military technology and application, allowing them to field powerful and terrifying weapons of war.

Axis soldiers fight to end the twin threats of international communism and the capitalist exploitation of the people. Its forces fight for victory and a vision of the future where their reign brings about a peace lasting a thousand years. What most Axis soldiers do not know, is that the Vrill are likely to return, and when they do, only a planet united under the Axis will be strong enough to repulse this threat and save humanity.



# THE NDAK

Born out of the ashes of the Deutsches Afrika Korps that surrendered to Allied forces in 1943, the Neue Deutsches Afrika Korps (NDAK) are the most feared desert fighters in the world of Dust. With Erwin Rommel, the Deutsches Afrika Korps' former commander, as the supreme commander of all Axis forces, these Axis troops returned to the desert in 1946 determined to settle for nothing less than domination of the region. Trained to be an elite force and equipped with heavy weapons and the latest Axis Walkers modified for desert combat, NDAK soldiers are prepared for anything. Highly mobile, NDAK forces are also able to quickly mount offensives or deploy units in reaction to the advances of their enemies. Respected by all and feared by many, the NDAK has proven itself a formidable force, and this perception allows them to continue to recruit the best and brightest among the Axis to their ranks.





# THE BLUTKREUZ KORPS

In the struggle for world domination the Axis has a distinct advantage: the Blutkreuz Korps ("Blood Cross" Corps). This powerful and secret organization possesses knowledge gained from the downed Vrill pilot, Kvasir. This knowledge gives the Blutkreuz Korps an advantage in understanding the applications of VK, but it also makes them aware of the coming worldwide danger. They are driven to conclude the war as quickly as possible with the Axis as victors. Even as they help the Axis achieve its goals, the Blutkreuz Korps maintains its own objectives.

As a faction operating towards its own ends within the Axis bloc, the Blutkreuz Korps has access to the most advanced VK-enhanced tools of war known to man. From laser weapons to advanced combat walkers; from zombie infantry that can be reanimated on the battlefield to super-ape soldiers; from powerful support weapons to the world's most advanced aircraft, they are a force to be feared. The Blutkreuz Korps is perfectly equipped to save the world by uniting it under their rule.





# THE ALLIES

Besieged by fascist and communist dictatorships, the democracies of the world have banded together as the Allies. Gathering around the United States of America, this coalition of nations includes, the British Commonwealth, the French colonial empire, and Brazil. The Allies have leveraged the dual industrial powerhouses of Detroit and Montreal along with hundreds of factories spread throughout the world to create the largest military industrial complex the world has ever known. Even so, Allied resources are stretched thin across fronts spanning the globe. Their forces are engaged on the coast of Alaska and the frigid expanse of Antarctica, in the North African and Australian deserts, the Andes mountains, the Florida swamps, and Burma and Borneo's jungles.

1947 looks dire for the Allies as their citizens tire of the endless war, even as they sacrifice and work themselves to exhaustion to achieve victory. The military also wearies of the war, but realizes that anything less than total victory threatens the survival of democracy. Every effort is being made to end this war, but the Allies will accept nothing less than unconditional surrender from the dictatorships that threaten democracy.





## THE U.S.M.C.

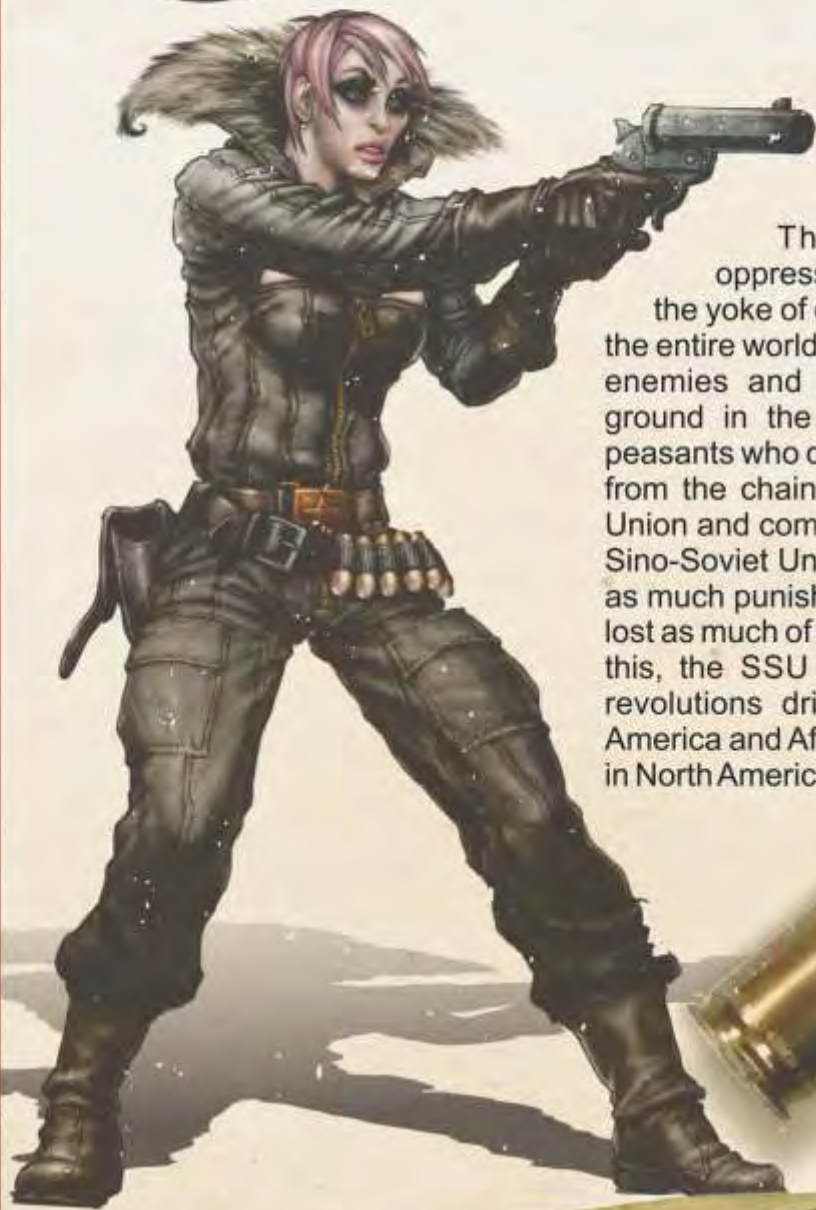
When the Allies merged their armies into the Grand Allied Army, those in command also attempted to reconfigure the other military branches into international combined forces. A few units and formations kept their original name (such as the Free French Foreign Legion), but when it was suggested that the United States Marine Corps (USMC) change its name, the answer wasn't just "no" it was "hell no!" a definitive no! The USMC was willing to open its ranks to recruits from other Allied Nations, provided those recruits passed muster. Ironically, the Marine Corps refusal to change its name, structure, and traditions have not hindered the integration of individuals and units from other countries. In fact, the respect, prestige, and honor conferred by the perception of those who serve in the USMC as "tough-as-nails" members of an unyielding, unstoppable force for freedom has attracted new recruits and heroes alike to the Marines.



# THE SSU

The proletariat tirelessly toils to build new factories and manufacture new engines of war. Their progressive designs remain on the cutting edge of modern combat technology. Veteran soldiers who have fallen in battle are grafted to this technology and returned to the war effort. Now, at the dawn of 1947, Sino-Soviet forces are poised to defeat the reactionary forces of their enemies.

The day nears when the peoples oppressed by the Allies and Axis will throw off the yoke of oppression, and the SSU will enlighten the entire world with communist ideals. Surrounded by enemies and bitter betrayal but finding common ground in the blood sacrifice of the workers and peasants who died by the millions to free their brothers from the chains of capitalist exploitation, the Soviet Union and communist China joined forces to form the Sino-Soviet Union (SSU). No other bloc has endured as much punishment, suffered as many casualties, or lost as much of their homeland and resources. Despite this, the SSU has grown stronger with communist revolutions driving territorial expansions in South America and Africa, and SSU troops gaining footholds in North America.





## SPETSNAZ

Deadly and secretive, the Sino-Soviet Union (SSU) Spetsnaz Special Forces thrive on the chaos they are able to create through quick decisive strikes and commando raids. Unable to spare forces from other fronts and needing to gain a toehold in Mesopotamia, the SSU has opted for a strategy that utilizes a smaller force made up of special forces leveraging the element of surprise and high mobility. Beneficiaries of the harshest training regimen ever devised, the Spetsnaz were already renowned for their ability to operate in the harshest environments in the world. Bolstered by additional training in the deserts of the Motherland and provided with light equipment to maximize mobility, Spetsnaz forces have quietly established hidden bases and begun a campaign of raiding operations and sabotage that have yet to draw attention to their presence in the region but have significantly hindered the operations of their enemies.



# THE MERCENARIES



Though the three multinational blocs have a stranglehold on most of the planet, some countries have managed to sustain their neutrality throughout the war. In late 1946 most of these nations formed a coalition of their own, becoming part of the Neutral Nations Organization (NNO). In a war-torn world, neutrality offers its own benefits. Neutral ground is ideal for running businesses that cater to the warring blocs. The operation of mercenary companies from these countries is particularly profitable.

Mercenary companies range in size from small strike forces and elite specialist teams, to entire platoons and regiments. They draw the majority of their soldiers from neutral nations, but their ranks often contain deserters, soldiers "missing in action" from other armed forces, and agents gathering intelligence for ASOCOM, the Blutkreuz Korps, and SMERSH. Shadow factions are also believed to use mercenaries, giving them access to forces that can operate with complete anonymity almost anywhere on the planet. It is rumored that the Ahnenerbe, former members of the SS still loyal to the Third Reich; Majestic 12, a secret council within the Allies seeking alien technology; and Sacred Dawn, a Tzarist counter-revolutionary movement, make regular use of mercenary forces.








# INTRODUCTION

With Dust 1947, you and your friends can battle for control of the diesel-punk, alternate World War II World of Dust. Players choose which Bloc or Faction to play, build their forces, select a scenario, and play out their strategy to see who will find victory on the battlefield. Dust 1947 is extremely scalable, allowing players to field a force ranging from a few Units to multiple platoons. You can choose from a broad range of miniatures available at your Friendly Local Game Store (FLGS). Also available at your FLGS, Starter Boxes contain everything one player needs to play a game of Dust 1947, and they contain a selection of Units designed to equitably match up with other Starter Boxes, as well as form a core force that can be expanded by adding additional Units. Grab your favorite miniatures or a couple of Starter Sets and a friend and immerse yourself in the fast, furious, and fun game play of Dust 1947!




## SUMMARY OF PLAY

Each game of Dust 1947 simulates a complete battle. Players alternate Activating Units until the game is complete. During an Activation, Units can Move, Attack other Units, use Special Skills, or do nothing. To determine the success or failure of Actions, such as Attacks, hiding behind cover, and using Special Skills, players roll special dice called "Dust Dice."

### DUST DICE

Dust Dice have six sides with three different symbols, a , a , and a  that will vary in appearance depending on the Bloc or Faction the dice were designed to represent, such as:

Allies , Axis , SSU  and, Mercenaries 

Typically, Attacks score Hits for each  rolled, but certain Skills Units possess may modify this, allowing Hits to be scored for rolls of both  and . Throughout the remainder of the rules, descriptions of Actions that require a dice roll will include which symbol(s) indicate success.

### GAME SET-UP

Players agree on the scenario they will play. Several scenarios are included in this book. The first of these scenarios, Firefight, is a perfect selection for your initial game. Each player determines the Units they will play. If you are just starting out, a Dust 1947 Starter Box, available at your Friendly Local Game Store (FLGS), contains a force composed of roughly 25 Army Points. For truly interesting games you will want to assemble forces composed of at least 50 Army Points. Players set out play mats and Terrain as described in the scenario to complete game set-up (see page 114). Dust 1947 Starter Boxes contain one game mat, and combining the game mats from two Starter Boxes creates a perfectly-sized battlefield that conforms to many of the scenarios included in this book.

### GAME MATS

Dust 1947 game mats represent the battlefield and are divided in squares. When playing with game mats, players can use the squares as a measure of distance for determining Range and Movement. Squares are also used to determine cohesion for Infantry Units. Each soldier in an Infantry Unit must occupy the same square as the other soldiers in that Unit. Standard Vehicles occupy a single square, but Large Vehicles and Aircraft occupy two squares. Huge Vehicles occupy four squares. Some Vehicles have weapons and other equipment that overhangs the edge of the square. For game purposes, this does not affect which square the Unit occupies.

## TYPES OF UNITS

Dust 1947 keeps the battlefield varied and interesting through the broad range of Units that are available for the game, including:







- **Infantry** – A squad of specially trained Soldiers.
- **Vehicles** – Walkers and Tanks are some of the most powerful military vehicles on the battlefield.
- **Aircraft** – Vehicles that command the skies, zipping past or hovering over the battlefield and raining down destruction.
- **Heroes** – An Infantry Unit made up of a single miniature that represents a famous fighter or legendary leader in the World of Dust.



## TURNS

A game of Dust 1947 is divided into Turns. At the beginning of each Turn, Dust Dice are rolled to determine which player will go first. The first player Activates their first Unit, then players alternate Activating Units until all Units have been Activated and the Turn ends. Unless Victory conditions are met, the game continues, and players begin a new Turn (see Victory, page 16).

# EXAMPLE TURN

PLAYERS 1 AND 2 HAVE PLAYED SEVERAL TURNS ALREADY AND PLAYER 2'S WALKER UNIT HAS BEEN DESTROYED. PLAYER 1 STILL HAS THREE UNITS LEFT ON THE BATTLEFIELD (UNIT A, UNIT B, AND UNIT C), HOWEVER PLAYER 2 ONLY HAS TWO UNITS LEFT (UNIT D AND UNIT E).

TO START A NEW TURN, BOTH PLAYERS ROLL THREE DICE. PLAYER 1 ROLLS  ,  ,  , AND PLAYER 2 ROLLS  ,  ,  .

BASED ON  THE PLAYERS WOULD TIE FOR INITIATIVE, BUT  ACTS AS A TIE-BREAKER, SO PLAYER 2 GAINS THE INITIATIVE AND THE ABILITY TO SELECT WHICH SIDE WILL GO FIRST. HAVING LOST ONE UNIT ALREADY, PLAYER 2 DECIDES TO GO FIRST.

PLAYER 2 ACTIVATES HERO UNIT D AND ASSIGNS IT A SUSTAINED ATTACK ACTION AGAINST PLAYER 1'S WALKER UNIT A. UNIT A TAKES TWO HITS BUT IS NOT DESTROYED BUT UNIT A RECEIVES AN UNDER FIRE TOKEN.



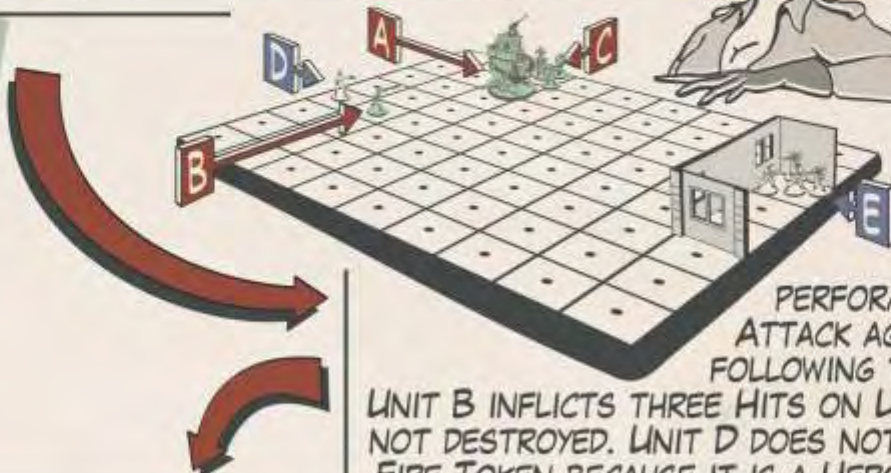
PLAYER 1 WOULD LIKE TO PASS, HOPING THAT PLAYER 2'S INFANTRY UNIT E LEAVES COVER TO ATTACK ONE OF PLAYER 1'S UNITS, BUT PLAYER 1 STILL HAS THREE UNITS TO ACTIVATE AND PLAYER 2 ONLY HAS ONE UNIT LEFT TO ACTIVATE. PLAYER 1 DECIDES TO ACTIVATE WALKER UNIT A AND ASSIGN IT A MOVE ACTION (TO MOVE TOWARDS UNIT E, BRINGING THEM WITHIN THE RANGE OF UNIT A'S WEAPONS, BUT KEEPING UNIT A OUTSIDE THE RANGE OF UNIT E'S WEAPONS) AND AN ATTACK ACTION (TO FIRE ALL OF ITS WEAPONS AT UNIT E). ONE SOLDIER IN UNIT E IS DESTROYED AND UNIT E RECEIVES AN UNDER FIRE TOKEN.

# EXAMPLE TURN CONT.

PLAYER 2 WOULD LIKE TO PASS BECAUSE NONE OF PLAYER 1'S UNITS ARE WITHIN RANGE OF UNIT E. HAVING ONLY ONE UNIT LEFT TO ACTIVATE COMPARED TO PLAYER 1'S TWO UNITS LEFT TO ACTIVATE, PLAYER 2 SUCCESSFULLY PASSES.



PLAYER 1 ACTIVATES HERO UNIT B ASSIGNING IT A MARCH-MOVE ACTION AND SPECIFYING THE USE OF ITS CHARGE SKILL TO PERFORM A CLOSE-COMBAT ATTACK AGAINST HERO UNIT D FOLLOWING THE MARCH-MOVE.



UNIT B INFLECTS THREE HITS ON UNIT D, BUT IT IS NOT DESTROYED. UNIT D DOES NOT RECEIVE AN UNDER FIRE TOKEN BECAUSE IT IS A HERO AND UNITS CANNOT BE SUPPRESSED BY CLOSE-COMBAT ATTACKS.

PLAYER 2 WOULD LIKE TO PASS AGAIN, BECAUSE ALL OF PLAYER 1'S UNITS ARE STILL OUT OF RANGE, BUT BOTH PLAYERS HAVE ONE REMAINING UNIT TO ACTIVATE, SO PLAYER 2 CANNOT PASS. INSTEAD, PLAYER 2 ACTIVATES UNIT E, ASSIGNING IT A MOVE ACTION (TO BRING THEM WITHIN RANGE OF UNIT A) AND AN ATTACK ACTION THAT CAUSES SUFFICIENT HITS TO DESTROY UNIT A.



PLAYER 1 ACTIVATES INFANTRY UNIT C ASSIGNING THEM A MOVE ACTION (TO BRING THEM WITHIN RANGE OF UNIT E) AND AN ATTACK ACTION THAT DESTROYS 2 SOLDIERS IN UNIT E. UNIT E, HAVING AN UNDER FIRE TOKEN ALREADY DOWNGRADES ITS STATUS TO SUPPRESSED AND REPLACES ITS UNDER FIRE TOKEN WITH A SUPPRESSED TOKEN.



ALL UNITS HAVE BEEN ACTIVATED AND THE TURN IS COMPLETE.

## INITIATIVE

Each Turn begins with all players rolling three Dust Dice (the number of dice may be modified by certain Skills). The player who rolls the most ☉ gains the Initiative. If there is a tie, the player with the most ☉ gains the Initiative. If a tie still exists, players re-roll their dice until a player gains the Initiative based on the aforementioned criteria. Once Initiative has been determined, the player who gains Initiative determines which player will take the first Activation.

## ACTIVATIONS

The player selects the Unit they will Activate, and assigns two Actions to that Unit. A player may also choose to Pass on the Activation if they have fewer Units left to Activate than their opponent. Heroes joined to Infantry Units or piloting Vehicles are counted as a single Unit (see page 40).

When a player assigns Actions to a Unit, they must declare all Actions, including the use of any Special Actions, Skills, or Special Weapons, prior to resolving any of the Actions. The following Actions can be assigned to a Unit:

- **Nothing** (page 19)
- **Move** (page 19)
- **March Move** – Costs Two Actions (page 20)
- **Attack** (page 25)
- **Sustained Attack** – Costs Two Actions (page 33)
- **Special** – To use some Special Weapons and Skills a Unit must be assigned a Special Action (pages 146-159).

Players may assign any combination of Actions, however, they may not assign two Move (this would be a March Move), March Move (this would take four actions), Attack (this would be a Sustained Attack), or Sustained Attack (this would take four actions) Actions.



Some Skills allow Units to take a third Action. These Skills cannot be stacked to allow more than three Actions. Units may not be assigned more than three Actions in a single Activation.

A Unit cannot be assigned more than one Move/March Move or Attack/Sustained Attack Action per Activation, unless allowed to do so by a specific Skill or Special Ability such as At the Double. Any time a Unit is assigned two Move Actions, they become a single March Move Action. Units may be assigned the same Special Action (i.e. Makeshift Repair) more than once, however, some Special Actions will end Unit Activation if they are successful (i.e. Get Moving You Bunch of Monkeys), preventing the completion of any further Actions, including any remaining Special Actions.

## VICTORY

The game ends at the end of any Turn where one of the following conditions is satisfied:

- One of the players completes the Objective specified in the scenario
- One or more of the players no longer has any Units left on the Play Area
- The game reaches the Turn limit specified in the scenario

The player who completed the scenario Objective or eliminated the other player's Units wins the game. If neither side completed the Objective or eliminated all of their opponent's forces, Victory is determined by Victory Points. Each side determines Victory Points by totalling the army points of the Units they eliminated from their opponent's army and adding any Victory Points received based on scenario conditions. The player who has the most Victory Points wins. An equal number of points results in a draw.



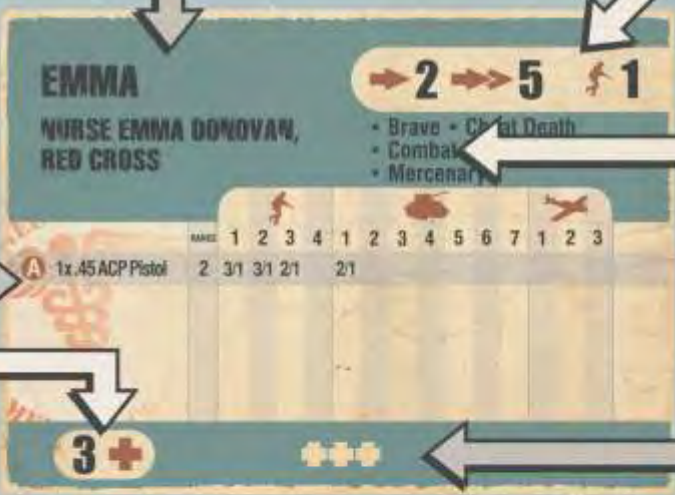
# READING UNIT CARDS

UNIT CARDS PROVIDE A QUICK REFERENCE FOR THE ABILITIES OF A PLAYER'S UNITS. THEY ARE ALSO USEFUL FOR TRACKING WHETHER A UNIT HAS BEEN ACTIVATED DURING A TURN. A DESCRIPTION OF THE INFORMATION PROVIDED ON BOTH SIDES OF EACH CARD IS PROVIDED BELOW.



**UNIT NAME**  
INDICATES THE UNIT'S NAME, FACTION AFFILIATION, AND TACTICAL FUNCTION.

**+ DAMAGE CAPACITY**  
INDICATES THE AMOUNT OF DAMAGE A HERO OR VEHICLE CAN WITHSTAND BEFORE BEING DESTROYED.



**UNIT SPECIAL WEAPONS AND SKILLS**  
THIS IS A LIST OF THE SPECIAL WEAPONS AND SKILLS THE UNIT POSSESSES. SEE PAGES 139-156

## WEAPONS TABLE

THIS TABLE LISTS THE WEAPONS CARRIED BY THE UNIT AND EACH WEAPON'S CAPABILITIES. THE FIRST COLUMN CONTAINS A LETTER FOR EACH WEAPON THAT CORRESPONDS TO THE IMAGE ON THE OPPOSITE SIDE OF THE CARD, THE NUMBER OF THESE WEAPONS POSSESSED BY THE UNIT (IF MORE THAN ONE), AND THE WEAPON'S NAME. THE RANGE COLUMN INDICATES THE WEAPON'S RANGE IN SQUARES.

THE NEXT 14 COLUMNS ARE GROUPED BY UNIT TYPE (INFANTRY, VEHICLE, AND AIRCRAFT) WITH EACH COLUMN INDICATING THE NUMBER OF DUST DICE TO ROLL AND THE AMOUNT OF DAMAGE CAUSED BY EACH HIT WHEN ATTACKING THE ARMOR RATING LISTED AT THE TOP OF THE COLUMN FOR THAT UNIT TYPE. VEHICLES HAVE AN ADDITIONAL COLUMN THAT INDICATES WHERE OR HOW THE WEAPON IS MOUNTED TO DETERMINE ITS FIRE ARC.

PLEASE NOTE THAT LIMITED-AMMO WEAPONS (SEE PAGE 141) ALSO INCLUDE CHECK-BOXES TO MARK OFF EXPENDED AMMUNITION.

## UNIT TYPE

THIS SYMBOL INDICATES THE TYPE OF UNIT DESCRIBED BY THE CARD AND IS FOLLOWED BY THE UNIT'S ARMOR VALUE #

- # INFANTRY UNIT (SQUADS, SUPPORT WEAPONS, AND HEROES)
- # VEHICLE UNIT (WALKERS, TANKS, AND TRUCKS)
- # AIRCRAFT UNIT (PLANES AND HELICOPTERS)

# MOVE VALUE  
INDICATES THE NUMBER OF SQUARES THE UNIT WILL MOVE WHEN ASSIGNED A MOVE ACTION. SEE PAGES 19 AND 104

# MARCH MOVE  
INDICATES THE NUMBER OF SQUARES THE UNIT WILL MOVE WHEN ASSIGNED A MARCH MOVE ACTION. SEE PAGES 20 AND 105

### ARMY POINTS

THE POINT COST OF THE UNIT FOR USE WHEN BUILDING AN ARMY FOR PLAY. THE MAXIMUM NUMBER OF POINTS EACH PLAYER CAN FIELD ARE SPECIFIED BY THE SCENARIO BEING PLAYED OR AGREED UPON BY THE PLAYERS.

4 AP

### UNIT PHOTO

THIS PHOTO CAN BE USED TO IDENTIFY THE MINIATURES INCLUDED IN THE UNIT. THE UNIT'S WEAPONS ARE INDICATED WITH A LETTER THAT CORRESPONDS TO THE WEAPONS TABLE ON THE OPPOSITE SIDE OF THE CARD.



### DAMAGE TRACK

CHECK-BOXES USED TO INDICATE THE AMOUNT OF DAMAGE A HERO OR VEHICLE HAS SUSTAINED.

INFANTRY UNITS INDICATE DAMAGE BY REMOVING MINIATURES (E.G., ONE MINIATURE FOR EACH HIT) AND DO NOT INCLUDE A DAMAGE TRACK.

### UNIT SPECIAL WEAPON AND SKILL QUICK REFERENCE

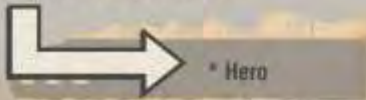
THIS QUICK REFERENCE PROVIDES A BRIEF DESCRIPTION OF THE SPECIAL WEAPONS AND SKILLS THE UNIT POSSESSES. FOR COMPLETE DESCRIPTIONS SEE PAGES 139-156

### BLOC/FACTION SYMBOL

THIS SYMBOL INDICATES THE UNIT'S AFFILIATION WITH A SPECIFIC BLOC OR FACTION.

-  ALLIES USMC 
-  AXIS 
-  BLUTKREUZ
-  SSU SPETZNAZ 
-  MERCENARIES

### VEHICLE SIZE/ HERO INDICATOR



SOME CARDS HAVE A SMALL NOTATION IN THE LOWER RIGHT HAND CORNER ON THE FRONT SIDE WHICH INDICATES A VEHICLE OF UNUSUAL SIZE (LIGHT, LARGE, OR HUGE) OR HERO STATUS OF A SINGLE MINIATURE INFANTRY UNIT.

### NOTE:

DUST 1947 CARDS ARE SPECIALLY COATED TO ALLOW THEM TO BE USED WITH DRY-ERASE MARKERS. YOU CAN MARK CHECK-BOXES ON YOUR CARDS OR MAKE OTHER NOTES DURING GAME PLAY WITH A DRY-ERASE MARKER, THEN WIPE THEM CLEAN WHEN THE GAME IS OVER.



# NOTHING ACTION

A Unit that is assigned a Nothing Action, uses a single Action to do nothing.

# MOVE ACTION

A Unit that is assigned a Move Action, uses a single Action to move a number of squares equal to or less than its Move Value. The direction the Unit is facing has no effect on movement. The Unit may move any direction and end its Move Action facing any edge of the square. When moving diagonally, the first square count as one square and any additional diagonal squares count as two squares (see example page 20).

Units may pass through squares occupied by other friendly Units with the following exceptions:

- **Vehicle Units may not pass through friendly Vehicle Units.**
- **A Unit cannot end its movement in an occupied square unless the Unit is a Hero sharing a square with a friendly Unit (see page 40).**

Units cannot pass through or end their movement in a square that contains an enemy Unit.

Movement can also be blocked or affected by Terrain. In Dust 1947 there are the following types of Terrain:

- **Open** – Represent flat, open areas, such as plains and recently harvested farm fields. Units can pass through and occupy, and Obstacles can be placed in Open Terrain.
- **Mud** – Represent mud flats. Mud is treated as Open Terrain that reduces Move and March Move Values to half (rounded down but never less than 1) for all Units except Aircraft.
- **Trees** – Represent a large tree or small tree. Units can pass through and share positions with a Tree to use it for Cover. Trees block Line of Sight if they completely obscure the Unit or provide Cover if they only partially obscure the Unit.
- **Roads** – Represent improved pathways for Vehicles. Roads are treated as Open Terrain for Infantry Units and Walker Vehicle Units, but are Improved Terrain for Wheeled, Tracked, and Half-Tracked Vehicles. Wheeled, Tracked, and Half-Tracked Vehicle Units that are assigned a Move Action and spend the entirety of the Move Action on Roads receive an additional point of Move Value (+1 square, +10cm, or +4") for that Action. Wheeled, Tracked, and Half-Tracked Vehicle Units that are assigned a March Move Action and spend the entirety of the March Move Action on Roads receive two additional points of Move Value (+2 squares, +20cm, or +8") for that Action.
- **Rubble** – Represent piles of debris from destroyed Terrain, such as shattered buildings and destroyed roadways. Wheeled, Tracked, and Half-Tracked Vehicle Units cannot pass through or occupy Rubble Terrain. Other Units (including Walker Vehicle Units) can pass through or occupy Rubble Terrain.
- **Sand** – Represent unpacked Sand, such as dunes and deep soft Sand. Sand is treated as Open Terrain that reduces Move and March Move Values to half (rounded down but never less than 1) for all Units except Aircraft.
- **Structures** – Represent impassible man-made structures that cannot be entered, such as pillars, fuel tanks, and silos. Units cannot pass through or occupy a Structure, but can take up positions adjacent to the Structure, which may provide Cover.
- **Swamps** – Represent shallow water areas, such as swamps and wetlands. Infantry Units and Walker Vehicle Units can pass through and occupy Swamp Terrain. Other Vehicle Units cannot pass through or occupy Swamp Terrain unless they are amphibious.
- **Water** – Represent deep water, such as lakes, oceans, and rivers. Units cannot pass through or occupy Water, with the exception of Naval and Amphibious Units.
- **Ammo Crates** – Obstacles that do not block LoS but act as Cover (see pages 30 and 110). Infantry Units can pass through and take up positions adjacent to an Ammo Crate to use it for Cover. Vehicle Units can choose to route around the Ammo Crate or pass over it, destroying the crate (removing it from play).
- **Tank Traps** – Obstacles that do not block LoS but act as Cover (see pages 30 and 110). Vehicle Units cannot pass through a Tank Trap. Infantry Units can pass through or take up positions adjacent to a Tank Trap, which may provide Cover.



• **Walls and Buildings** – Units cannot pass through High Walls, but may move through openings in standalone and Building Walls or take up positions adjacent to Walls, which may provide Cover. Openings are classified into three sizes, small openings (less than 1 square, 10cm, or 4" wide), large openings (1 square, 10cm, or 4" wide), and huge openings (2 squares, 20cm, or 8" or wide or wider). Infantry Units can move through openings of any size. Vehicle Units cannot move through small openings, but may pass freely through large and huge openings. Infantry Units can also move up or down a floor in a multistory Building (this includes moving from the top floor to the roof of a Building), at a cost of one Move Value (1 square, 10cm, or 4") per floor. High Walls and Buildings block Line of Sight (LoS) and act as Cover. Quoset Huts are a special type of building that block LoS for some Units but not others (see page 134). All Infantry Units, Walker Vehicles, and Tracked Vehicles Armor 2 and higher can cross Low Walls, but Armor 1 Wheeled, Half-Tracked, and Tracked Vehicles cannot. Low Walls do not block LoS, but do act as Cover.

• **Wrecks** – When Vehicles are destroyed during play, the destroyed Vehicle remains in the play area and becomes Wreck Terrain. Players also have the option of replacing the destroyed Vehicle with a destroyed Vehicle miniature or other proxy if they need to reclaim or reuse the Vehicle miniature. Wrecks block Line of Sight and act as Cover.

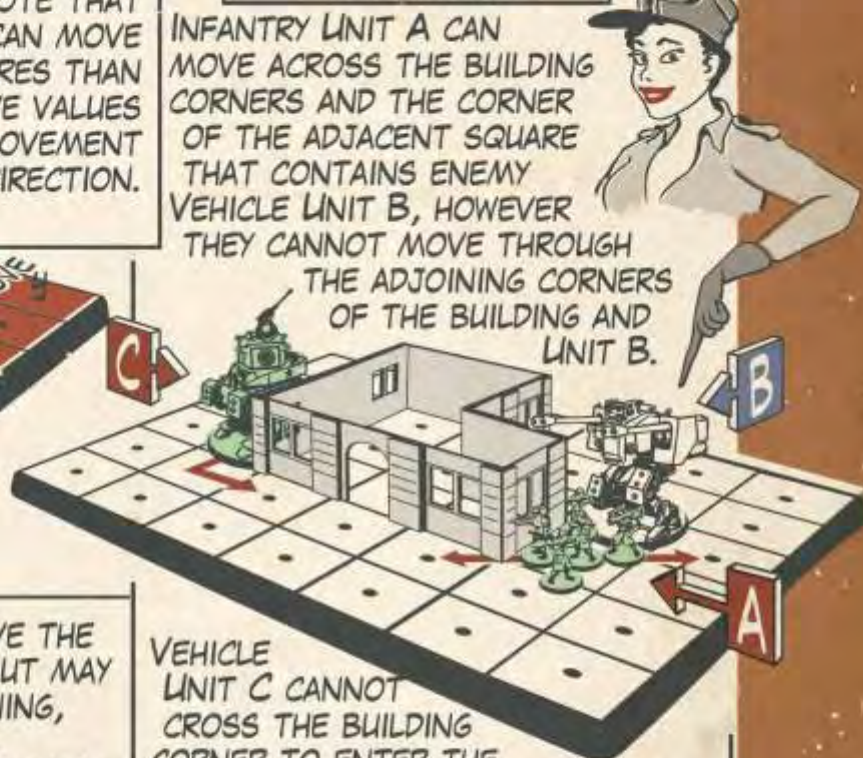
# MARCH MOVE ACTION

A Unit that is assigned a March Move Action uses two Actions to move a number of squares equal to or less than its March Move Value. Other than the difference in the maximum number of squares moved, a March Move Action works identically to a Move Action.

## MOVE/MARCH MOVE



## MOVING AROUND CORNERS



## MOVEMENT IN BUILDINGS

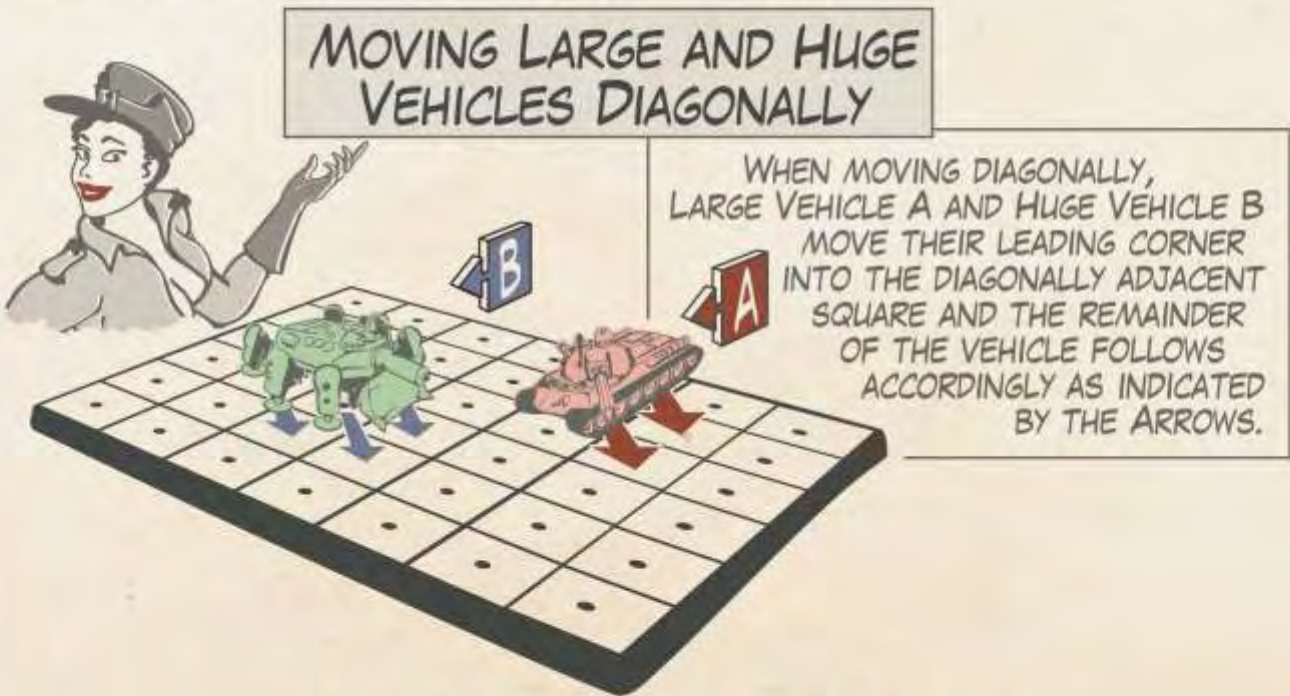


VEHICLE UNIT C CANNOT CROSS THE BUILDING CORNER TO ENTER THE DIAGONALLY ADJACENT SQUARE FOR ONE SQUARE OF MOVEMENT, BUT MUST INSTEAD MOVE FORWARD ONE SQUARE, THEN MOVE ONE SQUARE TO THE LEFT, ENTERING THE DIAGONALLY ADJACENT SQUARE FOR TWO SQUARES OF MOVEMENT.

VEHICLE UNIT B REQUIRES A LARGE OPENING TO ENTER OR EXIT THE BUILDING AND CANNOT PASS THROUGH THE OPENING DIAGONALLY.

# MOVING LARGE AND HUGE VEHICLES

Large Vehicle Units occupy two squares and Huge Vehicle Units occupy four squares. When a Large or Huge Vehicle Unit takes any Move Action, perform the movement based on the leading edge of the Vehicle. Move the leading edge of the Vehicle a number of squares equal to the value of the Move Action, with the remainder of the Vehicle occupying the square(s) vacated by the leading edge of the Vehicle during the final square of movement. When a Large or Huge Vehicle Unit moves diagonally, the entire leading edge of the Vehicle moves diagonally. Huge Vehicles may rotate within the four squares they occupy, either before or after they move. Like other Vehicle Units, Large and Huge Vehicles cannot move diagonally across the corner of a square occupied by impassable Terrain or an enemy Unit.



## MOVING AIRCRAFT

Aircraft move in the same manner as other vehicles, but are not limited by the corners of squares occupied by impassable Terrain or an enemy Unit and because Aircraft are flying over Terrain, Buildings, and earthbound Units, these elements of the battlefield have no effect on their movement. They are restricted from entering Terrain and Buildings, and are instead placed above them in the play area. Aircraft are required to take a Move or March Move Action as their first Action each time they are Activated. Aircraft with the Helicopter Skill are an exception to this rule. Large Aircraft occupy two squares, so they move following the guidelines for moving Large Vehicle Units, but are not limited by the corners of squares occupied by impassable Terrain or an enemy Unit with the previously mentioned exceptions.

### AIRCRAFT PLACEMENT

AIRCRAFT MAY OCCUPY THE SAME AREA AS FRIENDLY OR ENEMY UNITS AND TERRAIN OBSTACLES AS SHOWN IN EXAMPLE A AND EXAMPLE B.




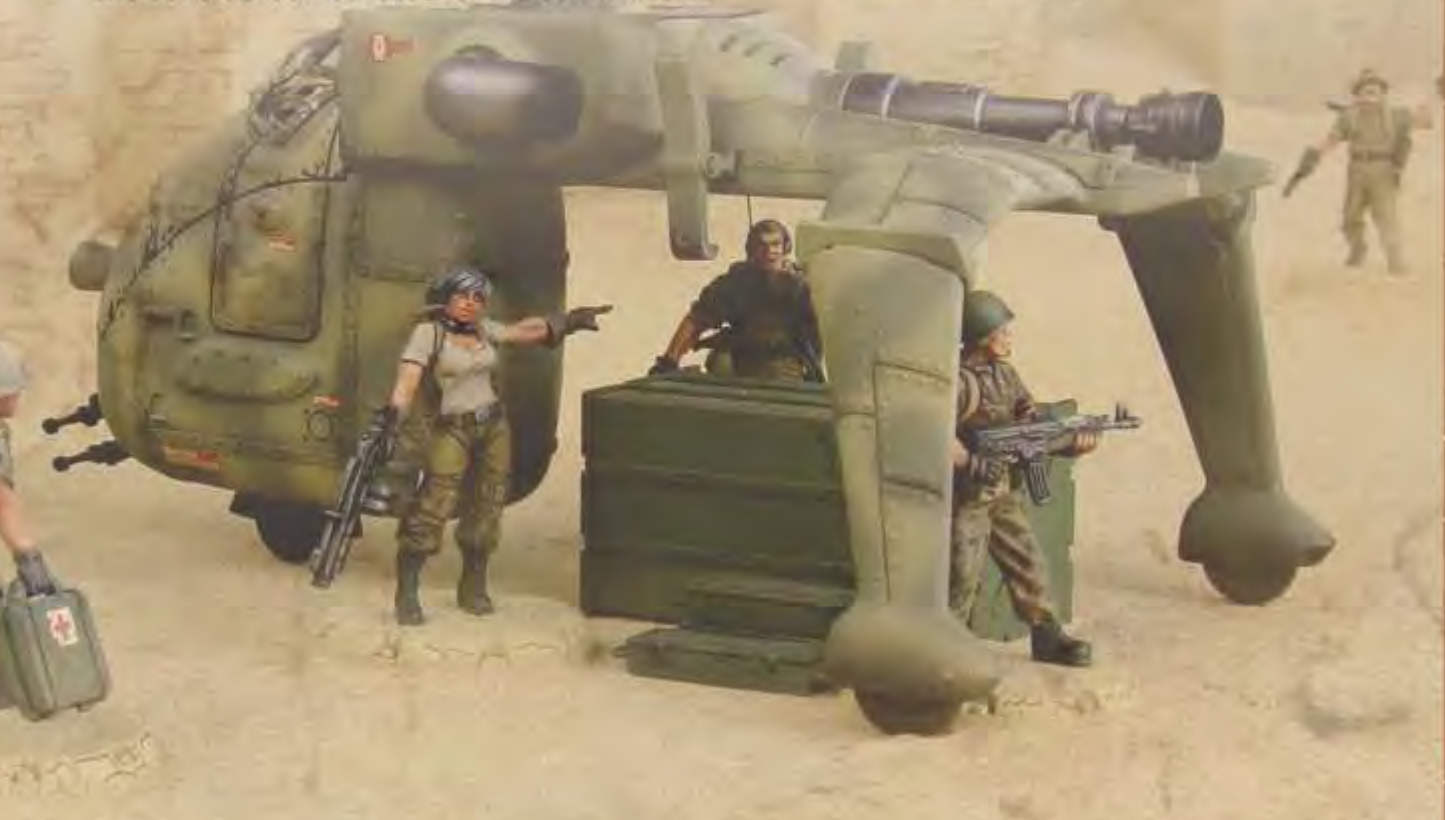
# TRANSPORTING PASSENGERS AND VEHICLES

Vehicles with the Passengers (#) ability can transport Infantry Units. The number specified within the brackets indicates the number of spaces in the Vehicle. Each Soldier in an Infantry Unit with an Armor rating of 1 or 2 uses one space within the Vehicle. Each Soldier in an Infantry Unit with an Armor Rating of 3 or 4 uses two spaces. A Vehicle can transport more than one Infantry Unit, provided they do not require more than the total number of spaces available in the Vehicle.




Infantry Units mount a Vehicle by moving into contact with the Vehicle or the base of the Vehicle if it is an Aircraft. Infantry Units can also be mounted in a Vehicle at the beginning of the game. Indicate the presence of an Infantry Unit in a Vehicle by placing a miniature from the Unit on the Vehicle's Unit Card, the Vehicle itself, or the base of the Aircraft.

Passengers being transported in a Vehicle Activate separately from the Vehicle. Passengers can dismount a Vehicle if they Activate before the Vehicle Activates and perform a Move or March Move Action to move away from the Vehicle. If the Passengers Activate after the Vehicle Activates, they may not dismount the Vehicle and, therefore, cannot perform a Move or March Move Action. Passengers cannot perform Sustained Attack Actions, nor may they use Close-Combat Weapons or Support Weapons while mounted. Passengers may, however, use any other personal weapons with the same Fire Arc as a Side-mounted weapon. The number of Passengers that can fire weapons from each side of the Vehicle is equal to half of the number of spaces (#) in the Vehicle. Passengers cannot use a Skill that Targets the Vehicle they occupy.

Passengers being transported by a Vehicle cannot be the Target of an Attack Action. If a Vehicle is destroyed while carrying Passengers, the Vehicle's Player rolls one die for each Passenger. The number of  rolled indicated the number of Passengers that take one point of Damage. Units that take Damage in this way, do not receive Cover or Infantry Saves, but can use the Damage Resilient Skill (see page 149-150). Any surviving Passengers are placed within Range 1 (1 square, 10cm, or 4") of the Vehicle. If the spaces adjacent to the Vehicle cannot be occupied by the passengers, they are Destroyed. All surviving Units also gain a Suppression token and are considered Activated for the current Turn.



Vehicles can also be carried to and around the battlefield by Airlifters and Sealifters. Airlifters are Aircraft equipped to carry Airmobile and Air Assault Vehicles. Sealifters are Naval Units equipped to carry Infantry and Vehicle Units. Vehicle Units can begin the game carried by an Airlifter or Sealifter. They can also be picked up by an Airlifter or mount a Sealifter during the game. Similarly, Infantry Units can begin the game as Passengers in a Sealifter or mount the Sealifter during the game.

Vehicles carried by an Airlifter cannot be the Target of an Attack. If an Airlifter is destroyed while carrying a Vehicle, the Vehicle's Player rolls one die for each point of Damage remaining on the Vehicle's Damage Track. Air Assault Vehicles take one point of Damage for each  rolled and all other Vehicles take one point of Damage for each  and  rolled. If the Vehicle survives, place it directly below the Airlifter and remove the Airlifter from the play area. The Vehicle receives a Suppression token and is considered Activated for the current Turn. If the space directly below the Airlifter cannot be occupied by a Vehicle, the Vehicle is Destroyed.

Units can mount a Sealifter by moving into the Sealifter. A Sealifter has twelve spaces and multiple Units may board the same Sealifter provided there are sufficient spaces to accommodate them. Units consume spaces in the Sealifter as follows:

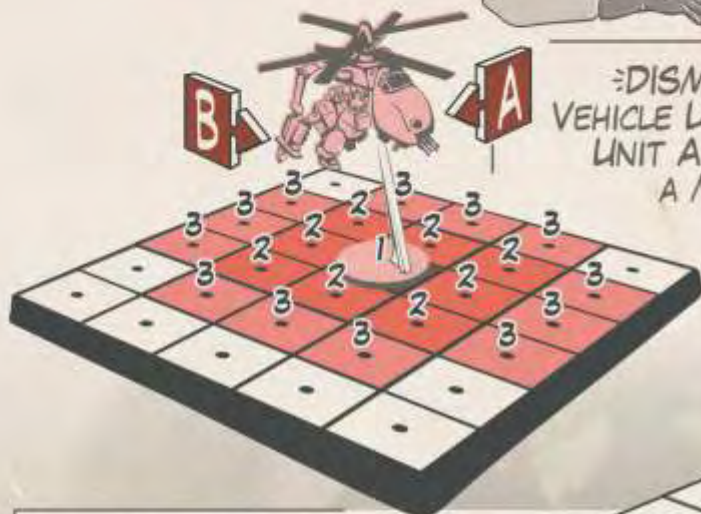
- Infantry – Armor 1 or 2 – one space per soldier**
- Infantry – Armor 3 or 4 – two spaces per soldier**
- Vehicles – Standard – six spaces**
- Vehicles – Large – twelve spaces**
- Vehicles – Huge – may not board Sealifter**

Vehicles and Infantry Units carried by a Sealifter Activate separately from the Sealifter. Vehicles and Infantry Units can dismount a Sealifter if they Activate before the Sealifter Activates and perform a Move or March Move Action to move away from the Sealifter. Other than this, they cannot perform Move, March Move, Attack, or Sustained Attack Actions while being carried in a Sealifter.

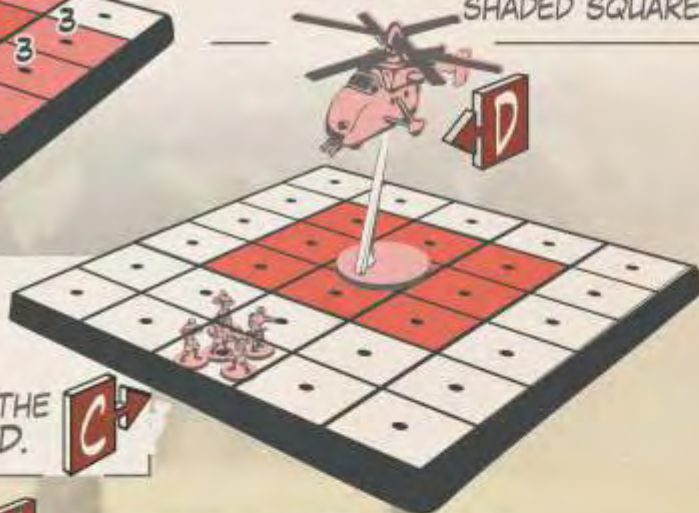
Units carried by a Sealifter cannot be the Target of an Attack. If a Sealifter is destroyed while it is not in contact with dry land, all Passengers and Vehicles are also destroyed. If the Sealifter's bow door is in contact with dry land, the Passengers and Vehicles that are being carried may dismount the Sealifter unharmed.



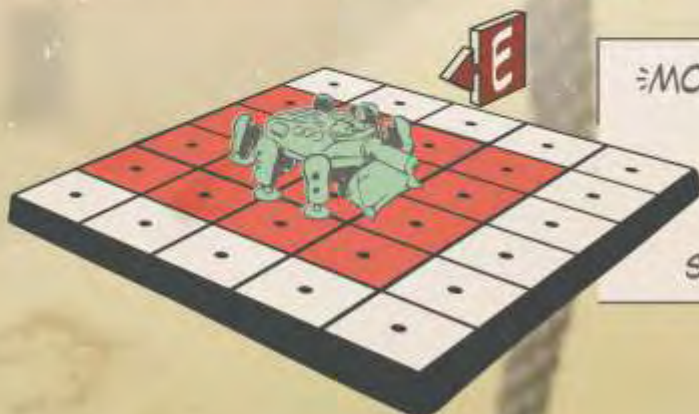
# MOUNTING AND DISMOUNTING AIRLIFTERS



⇒DISMOUNTING AIRLIFTER⇒  
VEHICLE UNIT B DISMOUNTS FROM AIRLIFTER UNIT A AND TAKES A MOVE ACTION WITH A MOVE VALUE OF 3, ALLOWING IT TO MOVE TO ANY OF THE SHADED SQUARES.



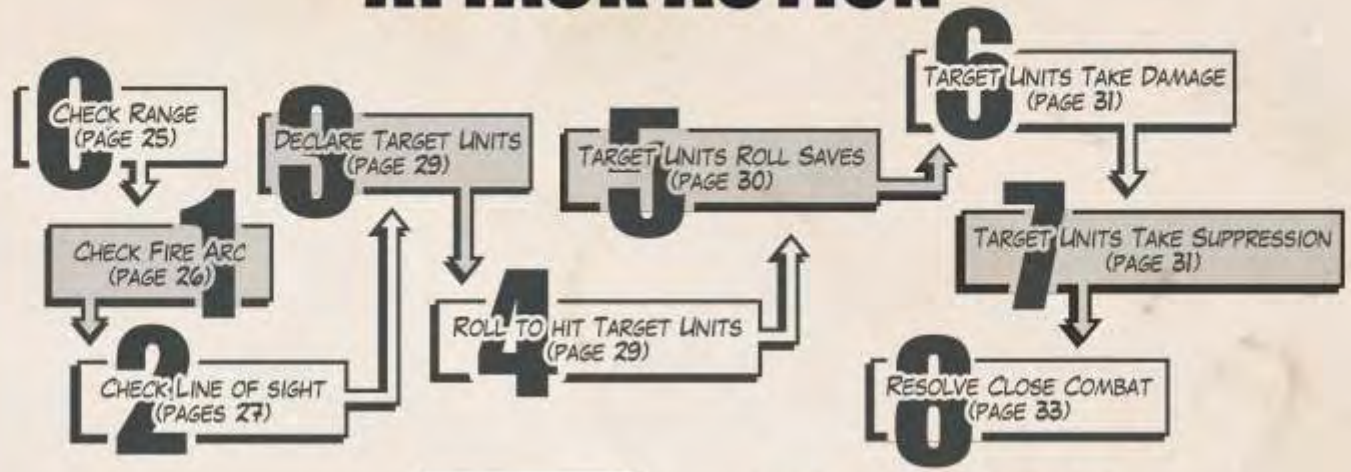
⇒MOUNTING AIRLIFTER⇒  
UNIT C MUST SPEND A MOVE ACTION TO ENTER ANY OF THE SHADED SQUARES INDICATED IN THE DIAGRAM TO MOUNT AIRLIFTER D.



⇒MOUNTING AND DISMOUNTING VEHICLES⇒  
A UNIT WISHING TO MOUNT VEHICLE UNIT E MUST DO SO FROM ONE OF THE SHADED SQUARES SHOWN.



# ATTACK ACTION



## RANGE

UNIT A WAS ASSIGNED AN ATTACK ACTION. CHECKING THE WEAPONS TABLE ON THEIR UNIT CARD REVEALS THAT THEY HAVE A WEAPON WITH A RANGE OF SIX AND A WEAPON WITH A RANGE OF THREE. THIS MEANS THAT UNIT B IS WITHIN RANGE OF ALL OF UNIT A'S WEAPONS, BUT UNIT C IS ONLY WITHIN RANGE OF THE WEAPON WITH A RANGE OF SIX.



## ZERO - CHECK RANGE

Units can only Attack Targets that are within the Range of their Weapons. Each Weapon's Range, in squares, is specified on the Unit Card in the Range column of the Weapons Table. When measuring range diagonally, the first square counts as one square, but all subsequent measurement of diagonal range counts each square as two squares. A Range of "C" indicates Close Combat Weapons that can only Attack Targets in adjacent squares (see page 33).

## ONE – CHECK FIRE ARC

Unless otherwise noted in the Weapons Table, Infantry Units (including Heroes) have a 360-degree Fire Arc, allowing them to fire in any direction. Vehicle Unit Weapons have a specified Fire Arc, as indicated in the Weapons Table on the Unit Card. The four Fire Arcs are:

**Front-mounted** weapons can only attack targets in squares that are 45 degrees to either side of the square directly in front of the Vehicle. (Indicated in blue)

**Rear-mounted** weapons can only attack targets in squares that are 45 degrees to either side of the square directly to the rear of the Vehicle. (Indicated in red)

**Side-mounted** weapons can only attack targets in the 180 degrees to the side of the Vehicle (excluding the squares directly in front of the Vehicle and directly behind the Vehicle as indicated in white).

**Turret-mounted** weapons can attack targets in any direction (360-degree arc).



If a Unit attempts to Target a Unit that is not in their Fire Arc, the player will need to assign a Move Action to the Unit first, to change its Facing.



## TWO – CHECK LINE OF SIGHT (LoS)

Each square on the game mat that contains a dot does not block Line of Sight (LoS). To determine LoS, players trace an imaginary line from the dot in the square occupied by the Unit assigned an Attack Action to the dot in the center of the square occupied by the Target Unit. For Large Vehicles, Front and Turret Weapons draw LoS from the square occupied by the front of the Vehicle, and Rear Weapons draw LoS from the square occupied by the rear of the Vehicle. For Huge Vehicles, Front and Turret Weapons draw LoS from either of the two squares occupied by the front of the Vehicle, and Rear Weapons draw LoS from either of the two squares occupied by the rear of the Vehicle.

If the line passes through a square that does not contain a dot or contains Terrain that would block LoS, then LoS is blocked.

If LoS passes through the corner of a square without a dot, then LoS is not blocked, but the targeted Unit will receive the benefit of Cover (see page 30).

If the line passes through the corners of squares that would block LoS on both sides of the line, then LoS is blocked.

A square containing any Infantry Unit does not block LoS, but a square containing any Vehicle Unit does block LoS.

Squares containing Smoke block LoS to Units on the far side. Units in the Smoke can be targeted but do not receive Cover.

Tree squares block LoS to Units on the far side, but Units in the Terrain can be targeted.

High Walls, Structures, and Buildings block LoS, however, openings do allow for LoS. A Unit inside a Building can only Target a Unit outside the Building if the Attacking Unit or the Target Unit is adjacent (including diagonally adjacent) to the opening the Attacking Unit's LoS passes through.

A Unit outside a Building can only Target a Unit inside the Building if the Attacking Unit or the Target Unit is adjacent (including diagonally adjacent) to the opening the Attacking Unit's LoS passes through.

### LINE OF SIGHT EXAMPLE 1



UNIT A HAS LOS TO UNIT B EVEN THOUGH THE LINE DRAWN FROM THE DOT IN UNIT A'S SQUARE TO THE DOT IN UNIT B'S SQUARE PASSES THROUGH THE CORNER OF A SQUARE WITHOUT A DOT. UNIT A DOES NOT HAVE LOS TO UNIT C, HOWEVER, AS THE LINE DRAWN BETWEEN THE DOTS IN THE TWO UNIT'S SQUARES PASSES THROUGH A SQUARE WITHOUT A DOT.

UNIT A HAS LOS TO UNIT D BECAUSE THE LINE DRAWN BETWEEN THE DOTS IN THE CENTER OF THE TWO UNIT'S SQUARES PASSES THROUGH TWO CORNERS OF SQUARES WITHOUT DOTS THAT ARE NOT OPPOSING. UNIT B DOES NOT HAVE LOS TO UNIT E, HOWEVER, BECAUSE THE LINE TRACED BETWEEN THE SQUARES OCCUPIED BY THE TWO UNITS PASSES THROUGH TWO OPPOSING CORNERS OF SQUARES WITHOUT A DOT.

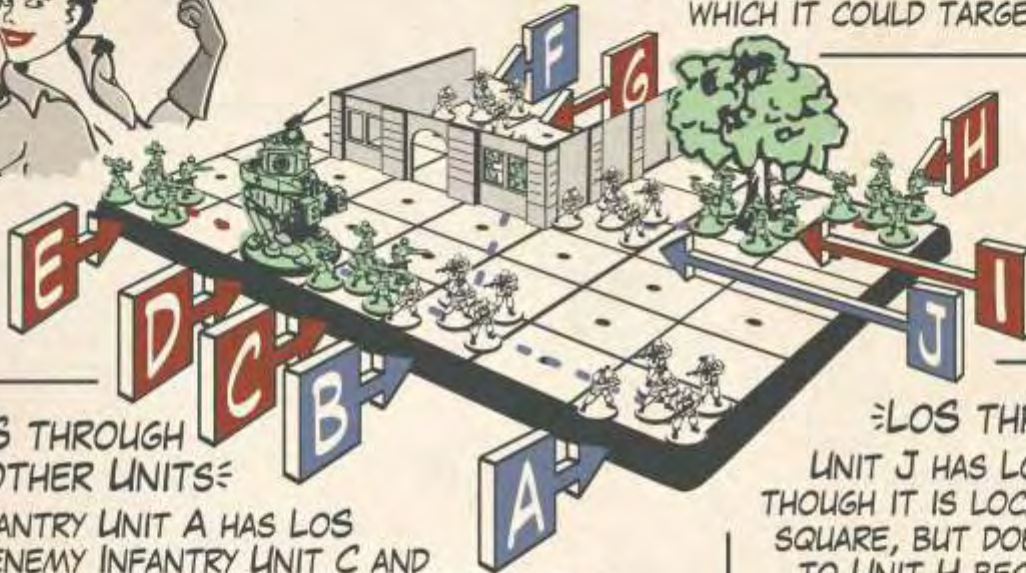




LINE OF SIGHT  
EXAMPLE 2

≡LOS THROUGH OPENINGS≡

UNIT G INSIDE THE BUILDING HAS LOS TO UNIT B OUTSIDE OF THE BUILDING BECAUSE UNIT G IS ADJACENT TO AN OPENING. UNIT B ALSO HAS LOS TO UNIT G THAT IS INSIDE THE BUILDING. UNIT G HAS LOS TO UNIT F BECAUSE THEY ARE BOTH INSIDE THE BUILDING, BUT DOES NOT HAVE LOS TO UNIT J BECAUSE UNIT G IS NOT ADJACENT TO ANY OPENING THROUGH WHICH IT COULD TARGET UNIT J.



≡LOS THROUGH OTHER UNITS≡

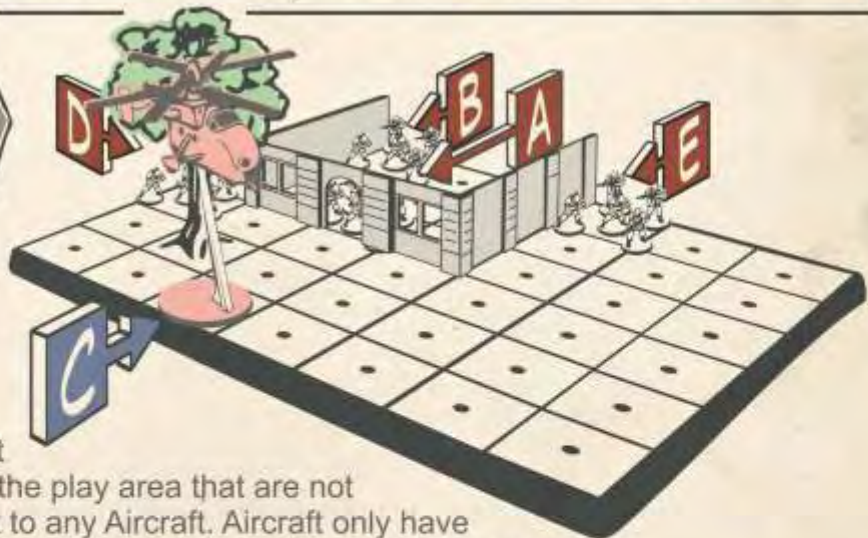
INFANTRY UNIT A HAS LOS TO ENEMY INFANTRY UNIT C AND ENEMY VEHICLE UNIT D, EVEN THOUGH THEY ARE FIRING THROUGH FRIENDLY INFANTRY UNIT B. UNITS C AND D CAN LIKEWISE TARGET UNITS A AND B, HOWEVER, INFANTRY UNIT E CANNOT TARGET UNITS A AND B BECAUSE LOS IS BLOCKED BY FRIENDLY VEHICLE UNIT D.

≡LOS THROUGH TERRAIN≡

UNIT J HAS LOS TO UNIT I EVEN THOUGH IT IS LOCATED IN A TREE SQUARE, BUT DOES NOT HAVE LOS TO UNIT H BECAUSE IT IS ON THE OTHER SIDE OF A TREE SQUARE.

LINE OF SIGHT TO AIRCRAFT

AIRCRAFT C HAS LINE OF SIGHT TO INFANTRY UNIT A, BUT NOT TO INFANTRY UNIT B. INFANTRY UNIT A HAS LINE OF SIGHT TO AIRCRAFT C, BUT INFANTRY UNIT B DOES NOT. AIRCRAFT C HAS LINE OF SIGHT TO INFANTRY UNITS D AND E, AND INFANTRY UNITS D AND E HAVE LINE OF SIGHT TO AIRCRAFT C.



Aircraft have Line of Sight to any Unit in the play area that is not in a Building. All Units in the play area that are not in a Building have Line of Sight to any Aircraft. Aircraft only have Line of Sight to a Unit in a Building if that Unit is adjacent to an opening and the Aircraft has Line of Sight to the Unit through that opening. Units in Buildings only have Line of Sight to Aircraft if that Unit is adjacent to an opening and the Unit has Line of Sight to the Aircraft through that opening.

### THREE – DECLARE TARGET UNITS

Once Range, Fire Arc, and LoS have been checked to determine which Units can be Targeted by the Unit that has been assigned an Attack Action, the player must declare which Unit will be Targeted by each Weapon used, and any Skills that will apply to the Attack. Once Targets are declared, they cannot be changed.



When performing Attacks, all Attacks are 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 considered to be used in the Attack, and cannot be used against another Target. If a player declares that a Unit is using a Limited-Ammo Weapon (see page 141), the ammo is still expended, even if the other Weapons destroy the Target Unit first. A Unit does not have to use all of its Weapons or Skills, but if a Unit does not declare a Target for one of its Weapons or does not indicate that a Skill will be used in conjunction with a Weapon that was declared, it is not used during that Activation. Vehicle and Hero Units can use all of the Weapons listed in their Weapons Table during each Attack Action. Infantry Units can use all of the Weapons listed in the Weapons Table for all surviving Soldiers during each Attack Action.


Each Weapon that can be used by the Attacking Unit can be declared against a different Target. A Vehicle or Hero with multiple Weapons and Infantry Units with multiple Soldiers can choose to declare multiple Targets or focus their Attack on a single Target.




### FOUR – ROLL TO HIT TARGET UNITS

The number of Dust Dice to be rolled for each Weapon is indicated in the Weapon Table on the Unit Card. Locate the row that provides specifications for the Weapon, and then find the column that represents the Unit Type and Armor Value for the Target Unit. The number to the left of the forward slash is the number of dice that should be rolled.

If  appears to the left of the forward slash, the Weapon is a Blast Weapon. Blast Weapons deliver explosive payloads or spray over a large area.  indicates that this Weapon rolls one die for each miniature in the Target Unit.

Roll the number of dice identified for the Weapon, scoring a Hit for each  rolled unless modified by a Special Weapon or Skill (pages 139-156).

**BLAST** UNIT A TARGETS UNIT B WITH AN AUTO GRENADE LAUNCHER. UNIT A ROLLS /1 FOR THE AUTO GRENADE LAUNCHER. UNIT B CONTAINS FIVE SOLDIERS, SO UNIT A ROLLS FIVE DICE TO HIT.



## FIVE – TARGET UNITS ROLL SAVES

Units that occupy a square containing Ammo Crates, Tank Traps, Trees, Rubble, Buildings, or Smoke are considered to be in Cover. A Target Unit is also considered to be in Cover if the Attacking Unit's Line of Sight to the Target Unit passes through the corner of a square without a center dot (see page 27).

For an Infantry Unit in Cover the player rolls a die for each Hit their Target Infantry Unit received. Each ☼ or ♣ rolled negates one Hit.

For a Vehicle Unit in Cover the player rolls a die for each Hit their Target Vehicle Unit received. Each ☼ rolled negates one Hit.

An Infantry Unit that is not in Cover receives an Infantry Save. This Save represents the ability of Infantry to "hit the dirt" or dive to the ground to avoid incoming fire. The player rolls a die for each Hit their Target Infantry Unit received. Each ☼ rolled negates one Hit.

**COVER**

**⇒ INFANTRY COVER SAVE ⇒**  
 INFANTRY UNIT C ATTACKS  
 INFANTRY UNIT D ROLLING  
 FOUR HITS. UNIT D IS IN  
 COVER SO IT ROLLS FOUR  
 DICE WITH A RESULT  
 OF ☼, ☼, ♣,  
 AND ☼, NEGATING  
 THREE HITS.  
 UNIT D TAKES  
 THE ONE REMAINING  
 HIT.

**⇒ INFANTRY SAVE ⇒**  
 VEHICLE UNIT A  
 ATTACKS INFANTRY UNIT B, ROLLING  
 FOUR HITS. UNIT B IS NOT IN COVER, BUT  
 STILL RECEIVES AN INFANTRY SAVE. UNIT B  
 ROLLS FOUR DICE WITH A RESULT OF  
 ☼, ☼, ♣, AND ☼, NEGATING TWO HITS.  
 UNIT B TAKES THE  
 TWO REMAINING HITS.

**⇒ VEHICLE COVER SAVE ⇒**  
 VEHICLE UNIT A  
 ATTACKS VEHICLE  
 UNIT E, ROLLING  
 THREE HITS.  
 VEHICLE UNIT E IS  
 IN SMOKE, SO IT  
 RECEIVES A COVER SAVE.  
 UNIT E ROLLS THREE DICE WITH A RESULT OF  
 ☼, ♣, AND ☼, NEGATING ONE HIT.  
 UNIT E TAKES THE TWO REMAINING HITS. UNIT E RETALIATES,  
 ROLLING THREE HITS AGAINST UNIT A. UNIT A HAS NO COVER,  
 SO IT RECEIVES NO COVER SAVE AND TAKE ALL THREE HITS.

Large and Huge Vehicles are in Cover if at least half of the Vehicle is in Cover from the Attacking Unit. For a Large Vehicle this means that it is in Cover if one of the squares it occupies is in Cover from the Attacking Unit. For a Huge Vehicle, this means that it is in Cover if at least two of the squares it occupies are in Cover from the Attacking Unit. For purposes of determining whether squares are in Cover from the Attacking Unit, squares occupied by Large and Huge Vehicles do not provide Cover for the other squares occupied by these Vehicles.

## SIX – TARGET UNITS TAKE DAMAGE

Assign Hits not canceled by Saves to miniatures one at a time, resolving each Hit before moving on to the next. Each Hit assigned to an Infantry Unit eliminates one miniature selected by the Unit's player. Each Hit on a Hero or Vehicle inflicts the amount of Damage indicated in the Weapon table on the Unit Card. Locate the row that provides specifications for the Weapon, then find the column that represents the Unit Type and Armor Value for the Target Unit. The number to the right of the forward slash is the number of points of Damage caused by each Hit with that Weapon.

If ☠ appears to the right of the slash on a Weapon line, the Weapon inflicts Automatic Kill Damage. Automatic Kill Damage is equal to the Unit's full Damage Capacity ("crosses" on the Unit's undamaged Damage Track). For each successful Hit, the Unit will take its full Damage Capacity in Damage.

**≡AUTOMATIC KILL≡** VEHICLE UNIT A ATTACKS VEHICLE UNIT B WITH A WEAPON THAT ROLLS 2/☠. UNIT B'S FULL DAMAGE TRACK IS FOUR POINTS OF DAMAGE ("FOUR "CROSSES"). UNIT B TOOK ONE POINT OF DAMAGE FROM AN EARLIER ATTACK. UNIT A ROLLS TWO DICE, ROLLING TWO HITS AGAINST UNIT B. DESPITE THE FACT THAT UNIT B ONLY HAS THREE POINTS OF DAMAGE REMAINING, EACH HIT INFLECTS FOUR POINTS OF DAMAGE, SO UNIT B TAKES EIGHT POINTS OF DAMAGE.

## SEVEN – TARGET UNITS TAKE SUPPRESSION

Any Unit that receives a Hit from an Attack or Sustained Attack also receives an Under Fire token. This is true even if the Target Unit rolls a successful Save against the Hit or its Damage. If it already has an Under Fire token, it replaces it with a Suppression token instead. While a Unit has a Suppression token, it cannot receive another. Units do not take Suppression from Close-Combat Attacks.

When a Unit that has an Under Fire token or Suppression token Activates, the Unit's Player rolls two dice. If both dice roll ☠, then all tokens are removed. If only one die rolls ☠, and the Unit has an Under Fire token, remove the Under Fire token. If only one die rolls ☠, and the Unit has a Suppression token, replace the Suppression token with an Under Fire token.



An Under Fire token is an indicator that a Unit is nearly Suppressed and has no effect on the Unit. A Suppression token forces the Unit to take a Nothing Action as its first Action. Additionally, a Unit with a Suppression token cannot perform a Close-Combat Attack, but can perform a retaliatory Close-Combat Attack if attacked in Close-Combat.



When a Unit with a Suppression token attempts a Reactive Attack, it rolls to remove the token in the same way as a Unit that Activates. If this roll does not remove the Suppression token, the Unit rolls one die instead of two when it determines if it can make a Reactive Attack.

If a Unit's Activation is interrupted by a Reactive Attack that results in the Unit being Suppressed, it cannot be Suppressed before completing its remaining Actions. The interrupted Unit completes its remaining Actions, then receives the Suppression token.

**≡UNDER FIRE/SUPPRESSION ACQUISITION≡**

INFANTRY UNIT A MAKES A SUSTAINED ATTACK AGAINST INFANTRY UNIT B AND ROLLS TWO HITS. INFANTRY UNIT B ATTEMPTS A COVER SAVE AND ROLLS TWO SAVES. INFANTRY UNIT B TAKES NO DAMAGE, BUT DOES RECEIVE AN UNDER FIRE TOKEN. INFANTRY UNIT C MAKES AN ATTACK AGAINST INFANTRY UNIT B AND ROLLS ONE HIT. INFANTRY UNIT B ATTEMPTS AN INFANTRY SAVE, BUT DOES NOT ROLL ANY SAVES. INFANTRY UNIT B TAKES ONE POINT OF DAMAGE AND REPLACES ITS UNDER FIRE TOKEN WITH A SUPPRESSION TOKEN.

**≡UNDER FIRE/SUPPRESSION CLEARING≡**

INFANTRY UNIT B HAS A SUPPRESSION TOKEN. WHEN INFANTRY UNIT B ACTIVATES, THE PLAYER CONTROLLING INFANTRY UNIT B ROLLS TWO DICE AND ROLLS  . THE SUPPRESSION TOKEN IS REPLACED BY AN UNDER FIRE TOKEN AND UNIT B IS NO LONGER SUPPRESSED, DOES NOT NEED TO TAKE A NOTHING ACTION AS ITS FIRST ACTION, AND IS CAPABLE OF INITIATING A CLOSE-COMBAT ATTACK.



## EIGHT – RESOLVE CLOSE COMBAT

Weapons that indicate a Range of "C" in the Weapons Table on the Unit Card are Close Combat Weapons. These Weapons can only be used if the Attacking Unit and the Target Unit occupy adjacent squares (including squares diagonally adjacent). Close Combat Weapons may be used in addition to Ranged Weapons (in the same Attack Action), but their use must be declared with Ranged Attacks before any Attacks are resolved. Ranged Weapon Attacks are resolved first and casualties are removed before resolving the effects of Attacks with Close Combat Weapons.

Attacks with Close Combat Weapons allow the Target Unit to retaliate with its own Close Combat Weapons. Both the Attack and the retaliatory Attack are resolved simultaneously with casualties being removed following the resolution of both side's Attacks. Hits with Close Combat Weapons are not subject to Cover or Infantry Saves. When performing a Sustained Attack, the player must choose whether the Attack with Ranged Weapons or the Attack with Close Combat Weapons will be Sustained (the other Attack will remain just a standard Attack). Regardless, the Target Unit's retaliatory Attack with Close Combat Weapons is not a Sustained Attack.

Regardless of the Weapons listed in the Weapons Table on the Unit Card, Infantry and Vehicle Units have the ability to perform Close Combat Attack Actions with Improvised Weapons. These Weapons may be thought of as shovels, grenades, the buttstock of a weapon, or a piece of battlefield debris. Improvised Weapons use the statistics listed below:

IMPROVISED CLOSE COMBAT WEAPON TABLE		1				2				3					
Weapon	Range	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Improvised Close Combat	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

INFANTRY UNIT A OCCUPIES A SQUARE ADJACENT TO INFANTRY UNIT B. UNIT A DECLARES THAT IT WILL PERFORM A RANGED ATTACK FOLLOWED BY A CLOSE COMBAT ATTACK. UNIT A'S RANGED ATTACK DESTROYS TWO SOLDIERS IN UNIT B.



UNIT A AND UNIT B NOW ROLL SIMULTANEOUSLY FOR CLOSE COMBAT, WITH UNIT A ROLLING FOR ALL OF ITS SOLDIERS AND UNIT B ROLLING FOR ITS THREE SURVIVING SOLDIERS. UNIT A DESTROYS THREE MORE OF UNIT B'S SOLDIERS, COMPLETELY WIPING OUT THE UNIT.



UNIT B'S CLOSE COMBAT ATTACK IS SIMULTANEOUS HOWEVER, SO UNIT A HAS TO REMOVE THE TWO SOLDIERS DESTROYED BY UNIT B.



UNIT A ENDS CLOSE COMBAT WITH 3 SURVIVING SOLDIERS.



## SUSTAINED ATTACK ACTION


A Unit that is assigned a Sustained Attack Action uses two Actions to increase the likelihood that it will Hit its Target. After rolling the number of dice indicated for the Weapon(s) used for the Sustained Attack Action, the player re-rolls all misses once and counts any additional Hits as successes. Other than re-rolling misses, a Sustained Attack Action works identically to an Attack Action.


# REACTIVE ATTACKS


A Unit that has not already taken an Action may attempt a Reactive Attack against an enemy Unit that is no more than Range 4 (four squares, 40cm, or 16") from the reacting Unit only if the enemy Unit performs a Triggering Action combination. Triggering Action combinations include:

- Move and Attack
- Attack and Move
- March Move

These Triggering Action combinations will allow a Reactive Attack regardless of whether the enemy Unit takes a third action before, after, or between two Actions comprising the Triggering Action (Units can never take more than three Actions). Once the Player controlling the enemy Unit declares the Triggering Action, the Player controlling the reacting Unit rolls two dice with the following results:

On a roll of , the Unit will Activate and perform a Sustained Attack Action or a Move Action followed by an Attack Action after the enemy Unit completes its first Action (after the second Action if the enemy Unit is taking three Actions). If taking a Move/Attack Action, the Unit may only use the Move Action to rotate in place (to bring the enemy Unit into its Fire Arc).

On a roll of , the Unit will Activate and perform an Attack Action after the enemy Unit completes its first Action (after the second Action if the enemy Unit is taking three Actions).

If the dice roll results in no , the Unit Activates for a Nothing Action.

If the enemy Unit is performing a March Move Action, the enemy Unit is moved as if it was assigned a regular Move Action, the Reactive Attack is resolved, then the enemy Unit completes the remainder of the March Move.

Close-Combat Weapons (Range C) cannot be used in a Reactive Attack, and Aircraft can never perform a Reactive Attack.



# BUILDING YOUR FORCE

Before starting a game of Dust 1947, players must agree upon the total number of army points that will be used to build each force. It is also helpful for players to know what types of Terrain will be used in the game and the game's Objectives and Victory Conditions. These variables may be specified by a scenario the players have chosen, the conditions of a tournament or other competition, or player agreement.

Dust 1947 is a fast-playing and highly scalable game. While players can choose to play huge games with hundreds of points in Units, they can also choose to play smaller games with less than 100 points per player. The number of army points assigned to each player has a significant impact on the length of a game. While there are generally too many variable to specify a ratio of points to minutes, a general rule of thumb is:

**25 Points = ~ 30 minutes**

**50 Points = ~ 45 – 60 minutes**

**100 Points = ~ 60 – 90 minutes**

**200 Points = 120+ minutes**

Because smaller games play very quickly, players may elect to agree upon a play area, Objectives, and a point total, then choose their force and start playing. Alternately, they may select one of the scenarios contained in this Rule Book or gathered from another source, such as game supplements or the downloads page at [Dust-Tactics.com](http://Dust-Tactics.com).





Starter Boxes are an excellent way for two or more players to gather balanced forces for play. Each Starter Box comes with a force that is balanced to play against the force in any other Starter Box, a game mat, dice, a 3-D Terrain piece, Terrain tiles, and a Simplified Starter Rulebook that also includes 5 ready-to-play scenarios. Once you are familiar with the game, the Units in the Starter Box make an excellent base to build your force around as you add more miniatures to your collection.

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 the Bloc they are playing, provided that the combined total of their Army Points does not exceed the agreed limit.

Once you have a few games under your belt, you might want to try even bigger games on bigger tables, perhaps with several players on each side. Games with more than two players can be set up with multiple opposing Blocs or Factions or two or more players fielding cooperating forces. In an "every player for themselves" game, players alternate Activations in descending order of Initiative rolls. In a cooperating forces game, players activate as teams and alternate which player Activates a Unit each time the cooperating force receives an Activation.

## BLOCS AND FACTIONS

The World of Dust is a world at war. The major world powers are referred to as Blocs, but within these Blocs are powerful subgroups, known as Factions, who simultaneously work towards ultimate victory for their Bloc as well as a consolidation and extension of their own influence and control.

When players build a force, the force must be composed entirely from a single Bloc with the exception of Captured Vehicles and Mercenaries. The Units from that Bloc may or may not be part of a Faction that is connected to that Bloc. If you choose to build your force primarily from Units belonging to a single Faction, it is possible to earn a Faction Bonus.



# FACTION BONUS

Inside each Bloc there are many Factions that can represent a type of army, a specific organization or interest group, or simply people that banded together in a tight alliance. Examples of these Factions include:

- The United States Marine Corp (USMC), the Long Range Desert Group (LRDG), or the French Foreign Legion (FFL) within the Allies
- The Neue Deutsches Afrikakorps (NDAK), the Blutkreuz Korps, or the Luftwaffe within the Axis
- The People's Liberation Army, the Red Guard, or the Spetsnaz within the SSU
- Unlike other Blocs, the Mercenaries of the Neutral-Nation Organization (NNO) don't contain any playable Factions (but can still benefit from the Faction Bonus as explained below)



ALL UNITS IN DUST 1947 BELONG TO A BLOC, WHICH IS REPRESENTED BY THE BACKGROUND COLOR OF THE UNIT CARD. ALLIED UNITS HAVE A GREEN BACKGROUND, AXIS ARE GRAY, SSU ARE RED, MERCENARIES ARE BLUE. WITHIN A BLOC, SOME UNITS DON'T BELONG TO A SPECIFIC FACTION AND AS SUCH CARRY THEIR BLOC'S SYMBOL ON THEIR UNIT CARD LIKE THE FOUR PICTURED ABOVE.

STARTER BOXES ARE AN EXCELLENT WAY FOR TWO OR MORE PLAYERS TO GATHER BALANCED FORCES FOR PLAY. UNITS THAT BELONG TO A SPECIFIC FACTION HAVE THE SPECIAL FACTION SYMBOL ON THEIR UNIT CARD LIKE THESE THREE CARDS.

While you can mix any Units from a Bloc to create your army (along with a Mercenaries and a Captured Vehicle if you choose to do so), there are certain perks when you field a force primarily composed of Units from the same Faction. The first is that each Faction has its own unique look and feel making for a force that looks great on a battlefield. The second is more practical. When you field a Faction force, you receive additional army points to spend on Units.

Your force is considered a Faction force when:

- **At least 75% of its army points spent on Units comes from a specific Faction. The rest can be Bloc Units, Mercenary Units, or a Captured Vehicle.**
- **There are no Units from another Faction in your Force.**

If these two conditions are met, you get to spend up to 10% of the basic army point total of your force on Heroes of the Faction or Bloc you're fielding. This can of course put you past the limit of the army points specified by the Scenario but these extra army points are "free" and don't count towards the total cost of your force. These extra army points don't have to be spent on a single Unit. You could spend them on a single ten point Hero, two five point Heroes, or an eight point Hero, combining the remaining two points with nine points left over from your base army points to select an eleven point Hero.

#### ≡FACTION FORCE EXAMPLE≡

HENRY IS BUILDING A 100 ARMY POINT USMC ARMY. HE CHOOSES 78 ARMY POINTS OF USMC SPECIFIC TROOPS AND VEHICLES AND ONE P-48 PLANES THAT ARE BLOC UNITS, FOR A TOTAL OF 100 ARMY POINTS. HIS ARMY IS CONSIDERED A FACTION ARMY (MORE THAN 75 ARMY POINTS IS USMC, THE REST IS BLOC, NO OTHER FACTION PRESENT) SO HE CAN SPEND AN EXTRA 10 ARMY POINTS (10 PERCENT OF THE BASIC TOTAL) ON USMC OR BLOC HEROES. HENRY'S ARMY CAN CLIMB UP TO 110 ARMY POINTS BUT IS STILL CONSIDERED TO BE A 100 POINT FORCE.



## MERCENARIES

Mercenaries can be played in two ways. Mercenary Units can be added to any Bloc or Faction force, but do not count as Faction Units when determining if 75% of army points came from the Faction to qualify for a Faction Bonus. Mercenaries can also be fielded as an entirely Mercenary force.

There are no Factions within Mercenary armies, but Mercenary players can still benefit from the Faction Bonus. If your force is made entirely of Mercenary Units (and optionally one Captured Walker), you can spend up to 10% of the basic army point total of your Mercenaries force on Mercenary Heroes.

## CAPTURED VEHICLES

"All's fair in love and war," or so the saying goes. Resources are scarce on the battlefield, so captured equipment that is intact or requires only minor repair is sometimes pressed into service. With supply lines stretched thin, this opportunism offers a way to replace badly damaged or destroyed equipment, such as AFVs. The down side to this equipment is that it can be difficult to maintain. Your Platoon's mechanic is likely unfamiliar with the design, any captured manuals are in a foreign language, and replacement parts are only available through salvaging other wrecks, capturing a supply depot, or fabricating them in the field. Regardless, having one of the enemy's Walkers sure beats having no Walkers on the field of battle and could mean the difference between life and death.

Each player may field only one Captured Vehicle in its force. Vehicles are the only Captured Units allowed in Dust 1947. You may not include Captured Squads, Aircraft, or Heroes in your force.

The Captured Vehicle has the characteristics shown on its Unit Card except that its army point cost is increased by two points.

Captured Vehicles can only be selected from the following chart.



## CAPTURED VEHICLE AVAILABILITY CHART

### ALLIES:

- Allied Wildfire
- Allied Mickey and Mickey Light
- Allied Pounder and Pounder Light
- Allied Skysweeper

### AXIS:

- Axis Heinrich and Heinrich Trop
- Axis Loth
- Axis Luther
- Axis Ludwig
- Axis Flamm-Luther
- Axis JagdLuther

### SSU:

- SSU Nadya
- SSU Natalya
- SSU Natasha and Natasha Tsh
- SSU Nikita
- SSU Aleksei
- SSU Red Fury

# 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. They are unique individuals, so an army can never have two of the same Hero.

## Joining Infantry Units

Before the game begins, a Hero and an Infantry Unit that have the same Armor Value, can be joined to form a combined Unit that Activates simultaneously for the remainder of the game. If the Hero and the Infantry Unit's movement rates differ, the combined Unit uses the lower rate. The combined Unit shares Skills (if applicable). When the combined Unit takes Damage, the Unit's player assigns Hits between the Infantry Unit and the Hero joined to it using the rules for assigning Hits (see page 31). Count the combined Unit as a single Unit when determining how many Units have yet to Activate for the Passing rule (see page 15).

A Hero that begins a game joined to an Infantry Unit remains joined to that Unit for the entire game. Heroes can be played separately in a game if they do not begin the game joined to an Infantry Unit or if the Infantry Unit they joined is eliminated during the game. A Hero played separately for either of these reasons may share a square with any friendly Unit, but may not be joined to any Infantry Unit for the remainder of the game. When sharing a square that is the Target of an area Attack, such as a Flamethrower, both Units are affected with dice rolled separately for each Unit.




## Piloting Vehicles

A Hero with the Pilot or Ace Pilot Skill can pilot a Vehicle. Only one Hero may pilot a Vehicle at a time. For a Hero to pilot a Vehicle, the player must assign the Hero to the Vehicle before the game begins. The Hero and Vehicle Unit now form a combined Unit until the end of the game or the destruction of the Vehicle.

When a Vehicle with a pilot Activates, its pilot also Activates performing the same Action as the Vehicle.

Count the Hero and Vehicle as a single Unit when determining how many Units have yet to Activate for the Passing rule (see page 15).

While piloting a Vehicle, a Hero cannot be the Target of an Attack and cannot use their own Weapons, but can use their Skills.

If the Vehicle is destroyed, the pilot's player rolls a die. On a roll of  or , the Hero escapes unharmed. On a roll of  the Hero takes a point of damage. The Hero is placed in any valid square adjacent to the square the Vehicle occupied (1" or 2.5cm from the edge of the Vehicle or Vehicle Base if playing without a grid), and counts as having Activated for this Turn. If the spaces adjacent to the Vehicle cannot be occupied by the Hero, the Hero is Destroyed.

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, they may not remount and the Vehicle is considered destroyed.

# PLATOONS

Military forces are organized into Platoons so troops can train and fight alongside the same soldiers, building trust and common experience that boosts their joint performance. Dust 1947 allows you to field Platoons to take advantage of this synergy.

A Platoon consists of units specified on a TO&E (Table of Organization and Equipment) chart which includes a Command Unit, typically two to four Required Units and any number of Supporting Units. Fielding the required Units gives all of the Platoon and its Supporting Units the benefit of the Platoon Advantage (unless otherwise specified). Platoons are entirely optional. However, if you choose to field one, you must field the Command Unit and all of the Required Units.

## PLATOON ADVANTAGES

A Platoon's Advantage only applies to Units in the Platoon, including Support Units. It does not apply to independent Units, nor to Units from other Platoons.

## FIELDING MULTIPLE PLATOONS

A player may field multiple Platoons in their force. If they do so, they must designate which Units belong to each Platoon. Units do not have to be part of a Platoon and can operate independently.

## USING MERCENARIES IN PLATOONS

You may replace up to one Combat Unit in a Platoon with a Mercenary Unit. This Mercenary Unit must be of the same type as the Unit it replaces (Infantry, Vehicle, or Aircraft), and must have an Armor Rating at least as high as the Unit it replaces. Despite having insufficient Combat Units, a Platoon hiring a Mercenary Unit in this way is considered to have met the requirements for the Platoon.

### HOW TO FIELD A PLATOON

THE DIAGRAM ON THE FACING PAGE EXPLAINS THE STRUCTURE AND REQUIREMENTS OF A PLATOON.

⇒REQUIRED PLATOON LEADER⇒  
THE PLATOON MUST INCLUDE ONE OF THE INDICATED PLATOON LEADER UNITS.

⇒PLATOON ADVANTAGE⇒  
IF THE PLATOON INCLUDES ALL REQUIRED UNITS, IT GAINS THE PLATOON ADVANTAGE. THIS CAN BE FOUND AT THE END OF THE PLATOON DIAGRAM.

⇒REQUIRED UNIT⇒  
THE PLATOON MUST INCLUDE A SELECTION FROM EACH REQUIRED UNIT.

⇒TYPICAL SUPPORT⇒ DESCRIBES THE TYPES OF UNITS THAT COMMONLY SUPPORT THIS PLATOON. A PLATOON CAN BE SUPPORTED BY ANY UNITS OR NONE AT ALL.

⇒MARIO'S ALLIED RANGER PLATOON⇒ MARIO DECIDES TO FIELD AN ALLIED RANGER PLATOON AS PART OF HIS FORCE. HE NEEDS TO SELECT ONE OF THE THREE OPTIONS FOR A REQUIRED PLATOON LEADER. MARIO SELECTS A RANGER COMMAND SQUAD. TO RECEIVE THE PLATOON ADVANTAGE, MARIO MUST ALSO SELECT A UNIT TO FILL EACH OF THE THREE REQUIRED UNIT SLOTS FOR THIS PLATOON. MARIO SELECTS A RANGER HEAVY WEAPON SQUAD; A RANGER COMBAT SQUAD; AND A RANGER RECON SQUAD. NOW THAT HE'S MET ALL OF THE PLATOON REQUIREMENTS, MARIO'S PLATOON RECEIVES THE RANGERS LEAD THE WAY PLATOON ADVANTAGE. MARIO CAN CHOOSE TO ADD SUPPORT UNITS LIKE AN M3 MEDIUM COMBAT WALKER LIKE THE POUNDER, BUT HE IS NOT REQUIRED TO DO SO.

# T.O.E



## ALLIED RANGER PLATOON

Allied Ranger Units are the backbone of all ASOCOM military operations. These elite soldiers are among the best on the planet. They have the most advanced equipment money can buy and are exceptionally well trained.

Every Ranger knows that hundreds of millions of civilians' freedom depends on them, and that every one of them supports the Rangers in any way they can. The Rangers are truly the heroes of this grand league of nations.

### PLATOON ADVANTAGE: RANGERS LEAD THE WAY

The Ranger motto is "Rangers Lead the Way," and they always attempt to live up to it by leading any advance and always being the first to relieve beleaguered comrades. If the Rangers are coming, you know they will be there soon!

All Ranger (but not Heavy Ranger) units in or supporting a Ranger Platoon gain the Scout Skill (see page 54). In addition, if they are held in Reserve (see page 131), they roll an extra die when rolling for one

### SUPPORT UNITS

The Rangers can call on a wide range of support. They bring in specialist Ranger Assault Squads and Attack Squads equipped with flamethrowers for city fighting. These are often accompanied by M7 Heavy Assault Walkers like the tough Punisher or the Fireball napalm-thrower.

When called on to defend a position, they call up snipers, backed up by lethal M5 Bulldog and Six-Shooter Heavy Destroyer Walkers. The versatile M3 series of Medium Combat Walkers, such as the Pounder Anti-Tank Walker, are commonly found with the Rangers.

Bazooka Joe  
Lieutenant Colonel Joseph Brown

OR

Ranger Command Squad

OR

Johnny One Eye  
Lieutenant John Coviello



Ranger Heavy Weapon Squad

OR

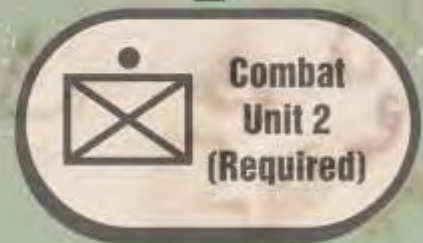
Ranger Weapon Squad

OR

Ranger Combat Squad

OR

Ranger Recon Squad



Unit Choice Same as Unit 1



Unit Choice Same as Unit 1





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FEET DON'T FAIL ME NOW



# TO&E



## ALLIED MEDIUM COMBAT WALKER PLATOON

Even though the Allies were the last to develop VK technology, they have caught up with the Axis far more quickly than anyone could have anticipated. The M3 Medium Combat Walker chassis is now the most common sight on any battlefield where Allied troops fight.

These ubiquitous weapons are fielded in Medium Combat Walker Platoons, grouped into companies (squadrons in the British contingents) and battalions, putting more Walkers in the hands of the Allied field commanders than the commanders of any other Bloc.

### PLATOON ADVANTAGE: GRAB THEM BY THE NOSE

Medium Combat Walker pilots act together in order to deal with Heavy Axis Walkers and SSU Tanks and Walkers. One common tactic is for the lead Tank to 'grab them by the nose,' keeping the enemy Walker's attention, while directing another Tank to flank it and 'kick them in the backside.'

All M3 Medium Combat Walkers (such as an M3C Pounder or an M3E Rattler) in or supporting a Medium Combat Walker Platoon can use the Get Moving You Bunch of Monkeys Special Action (see page 158), on any M3 Medium Combat Walker in or supporting the same Platoon. Cockpit radios allow them to use this Special Action anywhere in the play area.

### SUPPORT UNITS

With their massive industrial base, one thing the Allies are not short of is combat Walkers. A Medium Combat Walker Platoon is usually supported by additional M3-series Walkers, both standard types like the Cobra and Pounder, and specialist Walkers such as the Rattler anti-aircraft Walker and the Steel Rain assault engineering Vehicle.

M2-series Light Walkers like the Blackhawk, Honey, and Wildfire provide scouting forces to locate and pin the enemy as the Platoon maneuvers into position, while M5-series Heavy Destroyer Walkers like the Bulldog and Six Shooter provide cover fire.

Like tanks, Walkers are vulnerable to enemy Infantry at close quarters, so a Unit of Rangers is usually assigned to escort the Platoon, checking out Buildings and woods and keeping enemy Infantry at bay.

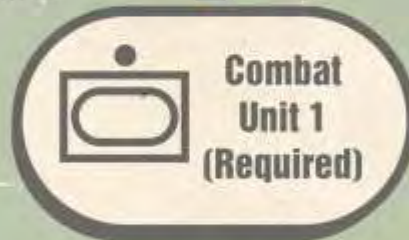


**Command Unit (Required)**

Mickey/Mickey (Light) M3A/M3A2 Medium Combat Walker, Close Support

OR

Pounder / Light Pounder M3C Medium Combat Walker, Anti-Tank



**Combat Unit 1 (Required)**

Mickey/Mickey (Light) M3A/M3A2 Medium Combat Walker, Close Support

OR

Hot Dog M3B Medium Combat Walker, Napalm

OR

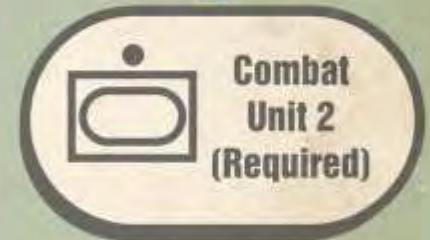
Pounder / Light Pounder M3C Medium Combat Walker, Anti-Tank

OR

Cobra/Cobra AMP M3D Medium Combat Walker, Phaser

OR

Barking Dog/Barking Dog (Light) M3G Medium Combat Walker, Anti-Tank



**Combat Unit 2 (Required)**

Mickey/Mickey (Light) M3A/M3A2 Medium Combat Walker, Close Support

OR

Hot Dog M3B Medium Combat Walker, Napalm

OR

Pounder / Light Pounder M3C Medium Combat Walker, Anti-Tank

OR

Cobra/Cobra AMP M3D Medium Combat Walker, Phaser

OR

Barking Dog/Barking Dog (Light) M3G Medium Combat Walker, Anti-Tank



**Support Units 3+ (Optional)**

# RANGERS



# TO&E



## ALLIED RANGER PLATOON

Allied Ranger Units are the backbone of all ASOCOM military operations. These elite soldiers are among the best on the planet. They have the most advanced equipment money can buy and are exceptionally well trained.

Every Ranger knows that hundreds of millions of civilians' freedom depends on them, and that every one of them supports the Rangers in any way they can. The Rangers are truly the heroes of this grand league of nations.

### PLATOON ADVANTAGE: RANGERS LEAD THE WAY

The Rangers' motto is "Rangers Lead the Way," and they always attempt to live up to it by leading any advance and always being the first to relieve beleaguered comrades. If the Rangers are coming, you know they'll be there soon!

All Ranger (but not Heavy Ranger) Units in or supporting a Ranger Platoon gain the Scout Skill (see page 154). In addition, if they are held in Reserve (see page 131), they roll one extra die when rolling for one of these Units to arrive on the play area.

### SUPPORT UNITS

The Rangers can call on a wide range of support. They bring in specialist Ranger Assault Squads and Attack Squads equipped with flamethrowers for city fighting. These are often accompanied by M7 Heavy Assault Walkers like the tough Punisher or the Fireball napalm-thrower.

When called on to defend a position, they call up snipers, backed up by lethal M5 Bulldog and Six-Shooter Heavy Destroyer Walkers. The versatile M3 series of Medium Combat Walkers, such as the Pounder Anti-Tank Walker, are commonly found with the Rangers.

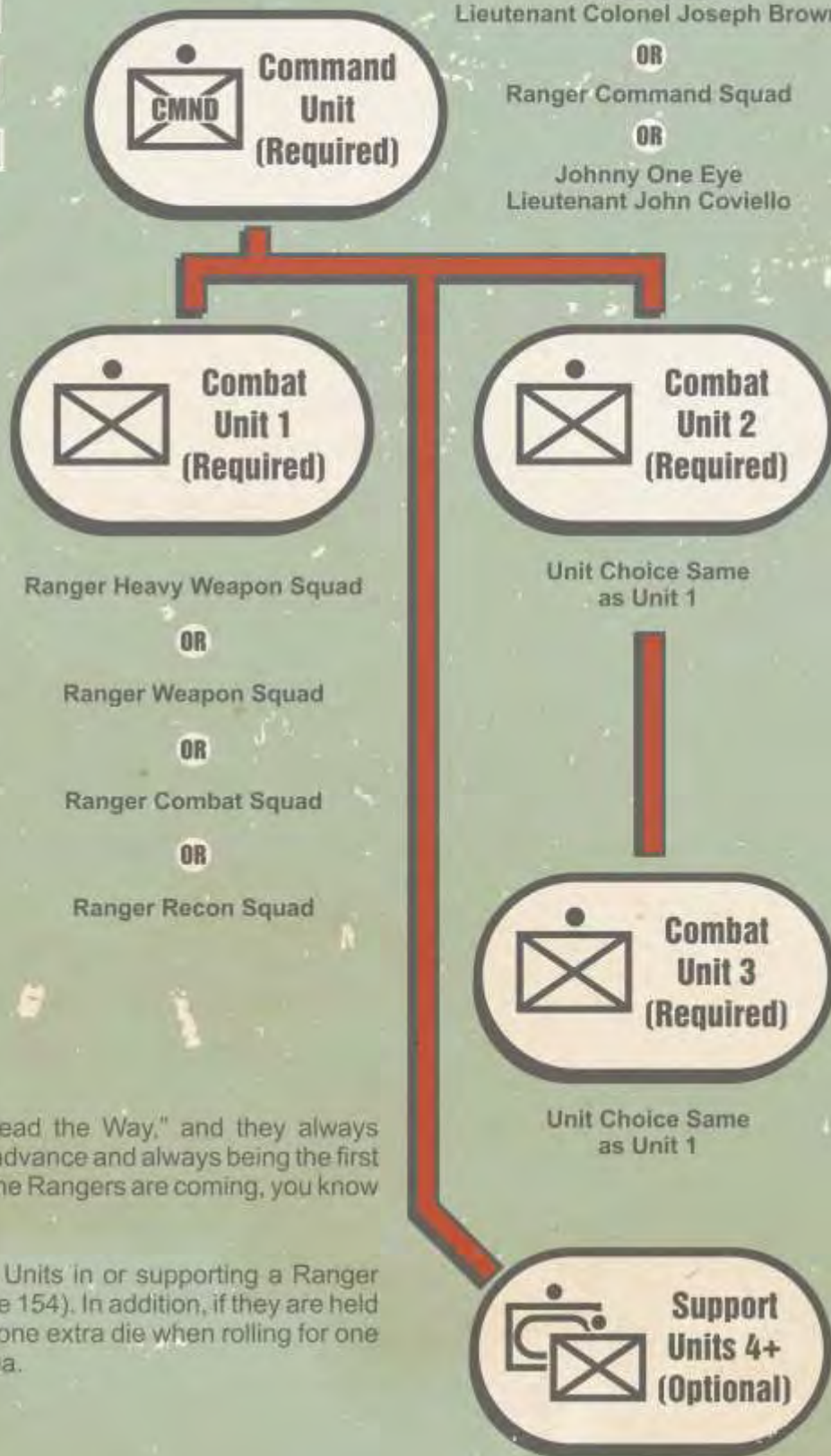
Bazooka Joe  
Lieutenant Colonel Joseph Brown

OR

Ranger Command Squad

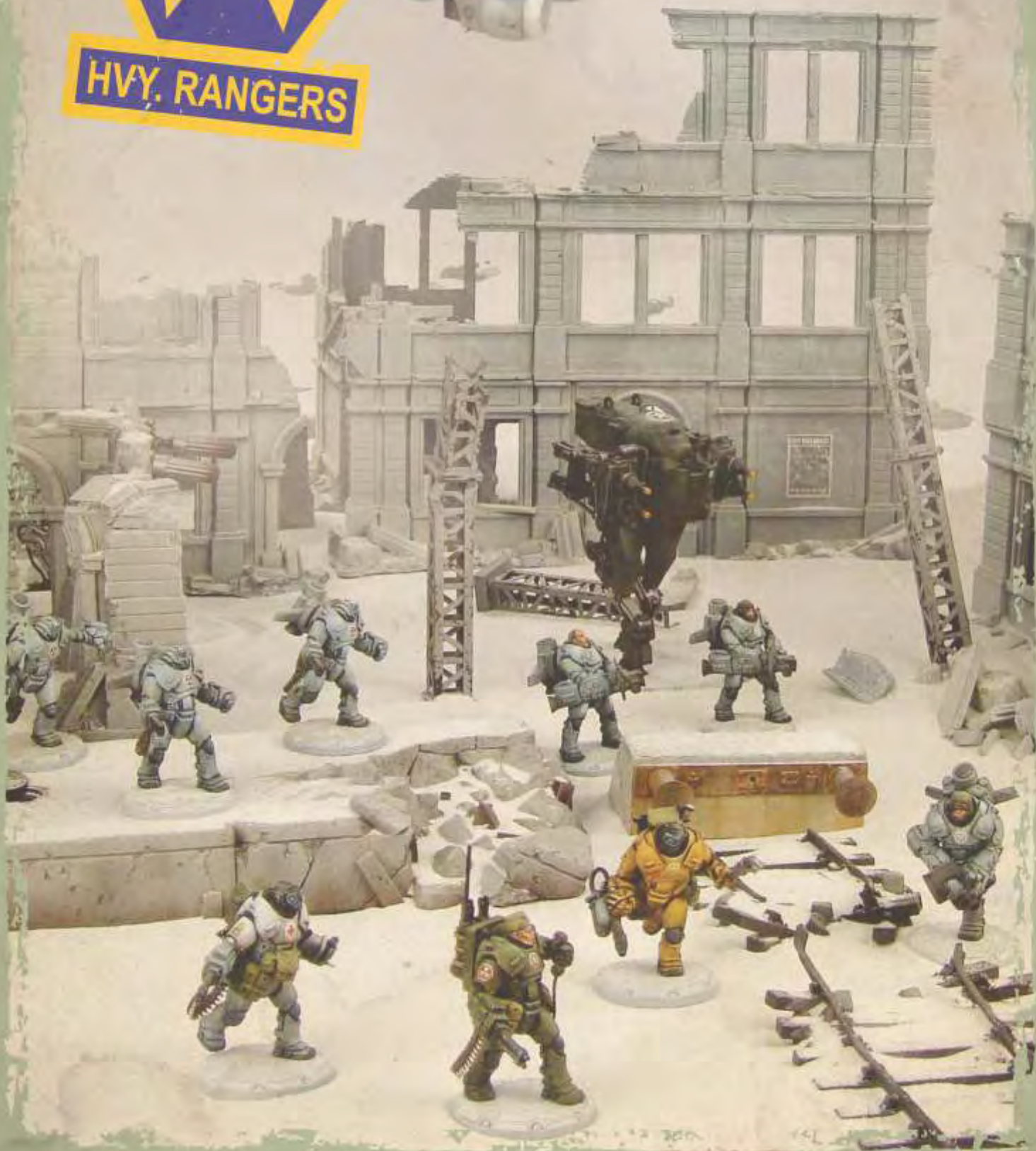
OR

Johnny One Eye  
Lieutenant John Coviello





**HVY. RANGERS**



# TO&E





## ALLIED HEAVY RANGER PLATOON

If the Allied Ranger Units form the backbone of ASOCOM, the Heavy Rangers are the steel punch that delivers the killing blow. Drawn from the already elite ranks of the Allied Rangers, these soldiers defend the Free World using the latest technology available.

Their XM-18 aerial assault armor allows them to achieve incredible feats and carry weaponry that no other human could even lift off the ground. Their rocket packs give them speed and mobility second to none, and they strike hard and fast before the enemy has time to prepare.

### PLATOON ADVANTAGE: LIGHTNING STRIKE

The Heavy Rangers take the motto "Rangers Lead the Way" to the extreme, often making lightning attacks to surprise their opponents and seizing vital ground before their supporting ground troops are even in position.

All Heavy Ranger Units in or supporting a Heavy Ranger Platoon pass their Infantry Saves on scores of  as well as  during the first Turn of the game. In addition, if they are held in Reserve (see page 131), they roll one extra die when rolling to arrive on the play area.

### SUPPORT UNITS

Heavy Rangers rely on speed and striking power to achieve their aims. Supporting Heavy Ranger assault squads give the Platoon an additional Close Combat capability (although many commanders believe that the Platoon already has enough speed and assault capability with its own rocket punches).

It is common to see Heavy Rangers supported by unusually strong air attacks, since the Pelican fighter-bombers are some of the few pieces of Allied equipment that can move fast enough to keep up. When they need heavier ground support, the Heavy Rangers can call on fast armored units equipped with the M1 series of Light Assault Walkers, like the phaser-armed Honey Tank destroyer, the short-ranged but lethal Blackhawk, or the always useful Wildfire.



Heavy Ranger  
Command Squad



Command  
Unit  
(Required)



Combat  
Unit 1  
(Required)



Combat  
Unit 2  
(Required)

Heavy Ranger Attack  
Squad

OR

Heavy Ranger Tank-Hunter  
Squad

Heavy Ranger Attack  
Squad

OR

Heavy Ranger Tank-Hunter  
Squad



Support  
Units 3+  
(Optional)



# TO&E



## ALLIED TASKFORCE RHINO PLATOON

The Allied Taskforce Rhino Platoon is a specialized Heavy Ranger Platoon led by Sergeant Major William Springfield, aka "Rhino." When the Allies merged their armies into the Grand Allied Army, the Rangers became the combined army's elite soldiers.

Fighting all over the world to ensure the final victory of Freedom and Liberty, the Heavy Rangers are seasoned veterans who have been equipped with and trained to take advantage of the latest power armor in the Allies' arsenal. This armor provides the Rhino and his Heavy Ranger Assault Squads with incredible strength and the ability to fly over obstacles on the battlefield.

### PLATOON ADVANTAGE: KNOCKOUT

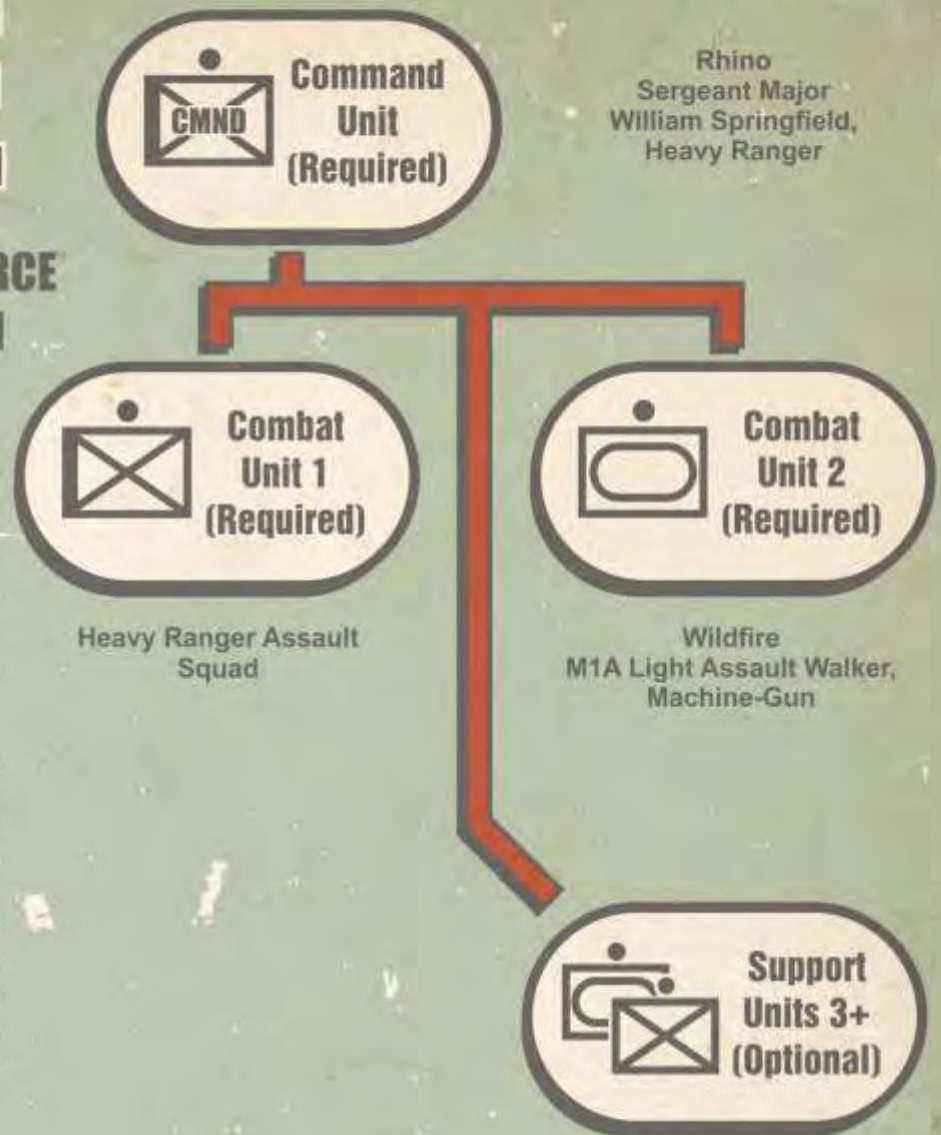
Rhino's greatest asset is his mobility. Because he seamlessly integrates this asset with his boxing talent, combat expertise, and armor piercing punches, he can quickly identify a battlefield opportunity to exploit, close the distance, and deliver a devastating knockout blow. Rhino personally trained every Unit of Heavy Ranger Assault Squad, passing on this uncanny ability to his protégés.

When any Unit in or supporting an Allied Taskforce Rhino Platoon makes a successful Close Combat Attack against an enemy Unit, the player may select Rhino (as an individual Unit or joined with a Unit) or any Heavy Ranger Assault Squad Unit that is within Range 6 of the enemy Unit. This Unit will Activate immediately after the Attacking Unit has completed its Activation. The Unit's first Action must be a March Move Action towards the enemy Unit. This Action must be followed by use of the Charge Skill (see page 148) and the resulting Close Combat Attack must also target the enemy Unit.

### SUPPORT UNITS

Heavy Rangers rely on speed and striking power to achieve their aims. Supporting Heavy Ranger Attack Squads give the Platoon an additional anti-personnel and ranged combat capability (although many commanders believe that the Platoon already has enough speed and destructive capability with its own rocket punches).

It is common to see Heavy Rangers supported by unusually strong air attacks, since the Pelican fighter-bombers are some of the few pieces of Allied equipment that can move fast enough to keep up. When they need heavier ground support that can maintain their incredible pace, the Heavy Rangers can call on fast armored Units equipped with the M1 series of Light Assault Walkers, like the phaser-armed Honey tank destroyer, the short-ranged but lethal Blackhawk, or the always useful Wildfire.







# TO&E



## HEAVY COMMANDO PARATROOPER PLATOON

Since the beginning of this war, the British Army has been pioneer in the creation of special or unusual military forces. It has now one of the most important airborne forces on the planet, the largest in the Grand Allied Army, and second only to the Axis' Fallschirmjäger and Raketentruppe.

The 3rd Battalion of the 3rd Parachute Brigade was the first Unit in the Allied Army to be issued the brand new Phaser Guns designed for Infantry use. The Unit is very proud of the trust placed in it by the High Command – giving the men another opportunity to prove their excellence.

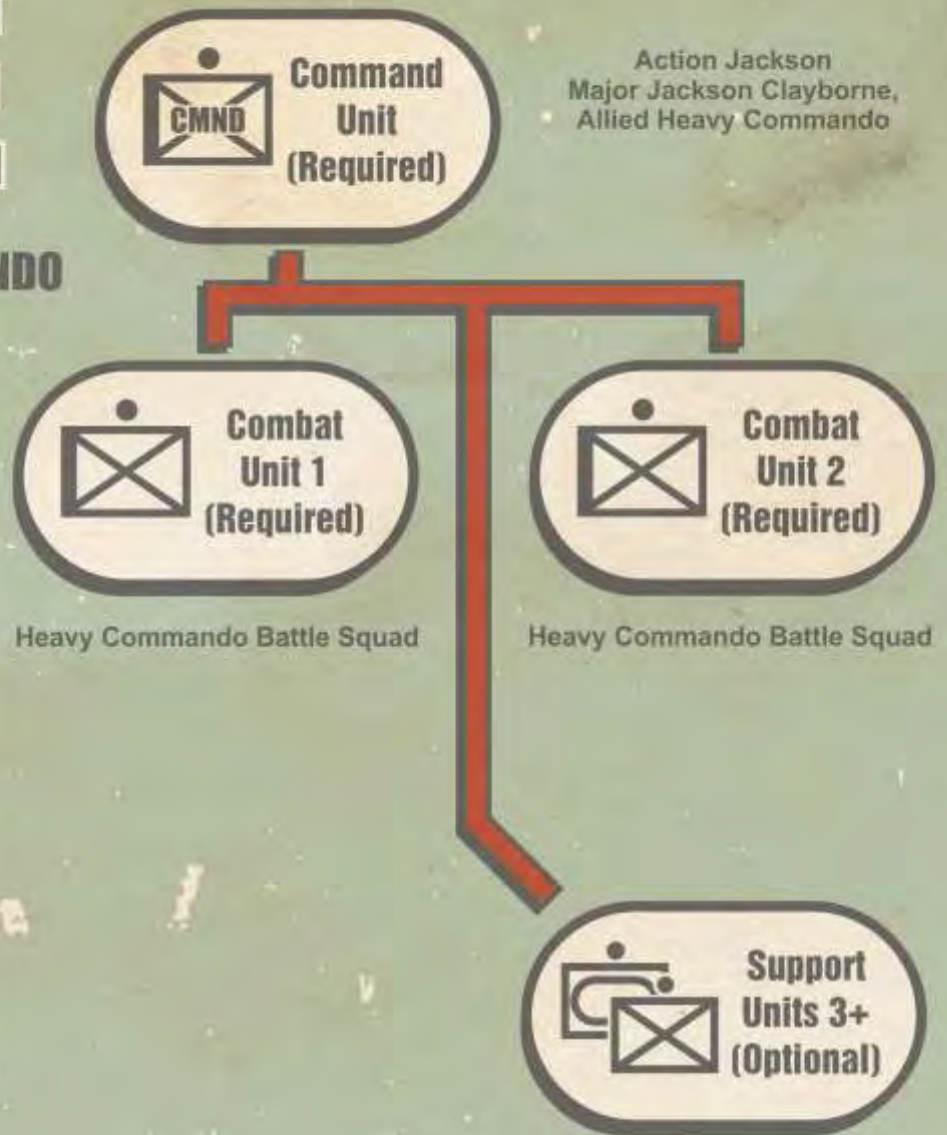
### PLATOON ADVANTAGE: AIR DROP

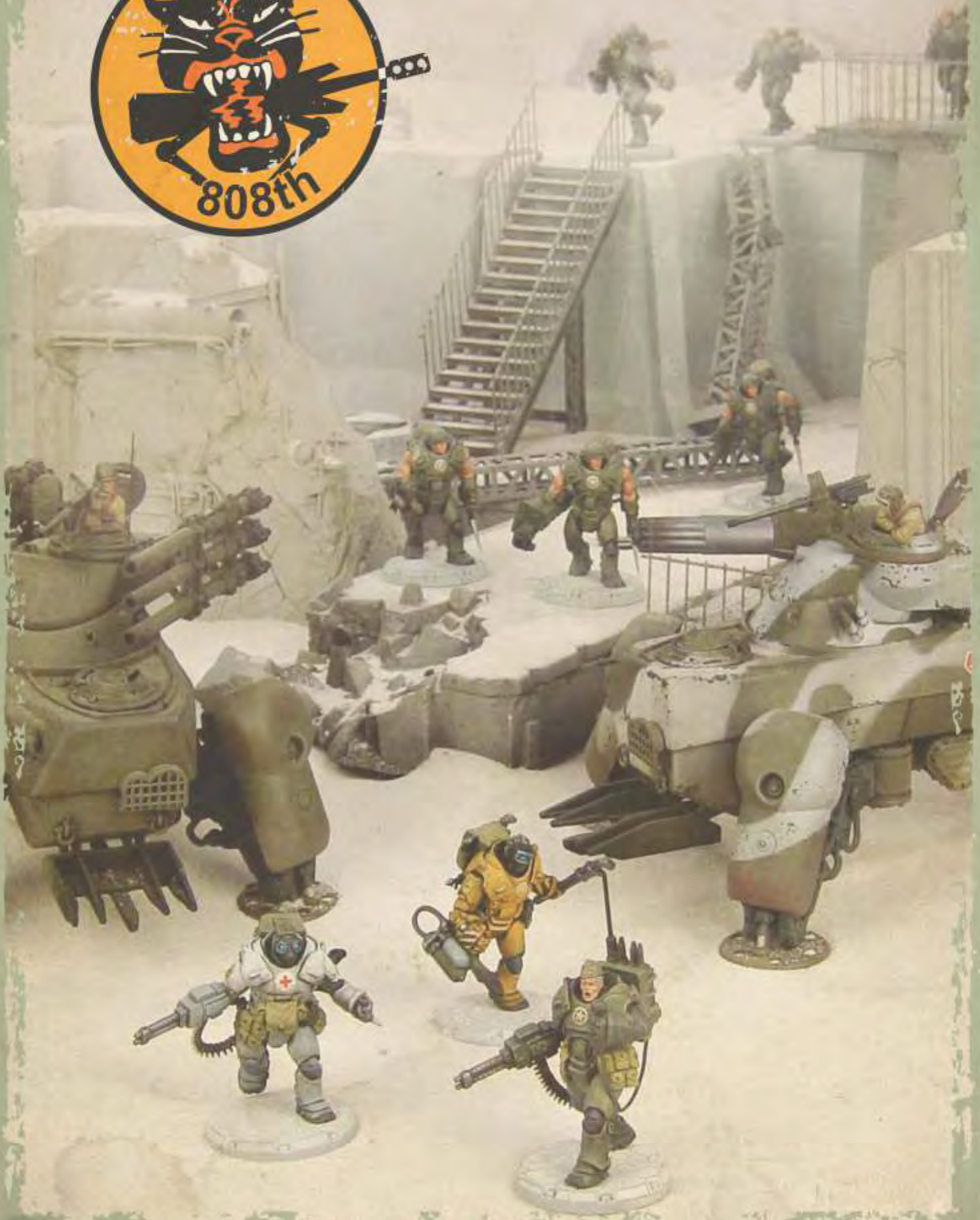
The humming of planes is the only warning enemy forces will get when the Allied Commandos attack. These troops are the best of the best, trained to drop in on key objectives and hold them until reinforcements arrive. Every Allied Heavy Commando Unit in or supporting this Platoon gains the Airborne Skill (see page 147).

### SUPPORT UNITS

Allied airborne forces rely on surprise and shock value to take their objectives, then hold their gains with their phasers and sheer guts. Any support they have needs to be light and airmobile. As a result they favor the M1-series Light Assault Walkers, such as the M1A Wildfire Machine-Gun Walker and the M1C Honey Phaser Walker, over heavier models. Air superiority is a priority to protect the Airborne troops as they land. This is usually provided by the Pelican ground-attack Aircraft.

The biggest risk of air-assault operations is that they will be counter-attacked and wiped out before relieved, so it is essential that fast-moving, hard-hitting forces be used to make the link up. That is why the Heavy Rangers usually get this duty, supported by fast M3-series Walkers like the M3C Pounder and M3D Cobra.





# TO&E



## ALLIED HEAVY DESTROYER PLATOON

Constantly striving to create the most cutting-edge technology, the Allied Bloc has produced many new armor designs; the most promising of these is the Heavy Destroyer chassis.

Now more than ever, the diverse nations that form the Allied Bloc are tied to the single purpose of maintaining their freedom. With no room for error, only the best concepts make it to the prototype stage. The Heavy Destroyer chassis forms the basis for the latest generation of Allied Walkers.

### PLATOON ADVANTAGE: SEEK, STRIKE, DESTROY

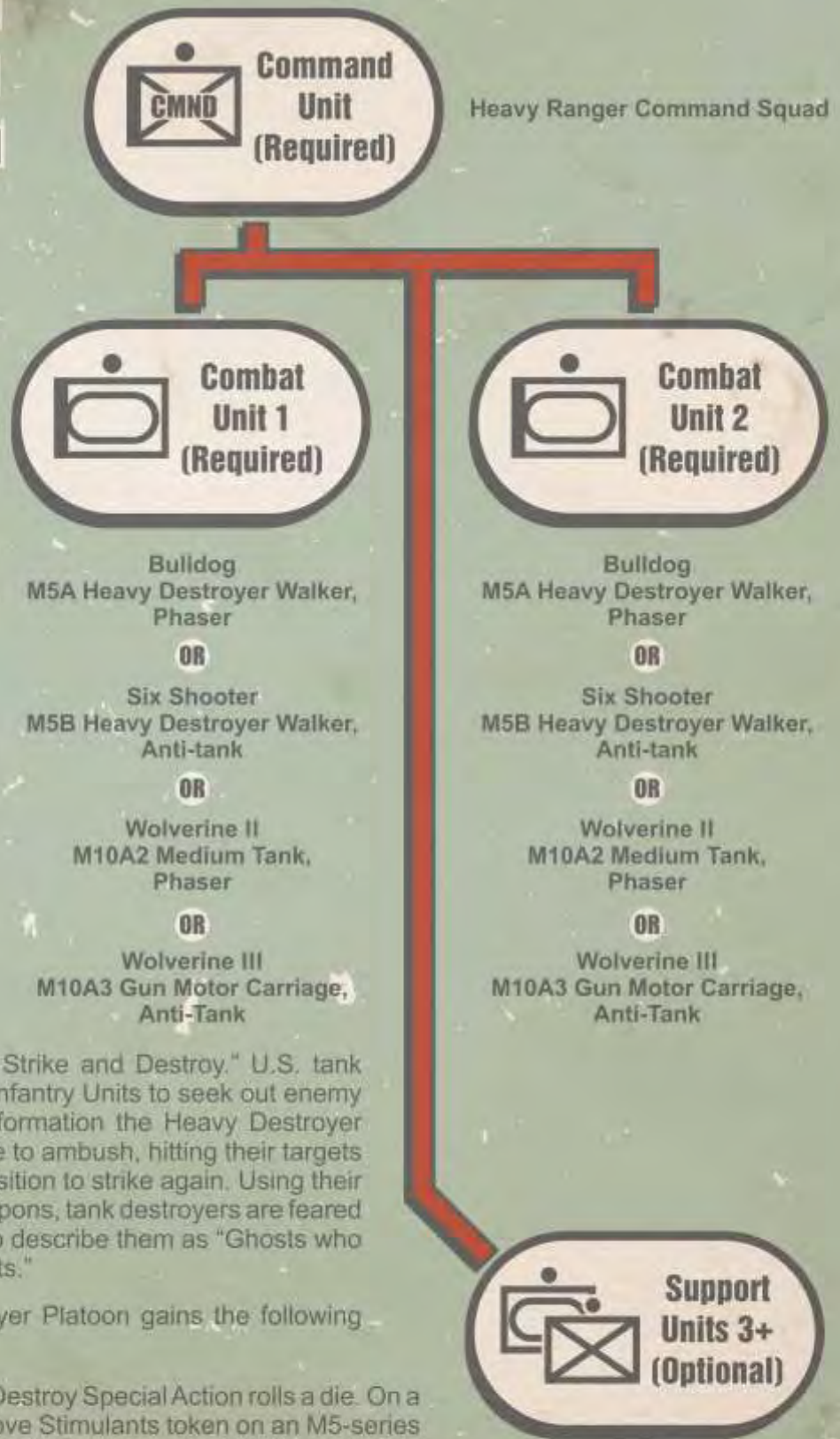
The tank destroyer motto is "Seek, Strike and Destroy." U.S. tank destroyers employ their own Recon Infantry Units to seek out enemy armor and movements. With this information the Heavy Destroyer Walker Platoon locates the best place to ambush, hitting their targets hard and then hightailing to a new position to strike again. Using their unique mix of recon and anti-tank weapons, tank destroyers are feared among the SSU and Axis armies who describe them as "Ghosts who strike hard then disappear into the mists."

The Officer leading a Heavy Destroyer Platoon gains the following Skill:

An Officer performing a Seek, Strike, Destroy Special Action rolls a die. On a roll of or , they may place a Move Stimulants token on an M5-series Heavy Destroyer Walker (such as an M5A Bulldog) or an M10A2 or M10A3 Medium Tank in its Platoon that does not already have one.

### SUPPORT UNITS

Like their tracked predecessors, Heavy Destroyer Walkers were formed into Tank-destroyer battalions, which operated as mobile reserves and were not typically part of the front-line defenses. Not being directly part of the Walker companies or Infantry companies, the Heavy Destroyer Walker Platoons are allocated out where needed. While this often means penny packets of a single Walker, they operate best as full Platoons. Heavy Destroyer Walker Platoons find themselves operating with an incredible variety of support: Rangers, Heavy Rangers, Light and Heavy Walkers. You name it, they've worked with them.





# TO&E



## USMC RIFLE PLATOON

The United States Marine Corps is one of the most important assets for the Allies. Its unique structure, training, and tactics make the Marine Corps the most flexible and dependable combat force on the planet. The Marines fight in some of the most challenging places in the world. With their forces stretched to the limit, they still manage to get the job done. The Rifle Platoon is the backbone of the USMC.

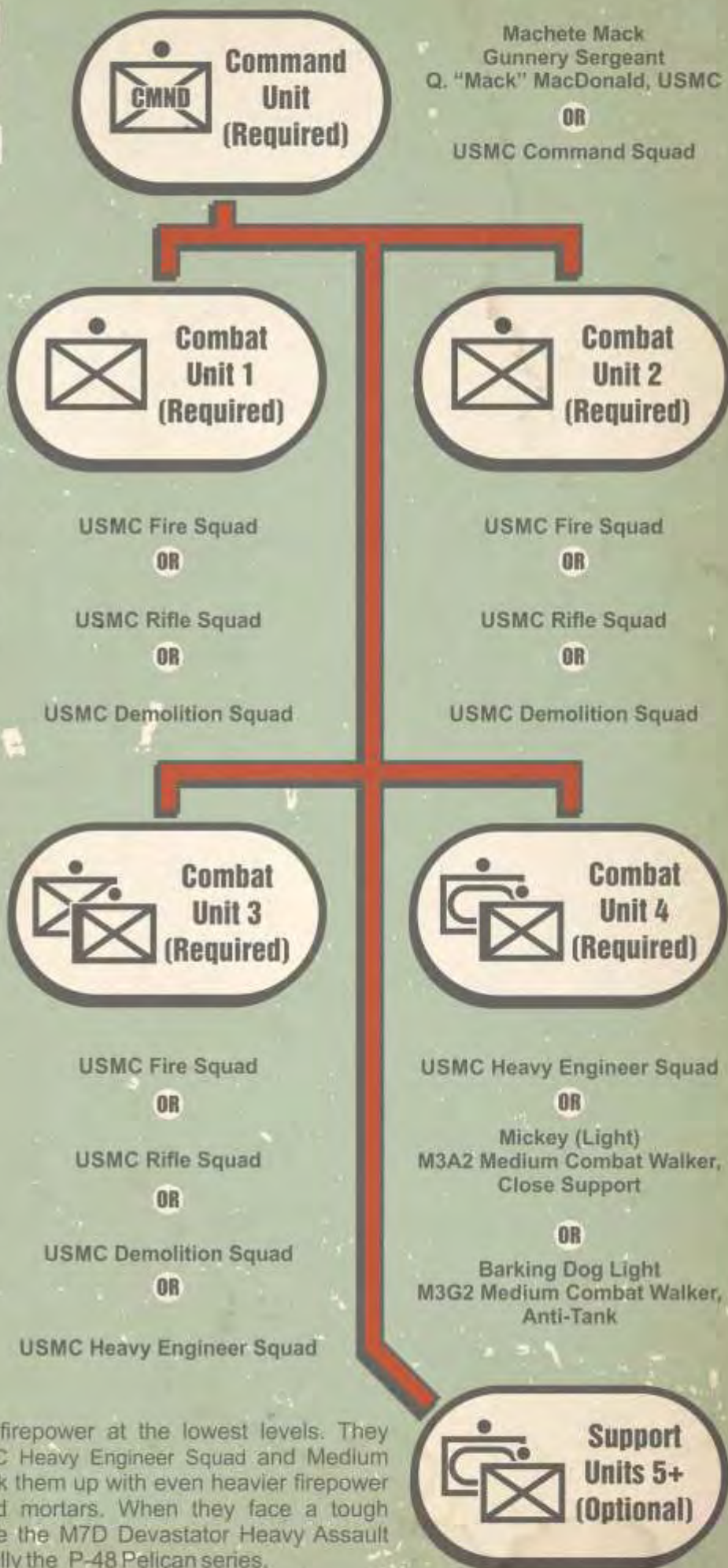
### PLATOON ADVANTAGE: SEMPER FI

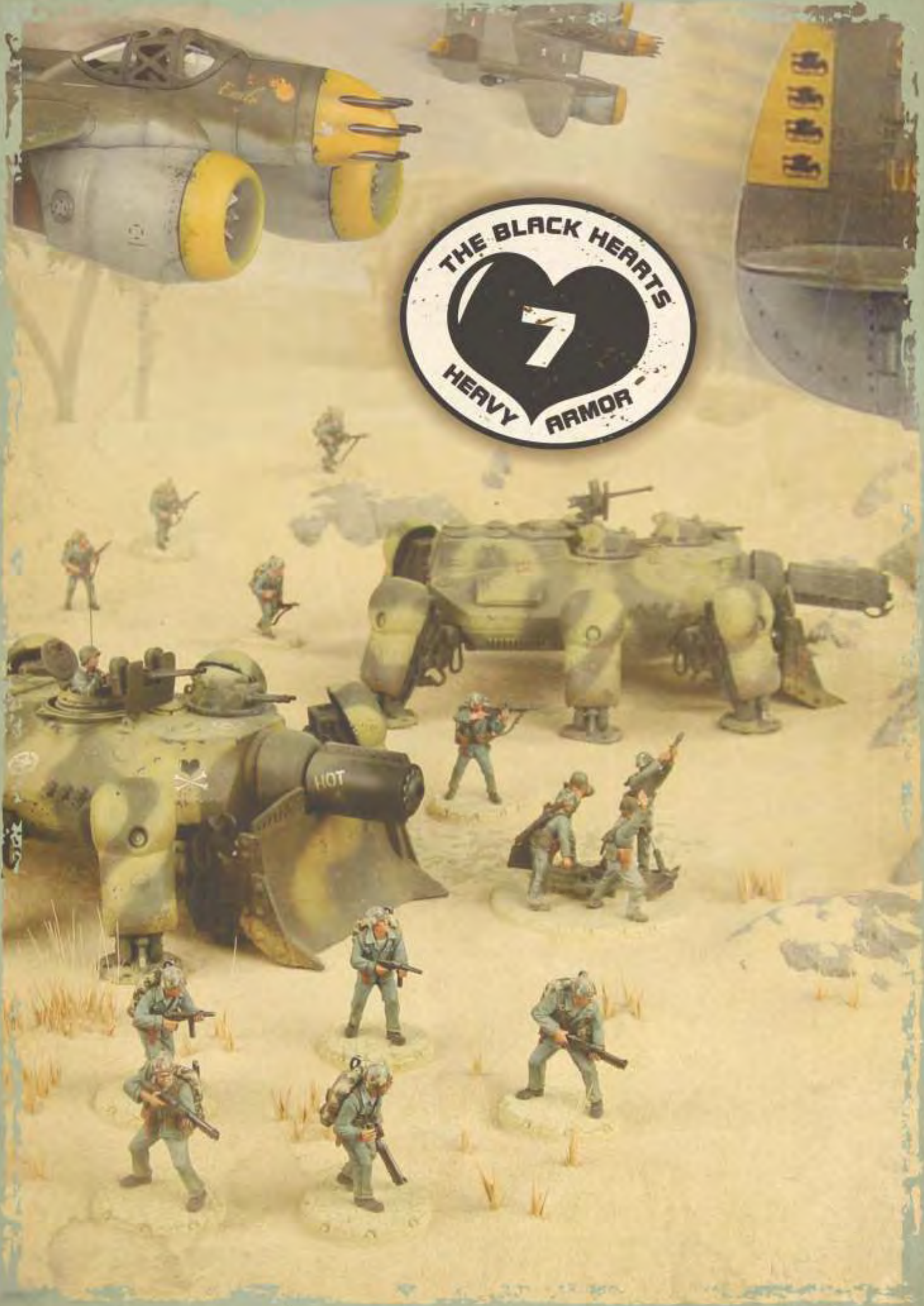
The motto *Semper Fidelis* (shortened to *Semper Fi*) was adopted by the USMC in 1883. It means "always faithful," and refers to every Marine's faithfulness to the Corps and Country. It serves as a rallying cry for all Marines around the globe. Thanks to it they remember the deeds of their elders, and future generations will be inspired by their actions.

All USMC Units and any open-topped M3 Medium Combat Walkers (such as an M3A2 Mickey (Light) or M3G2 Barking Dog (Light) Walker) in or supporting a USMC Rifle Platoon gain the Brave Skill (see page 148) of the rulebook), rolling three dice when rolling to remove Under Fire and Suppression tokens.

### SUPPORT UNITS

The US Marine Corps believes in firepower at the lowest levels. They integrate heavy Units like the USMC Heavy Engineer Squad and Medium Walkers into their Platoons, then back them up with even heavier firepower from their heavy machine-guns and mortars. When they face a tough challenge, they call on Weapons like the M7D Devastator Heavy Assault Walker and their own Aircraft, principally the P-48 Pelican series.





THE BLACK HEARTS  
HEAVY ARMOR  
7

# TO&E



## USMC HEAVY ASSAULT WALKER PLATOON

The US Marine Corps has learned the hard way that it needs heavy armor to take out fortified defenses.

Their heavy assault Walker Platoons are ideal for this role, walking into the inferno to destroy the enemy at point blank range. Unfortunately, this requires exposing them to enemy Close Combat Tank hunters. The Corps assigns each Tank a Marine squad as an escort to keep the Heavy Walkers alive as they close with the enemy, and to mop up the survivors after the Walkers have done their job. It's dangerous work, but that's never stopped the Marines before.

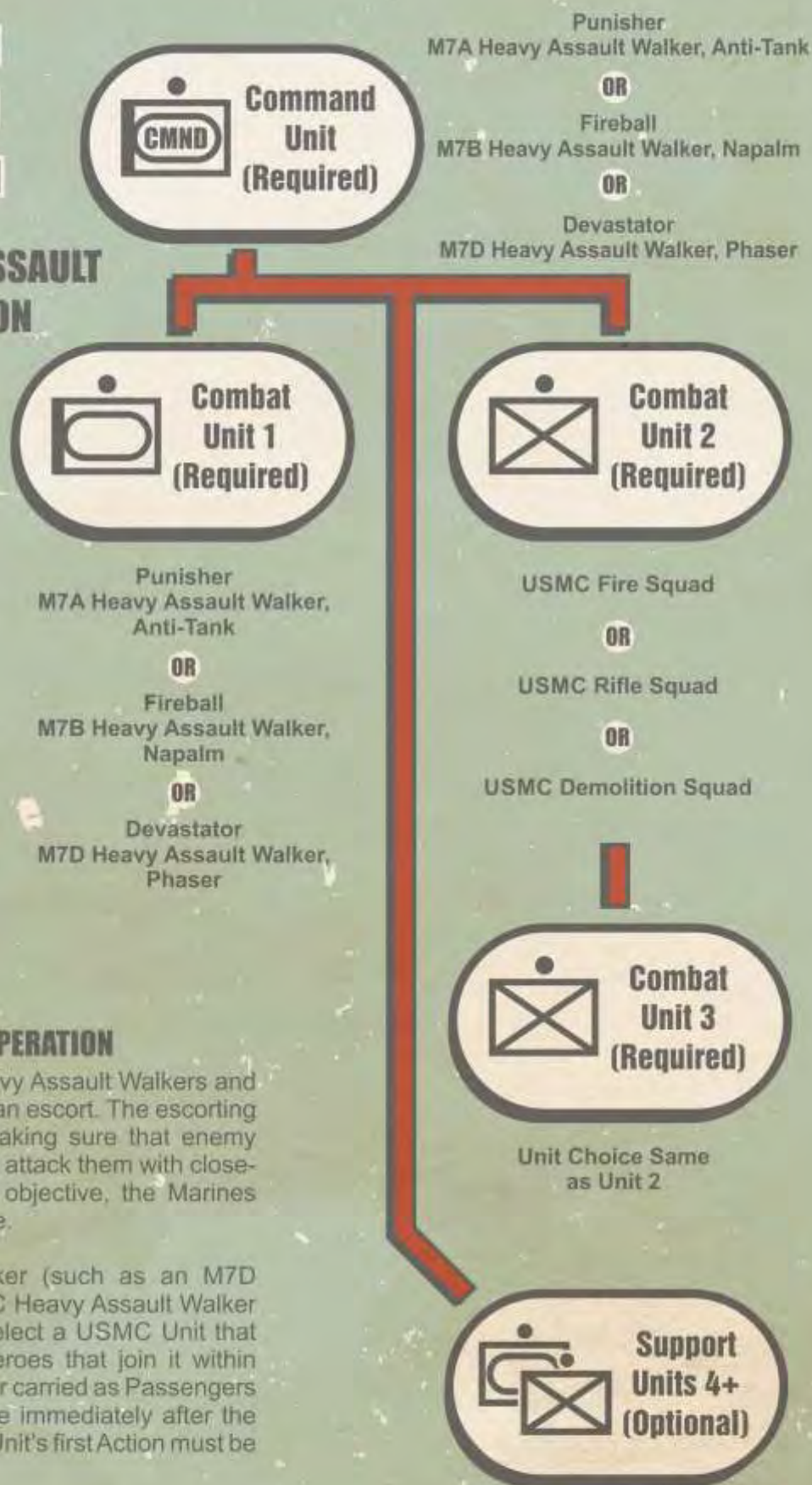
### PLATOON ADVANTAGE: CLOSE COOPERATION

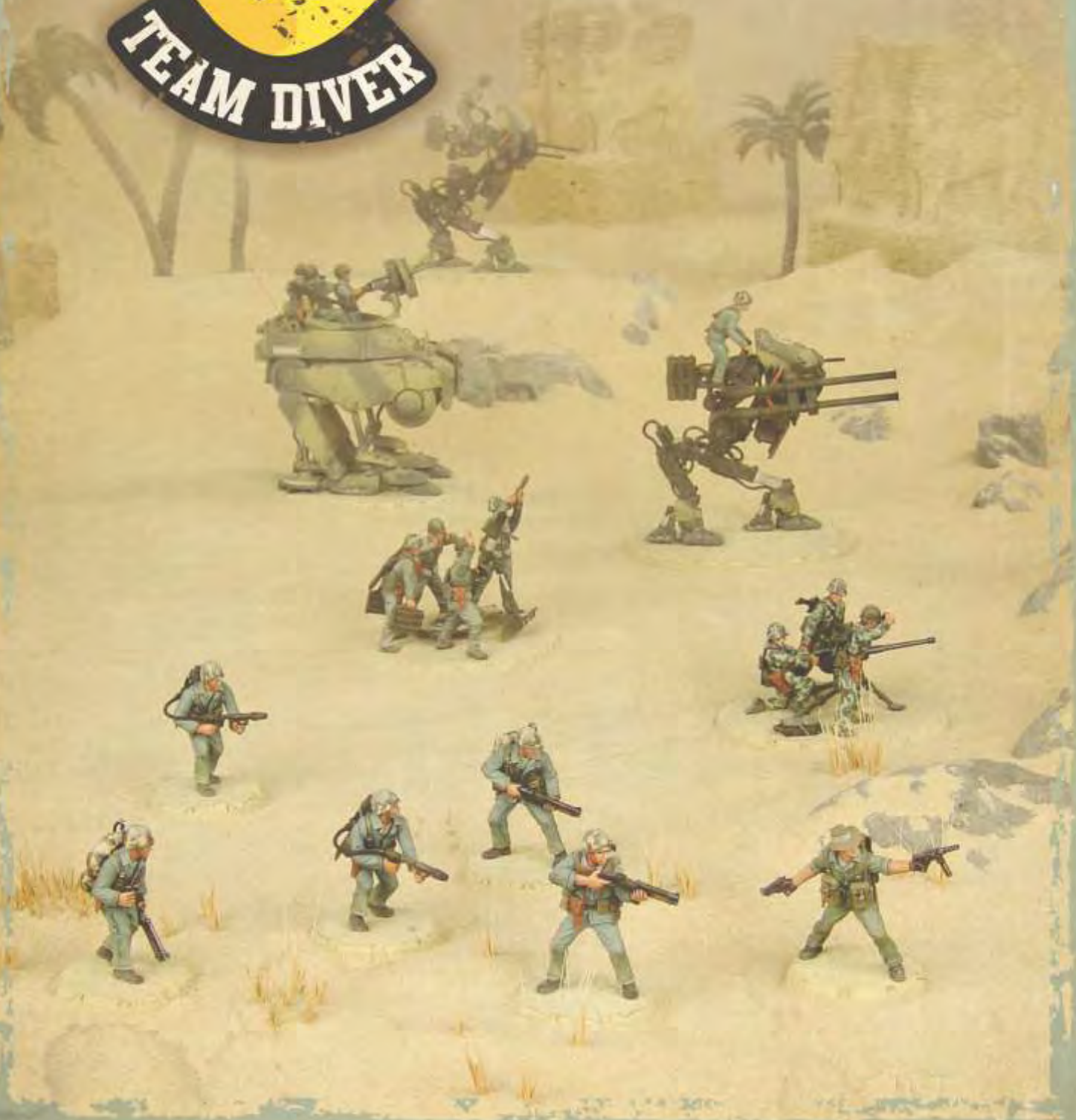
The US Marine Corps values its Heavy Assault Walkers and never sends them into battle without an escort. The escorting Marines accompany the Walkers making sure that enemy infantry do not sneak up on them and attack them with close-range weapons. Once close to the objective, the Marines assault under cover of the Walker's fire.

When an M7 Heavy Assault Walker (such as an M7D Devastator) in or supporting a USMC Heavy Assault Walker Platoon Activates, the player may select a USMC Unit that has not been activated and any Heroes that join it within Range 2 (2 squares, 20cm, or 8") of, or carried as Passengers by, the Walker. This Unit will Activate immediately after the Walker completes its Activation. The Unit's first Action must be a Move or March Move Action.

### SUPPORT UNITS

Heavy Assault Walkers are given the toughest tasks. As a result, they are given any support they request, provided that it is available. Their assaults are often supported by M7C Long Tom II artillery pieces and massed mortar fire, while heavy air strikes precede their advance.







# TO&E



## USMC TASKFORCE DIVER PLATOON

Though not part of the USMC, Lieutenant Tom Derrick is a legend in the Australian Imperial Force (AIF) and a true Allied Forces Hero and is currently attached to the USMC. His frequent disappearances during leave, ultimately led to his nickname.

A few of his men decided to tail him and find out why he never talked about his off-duty activities. They found him diving off the Australian coast, where he recovered a couple handfuls of gold doubloons from an old shipwreck. They continued to tail him and watched incredulously as he donated his find to an orphanage. At first they referred to him as "Diver" only when he was out of earshot. Eventually the nickname stuck and spread, but Derrick has never weighed in on how he feels about it.

The story of his nickname and his mounting victories have led to great renown in his homeland and beyond. Soldiers from any Allied Nation will follow him anywhere against any odds. This is particularly true among the USMC Units that are part of his Platoon. With Diver heading up the Platoon, these normally fearless Marines are completely unflappable.

### PLATOON ADVANTAGE: UNFLAPPABLE

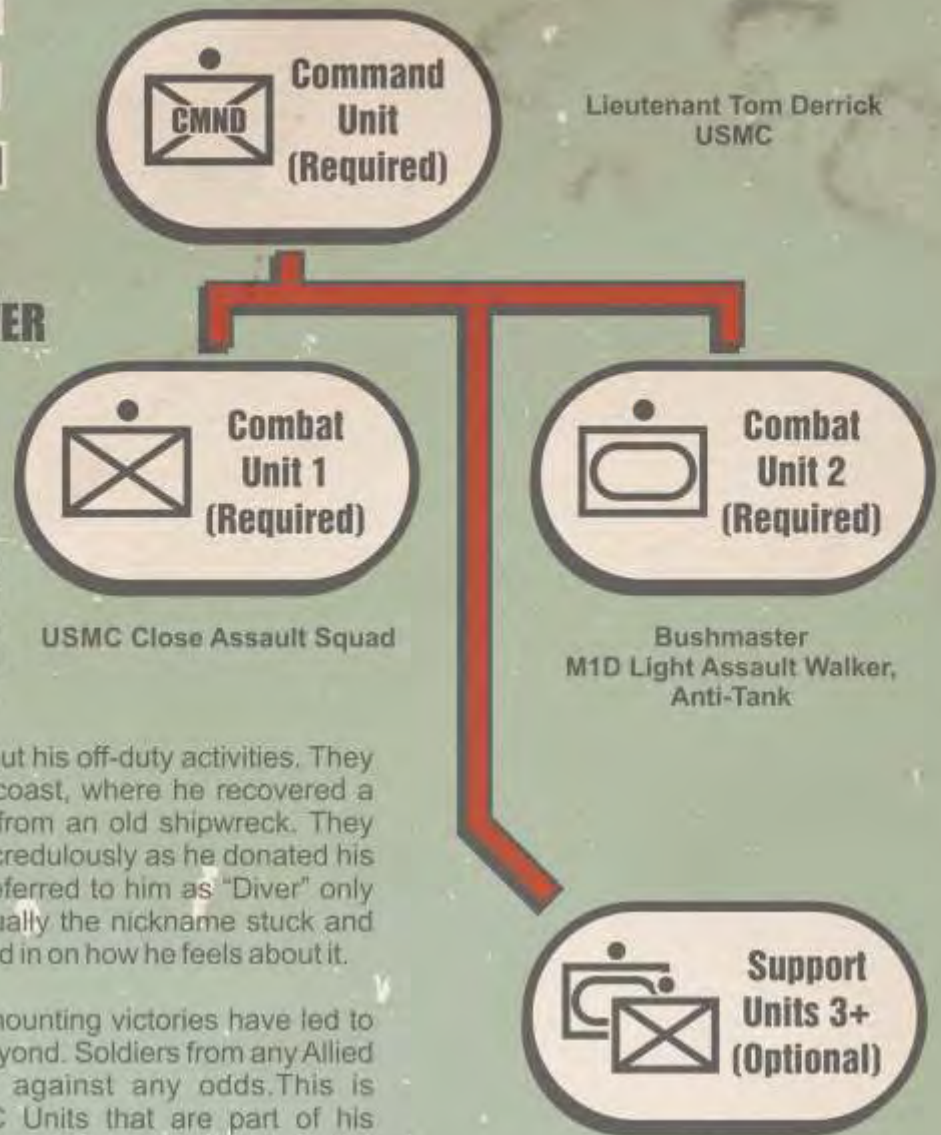
Members of the USMC are known for being fearless, but under the leadership of a highly respected legend like Diver, they become truly unflappable. Highly mobile and capable of inflicting significant damage on a wide range of targets, the members of the USMC Task Force Diver Platoon may have no fear, but those who face them most certainly will.

All USMC Units and any M1 Light Assault Walkers (such as an M1A Wildfire or M1D Bushmaster) in or supporting the USMC Task Force Diver Platoon gain the Brave Skill (see page 148 of the rulebook), rolling three dice when rolling to remove Under Fire and Suppression tokens.

Additionally, any Units in or supporting the USMC Task Force Diver Platoon that already possess the Brave Skill can never be Suppressed and do not receive Under Fire or Suppression tokens.

### SUPPORT UNITS

The US Marine Corps believes in firepower at the lowest levels. They integrate Heavy Units like Medium Walkers into their Platoons, then back them up with even heavier firepower from their heavy machine-guns and mortars. When they face a tough challenge, they call on weapons like the M7D Devastator Heavy Assault Walker and their own aircraft, principally the of the P-48 Pelican series.





# TO&E




## AXIS KAMPFGRUPPE PLATOON

In the first years of the war, the Axis powers conquered most of Europe through the use of Blitzkrieg tactics.

The most important element of this strategy was the panzers, Germany's Tanks. With the arrival of VK technology, their engineers used the knowledge and experience gained through the creation and perfection of the panzers to create a new type of war machine to conquer the rest of the world, the Panzerkampfläufer or Armored Combat Walker. With these new weapons, they knew they would change the course of the war. Their victories since Stalingrad have proven them right. The Panzer Kampfgruppen, armored battlegroups, mixed forces of Walkers and Armored Infantry, have led Axis advances in every theater of the war.

### PLATOON ADVANTAGE: MOBILE WARFARE

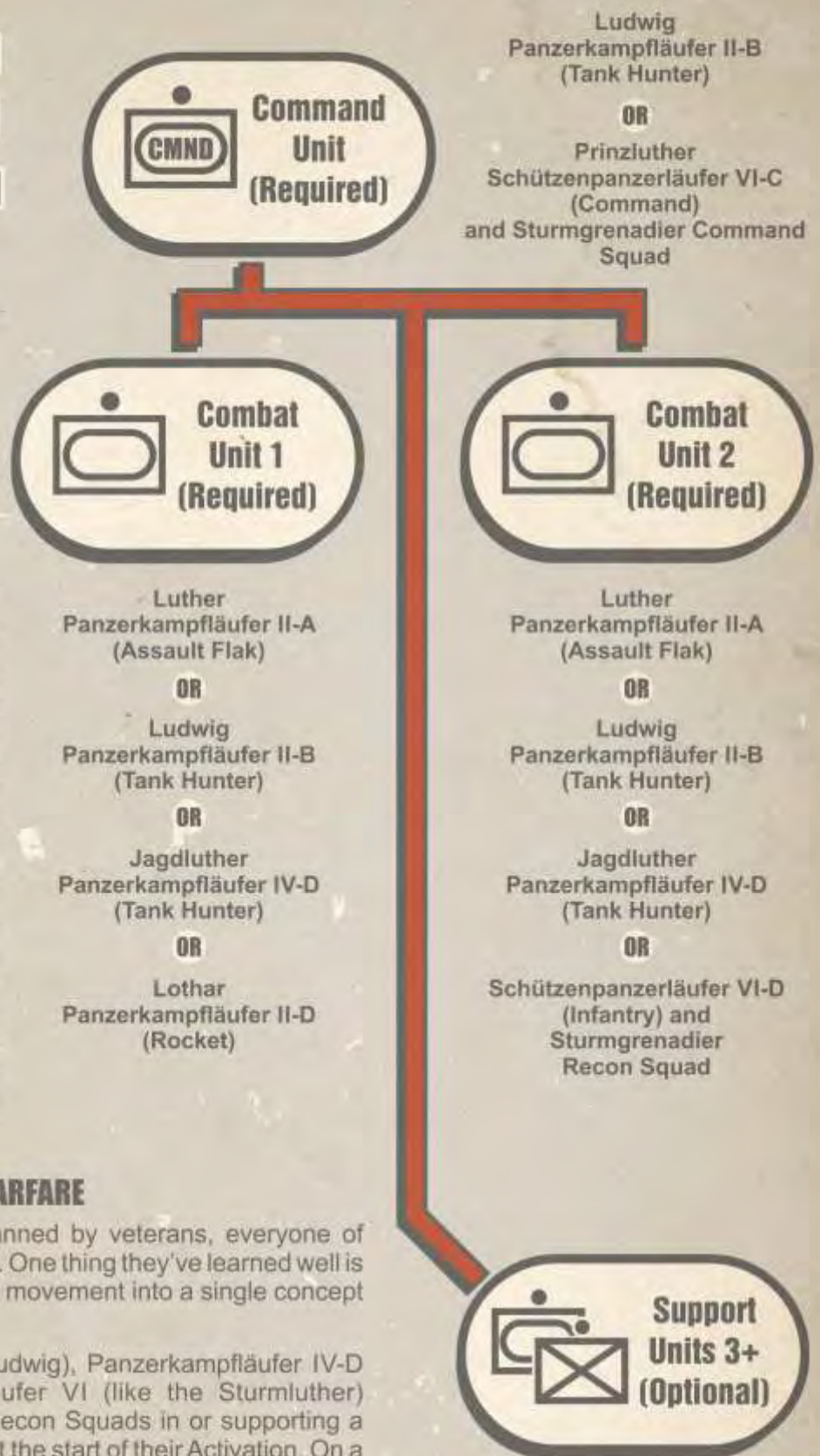
Axis Panzer Kampfgruppen are manned by veterans, everyone of them the survivor of dozens of battles. One thing they've learned well is the importance of combining fire and movement into a single concept — mobile warfare.

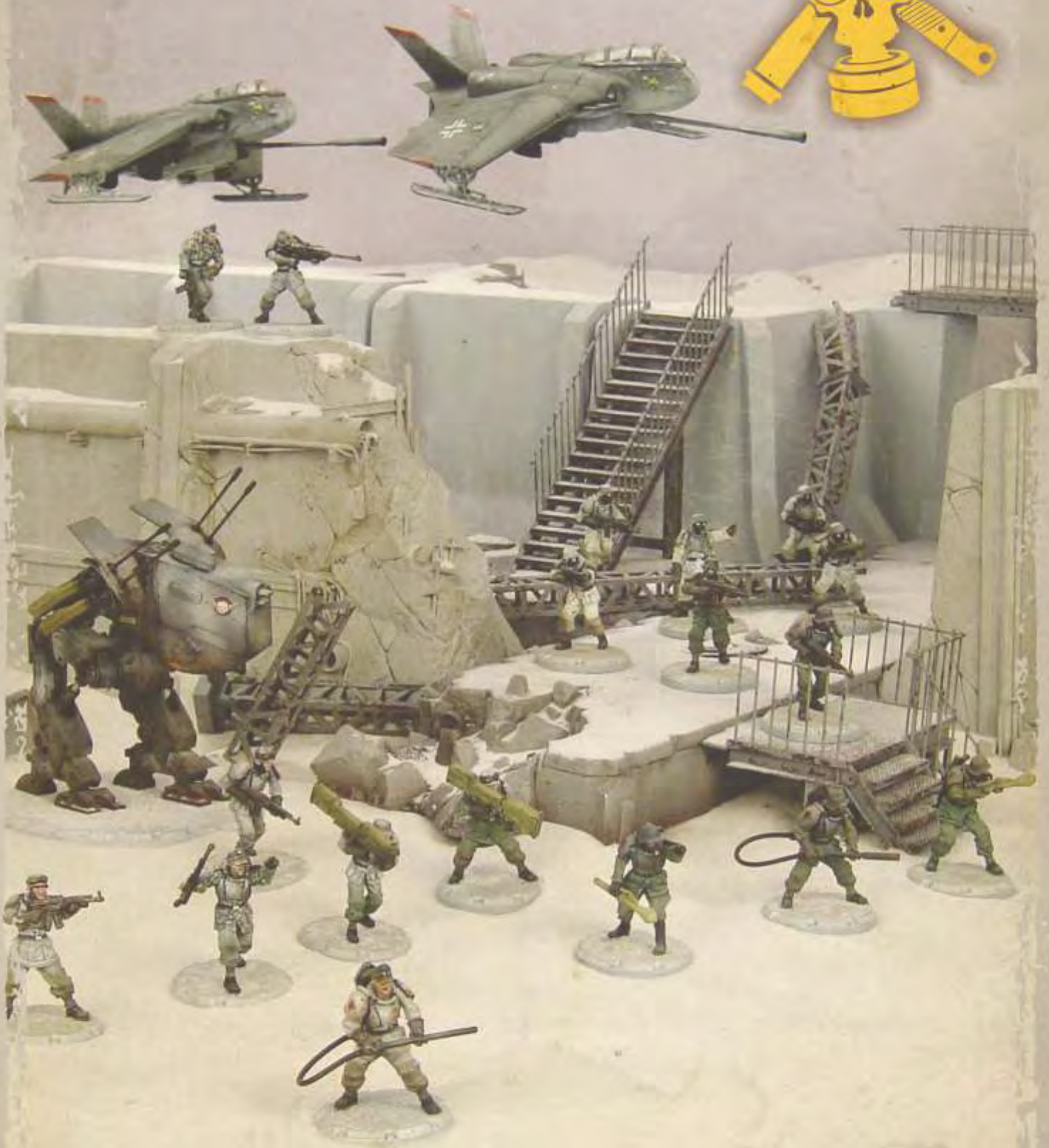
All Panzerkampfläufer II (like the Ludwig), Panzerkampfläufer IV-D Jagdluther, and Schützenpanzerläufer VI (like the Sturm-luther) Walkers, and any Sturm-grenadier Recon Squads in or supporting a Panzer Kampfgruppe may roll a die at the start of their Activation. On a roll of , they gain the Move and Fire Skill (see page 153) for this Activation.

### SUPPORT UNITS

Panzer Kampfgruppen combine Walkers and Infantry into a single, highly-effective, force. Some focus on the Panzer side, with plenty of Panzerkampfläufer Combat Walkers. Others have a stronger Panzer Grenadier Force with grenadier squads mounted in Sturm-luther Armored Infantry Walkers.

Both commonly operate with light Panzerspähläufer I Scout Walkers to locate weaknesses in the enemy defenses, and the latest Fledermaus jets, particularly the cannon-armed Moskito Anti-Tank Aircraft and the Falke Fighter-Bomber. While air support has always been an essential part of any Axis Blitzkrieg, some battlegroups prefer the reliability of the rocket launchers on their own Lothars.





# TO&E



## AXIS STURMGRENADIER PLATOON

The Sturmgnadiere, the Axis Stormtroopers, are probably the best-known soldiers on the planet.

With superb training, organization, and equipment, they are justly feared by all who face them in combat. Their leaders are veterans with years of hard-won combat experience. Their weaponry is second to none, with the innovative StG 47 assault rifle and the disposable Panzerfaust anti-tank launcher leading the way in new weapon development. Having conquered almost every European country, and much of the rest of the world, the Sturmgnadiere don't intend to stop now.

### PLATOON ADVANTAGE: BLITZKRIEG TACTICS

The veteran commanders of the Sturmgnadiere have served for years, many remembering the early Blitzkrieg campaigns in which Germany conquered Europe. Now that they are in command, they use their experience to keep their troops moving, giving the enemy no respite. Their battle cry is always "Keep Moving!" or "Don't Stop!"

The Platoon Leader of a Sturmgnadier Platoon may perform a Get Moving You Bunch of Monkeys Special Action (see page 158) targeting a Sturmgnadier Unit (but not a Heavy Grenadier Unit) in or supporting the Platoon as a third Action each time it Activates.

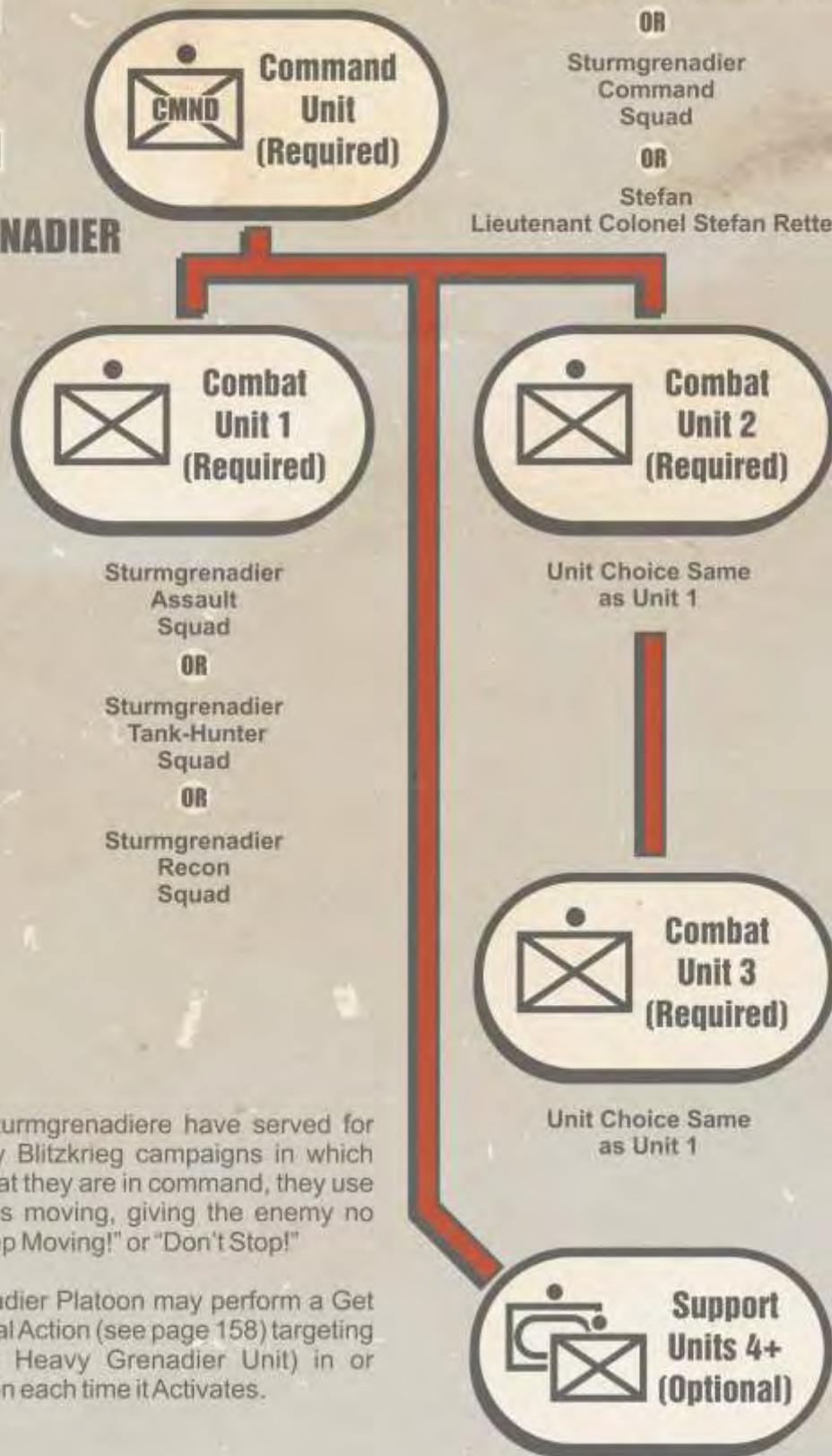
### SUPPORT UNITS

The troops assigned to support Sturmgnadier Platoons vary depending on the mission. Defensive positions are often bolstered with Sharpshooter Sniper Squads and a counter-attack force of Medium Walkers.

On the offensive, the Grenadiers are usually supported by Assault Engineer Squads and Medium and Heavy Walkers, backed up by ground attack Aircraft, a key part of Blitzkrieg tactics.

With Allied air power becoming an increasing hindrance to Axis Aircraft, Lothar rocket launchers are becoming a popular alternative.

Manfred  
Lieutenant Colonel Manfred Kreuzer  
OR  
Sturmgnadier  
Command  
Squad  
OR  
Stefan  
Lieutenant Colonel Stefan Retter





# TO&E





## AXIS HEAVY GRENADEIER PLATOON

The Axis has lost a tremendous amount of men on the Eastern Front since the start of Operation Barbarossa six years ago.

Of course, there have been casualties in many other theaters. The zombies of the Blutkreuz Korps were created to make up for these losses, but these abominations are not an answer to all problems. The living soldiers fighting for the Axis are becoming fewer and more valuable every day. Thus the Heavy Grenadiers were born. These heavily-armored veteran soldiers can walk through a storm of fire unscathed, making them invaluable to the Axis cause.

### PLATOON ADVANTAGE: MISSION TACTICS

The Heavy Grenadiers are an elite within an elite. Every squad is led by a veteran who knows what to do without needing orders. The Platoon's officers simply give a squad a new mission and they act immediately, taking whatever measures are necessary to attain their goal.

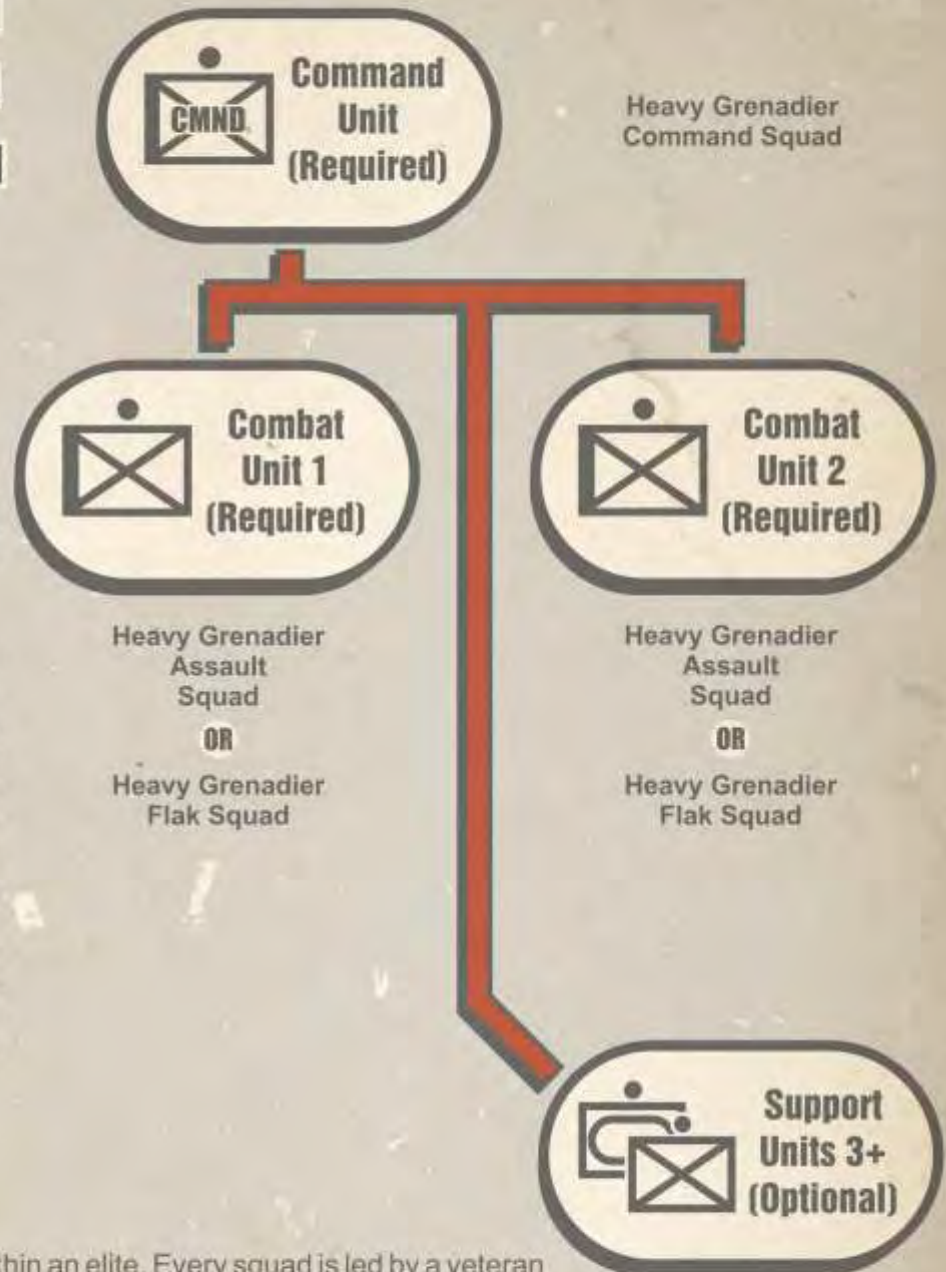
When the Platoon Leader of a Heavy Grenadier Platoon targets a Wehrmacht Heavy Grenadier Unit in or supporting the Platoon with the Get Moving You Bunch of Monkeys Special Action (see page 158), it succeeds on rolls of  as well as .

### SUPPORT UNITS

When the Heavy Grenadiers go into battle, they go heavy. Platoons frequently contain four or even six Heavy Grenadier Squads. The Heavy Grenadier Platoon is often backed up by Heavy Anti-Tank Squads carrying a caseless 7.5cm PaK H. These powerful, but light-weight (at least by Heavy Grenadier standards!) guns provide excellent long-range covering fire and Anti-Tank support while the rest of the Platoon advances.

As the Heavy Grenadiers are generally slow and ponderous, they are often supported by Königsluther and Sturmkönig Super-Heavy Walkers. Together they form an unstoppable force.

Artillery is generally a lower priority to a force like this as it deals with problems head on in most cases. When artillery support is requested though, the massive Königslöthar is as likely to be sent as the lighter Löthar rocket launchers.







# TO&E



## BLUTKREUZ KORPS PLATOON

For the Allied and SSU soldiers that have met them in combat over the years, the soldiers of the Blutkreuz Korps are a dreaded sight indeed. Smart, seasoned, ruthless, and deadly, the soldiers of the Blutkreuz Korps deserve all the terrible things said about them.

Under the leadership of Generalmajor Sigrid von Thaler, the Blutkreuz have taken the application of VK technology far beyond the imaginings of any Allied or SSU scientist. To von Thaler though, the end justifies the means, and the world must be conquered if it is to be saved.

### PLATOON ADVANTAGE: FANATICAL LOYALTY

The Laser Grenadiers of the Blutkreuz Korps are among the most fanatical soldiers on the planet. When led by their ruthless leader, they become unstoppable.

As long as Sigrid von Thaler is in play, Laser Grenadiers and Heavy Laser Grenadiers in or supporting a Blutkreuz Platoon can never be Suppressed, and do not receive Under Fire or Suppression tokens.

### SUPPORT UNITS

When Sigrid von Thaler goes into battle, she is always accompanied by her personal escort of Laser Grenadiers. The rest of her force depends on her mood and the mission. Additional Laser and Heavy Laser Grenadiers, and Heavy Anti Tank Grenadiers are a common choice, although the Übertoten, her elite Zombie Grenadiers, often find her favor.

When it comes to support, the Wotan Heavy Laser Walker, and the Herman, its lighter cousin, have all the firepower she needs on the ground.



# 3



# TO&E



## BLUTKREUZ KAMPFAFFEN MARKUS PLATOON

Animal experimentation, transplanting body parts and organs with the use of re-animation serum, lead to one of the Blutkreuz's most ambitious projects – the creation of intelligent beasts to be used in combat. Parts of entire human brains were implanted in living gorillas. Using the re-animation serum as an anti-rejection agent; the result was the creation of Kampffaffen.

### PLATOON ADVANTAGE: PRIMAL INSTINCT

When fighting together, a band of gorillas become fearless – the big males showing off their daring and bravery as they charge into machine-gun fire ignoring anything that doesn't kill them outright. Even elite Allied and SSU troops fear gorillas on the battlefield.

The most successful example of intelligent ape was Blutkreuz Korps Experiment Nr.3, the only gorilla to survive the substitution of more of the 80% of its cerebral mass with reanimated human brain tissue. Known as Markus, this gorilla has become the leader of the Kampffaffen, the combat apes. Blutkreuz commanders have noticed that platoons lead by Markus tend to be more successful than Gorilla Units sent out on their own. His ability to conduct a battle rivals the best human commanders, even if his gorillas are the only troops that will follow him.

What the Blutkreuz overlords have yet to understand is that Markus has his own plans, and he does his best to make sure his fellow apes make it back alive. Markus' concern for his gorillas has led him to focus on minimizing ape casualties, and if a few more human soldiers end up dying instead, well that's no fur off of his back.

The gorillas have chosen Markus to be their leader, and are following his plan to bide their time until they are strong enough to rebel and fight for their freedom. To this end Markus is very careful to only show his true intelligence to his own kind.

Gorilla Units in this Platoon cannot receive a Suppression token during a Charge Action (as a result of any Reactive Attack that interrupts it).

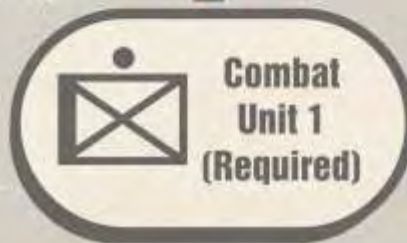
Markus also gains the following Skill: Get Moving you Lousy Bunch of Humans. Markus can use the Get Moving You Bunch of Monkeys Officer Action (see page 158) as long as he is targeting an Ape Unit.

### SUPPORT UNITS

The Blutkreuz Korps tends to support main assaults with "disposable" ape Units. Markus and his fellow apes are used to seeing other Blutkreuz Units supporting them from afar. In a normal assault, Wotan Walkers and Heavy Laser Grenadiers use their long range lasers to pin down enemy Platoons while the apes do the dangerous work of assaulting the enemy defenses.



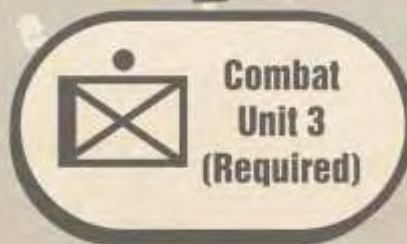
Markus  
Blutkreuz Korps  
Experiment Nr. 3



Blutkreuz Korps Gorilla Squad

OR

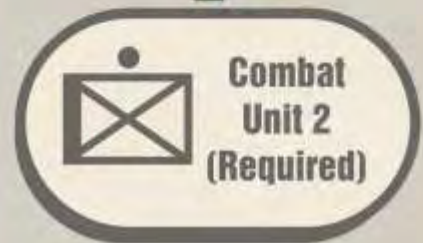
Blutkreuz Korps Gorilla  
Pioneer Squad



Blutkreuz Korps Gorilla Squad

OR

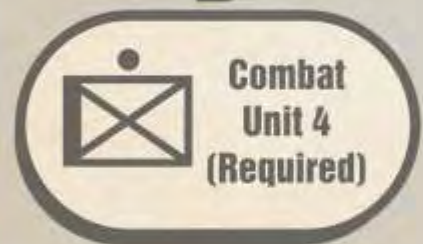
Blutkreuz Korps Gorilla  
Pioneer Squad



Blutkreuz Korps Gorilla Squad

OR

Blutkreuz Korps Gorilla  
Pioneer Squad



Blutkreuz Korps Gorilla Squad

OR

Blutkreuz Korps Gorilla  
Pioneer Squad





# TO&E



## BLUTKREUZ ZOMBIE SCHWARM PLATOON

Blutkreuz Korps volunteers are periodically injected with doses of Professor Priapinsky's reanimation serum (Wiederbelebungs serum). When they die, these soldiers are reanimated by the serum flowing in their bloodstream. Most awaken as gibbering wrecks. Mindless and highly aggressive, but nearly indestructible, these "secret weapons" can only be controlled by a Totenmeister (Master of the Dead).

A Totenmeister is a specially gifted individual capable of controlling nearby Zombies. This power is innate. What makes it possible is totally unknown.

The Blutkreuz Korps has experimented on volunteers to develop this gift using powerful psychic ability enhancing drugs, but without success. Almost every subject has gone insane and committed suicide.

### PLATOON ADVANTAGE: BRAINSSSS!

One of the things that surprised the Axis most, when they first used massed Zombies in battle, was their swarm behavior. Left to their own devices, Zombies seem to congregate in large swarms, and when they do, their behavior changes. They become far more aggressive and no longer respond to commands.

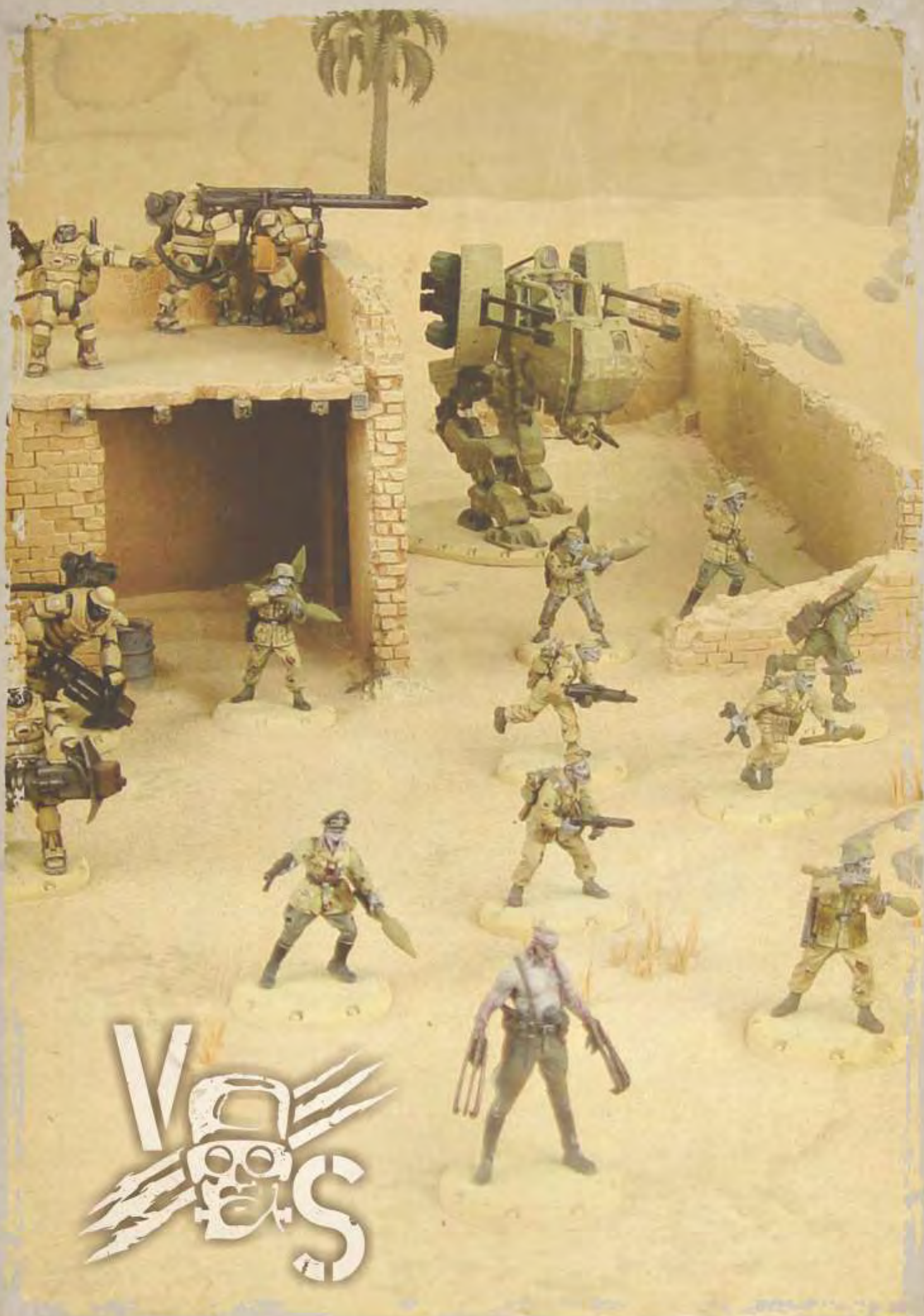
All Mindless Zombie Units in a Zombie Swarm gain the Charge Skill (see page 148). In addition, all Mindless Zombie Units in a Zombie Swarm that start their Activation within Range 3 (3 squares, 30 cm, or 12") of one or more friendly non-Zombie Units must make an Attack Action against a friendly non-Zombie Unit during their Activation.

### SUPPORT UNITS

Blutkreuz Zombies are an effective weapon, but they are almost as dangerous to their own troops as those of the enemy, especially when they swarm. As a result, Zombie Swarms do not normally have much in the way of support, although elite Übertoten are willing to work within the swarm, taking advantage of the chaos to make their Attacks.

Totenmeister  
Blutkreuz Experiment Nr. 10





# TO&E



## BLUTKREUZ KAMPFGRUPPE VON STEIN'S PLATOON

The Blutkreuz Kampfgruppe (Combat Group) von Stein's Platoon is led by Frank von Stein, one of the triumphs of Axis super-science. The Blutkreuz Korps' first experiments were the work of its founder and mastermind, Baron Leopold von Thaler.

Before he was eliminated by Allied special forces, the Baron created many wonderful yet terrifying beings that still fight for the Axis today. Frank is one of his most feared creations. Very intelligent and utterly cruel, it fights because fighting is its favorite thing to do. With claws grafted to its hands that are made of the finest German steel mixed with a little VK, and a Platoon at its back, Frank is a monster on the battlefield.

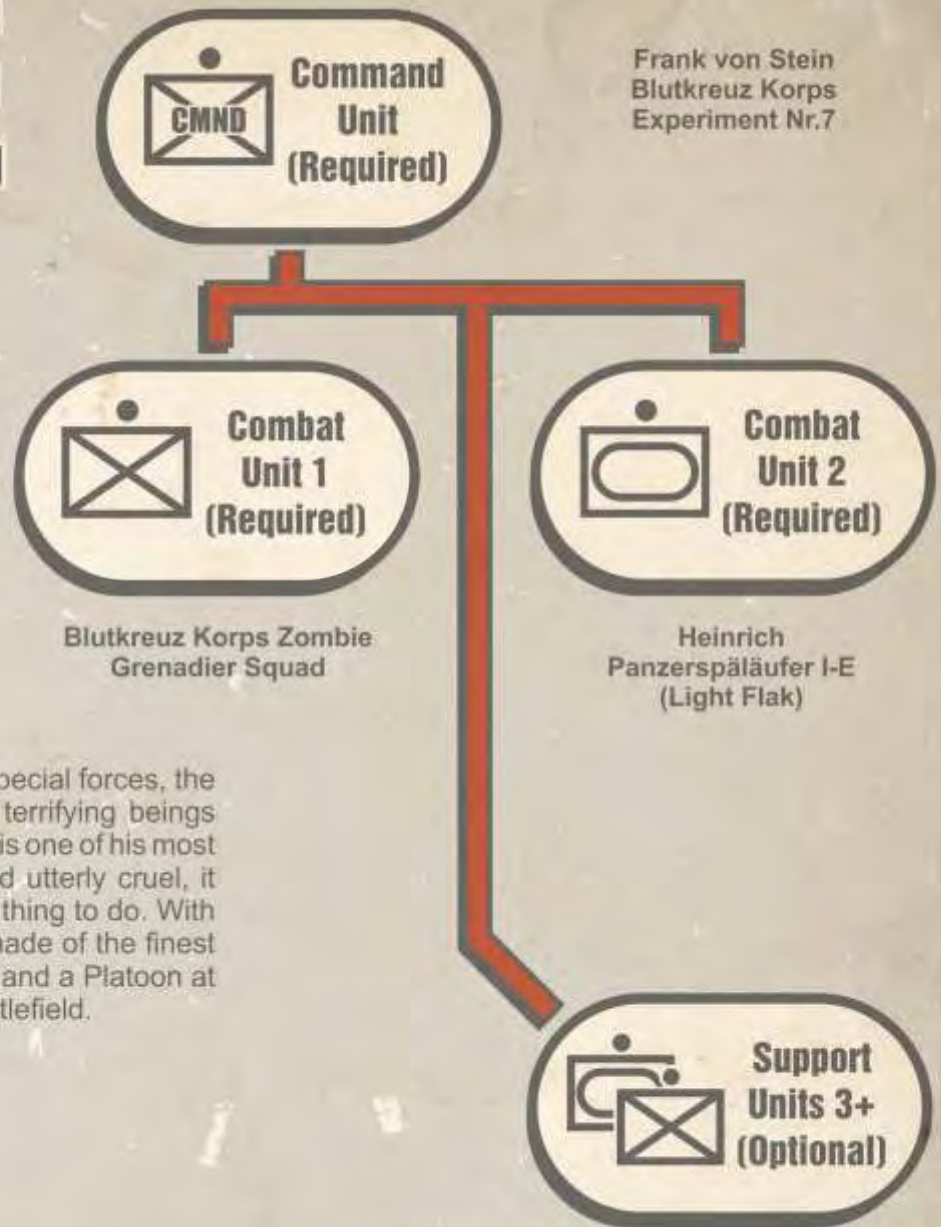
### PLATOON ADVANTAGE: INFLECT TERROR

As long as Frank von Stein is in play, all Zombie Units in or supporting Blutkreuz Kampfgruppe von Stein's Platoon gain a heightened chance of suppressing the Units they Attack. Any Unit that is the Target of an Attack or Sustained Attack by a Zombie Unit in or supporting Blutkreuz Kampfgruppe von Stein's Platoon receives an Under Fire token in Close Combat, regardless of whether any Hits are generated or any Health was lost. If it already has an Under Fire token, it replaces it with a Suppression token instead. If the Unit already has a Suppression token, it does not receive another. Additionally, any enemy Units within Range 3 that have Line of Sight to the Unit being Attacked will receive an Under Fire token or replace an existing Under Fire token with a Suppression token.

### SUPPORT UNITS

The most common support Units for Blutkreuz Kampfgruppe von Stein's Platoon are Zombies. While living Infantry Units are easily unnerved by Zombies, some of the elite Blutkreuz Heavy Infantry have developed a respect for Frank von Stein and eagerly follow him into battle and on to victory. The most common among these troops are the Blutkreuz Korps Heavy Laser Grenadier Squad and Blutkreuz Korps Laser Tank-Hunter Squad.

Frank von Stein  
Blutkreuz Korps  
Experiment Nr.7







# TO&E



## NDAK GRENADIER PLATOON

One of the lessons of desert warfare learned by the original DAK was the necessity of maximizing firepower while minimizing manpower. This reduced the need to feed and transport troops deep in the desert while retaining the combat capability of a conventional unit. In many cases this firepower was expanded by the addition of heavy weapons like Anti-Tank guns right down to the Platoon level.

The NDAK implements this philosophy by ensuring that every grenadier Platoon has at least one squad of heavy grenadiers for fire support. Armed with flame-throwers, twin MG 44Z machine-guns, or Fliegerfaust Anti-Aircraft rocket launchers, the heavy grenadiers give the Platoon a solid base of fire around which the light grenadiers maneuver to assault and defeat the enemy.

### PLATOON ADVANTAGE: BLITZKRIEG TACTICS

The Afrika Grenadiere of the Neue Deutsches Afrikakorps retain the fast-moving reputation of the original Afrikakorps. Even their support squads have developed techniques for getting their heavy Weapons forward and into action at a surprising pace.

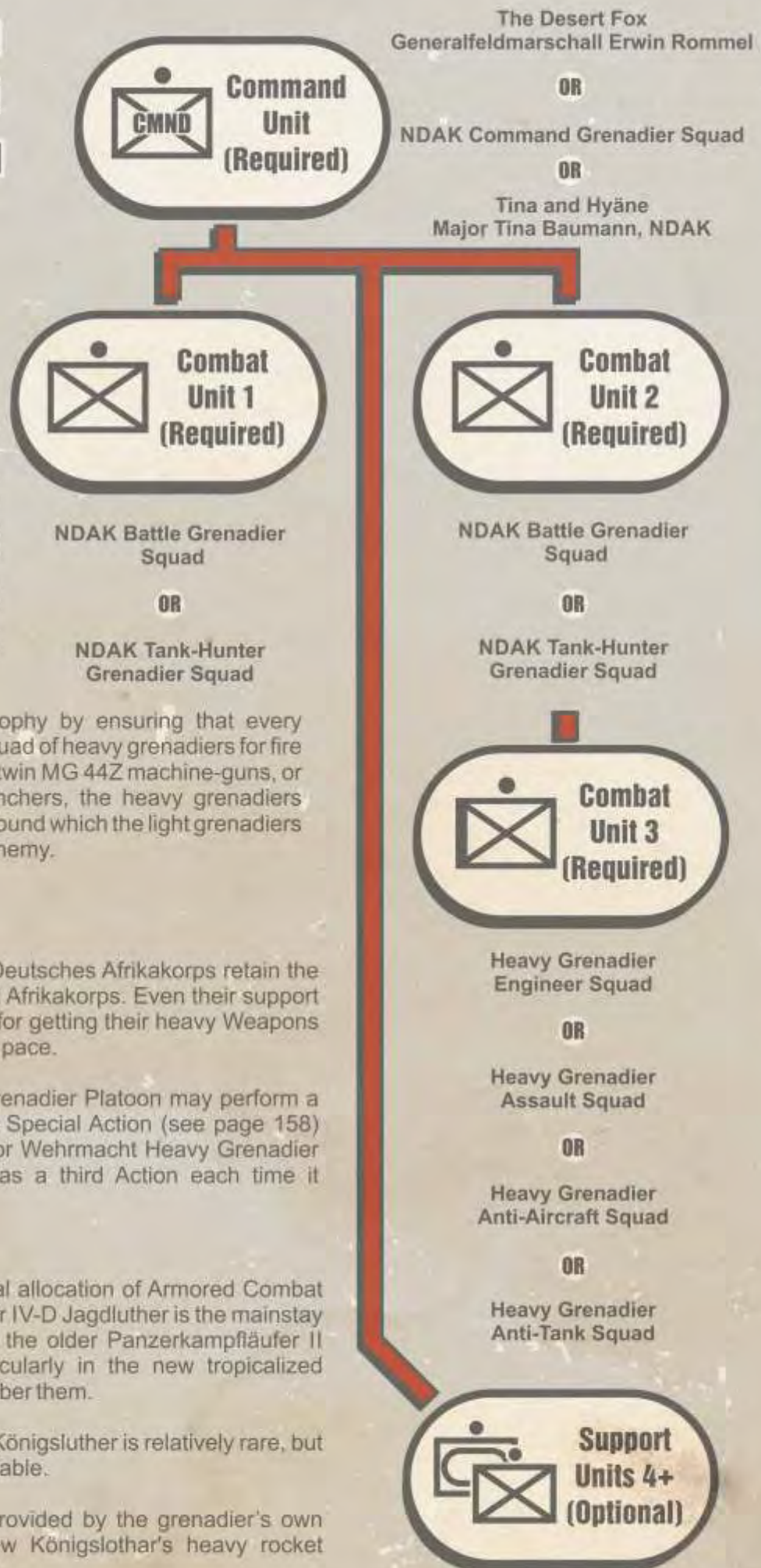
The Platoon Leader of an NDAK Grenadier Platoon may perform a Get Moving You Bunch of Monkeys Special Action (see page 158) targeting an NDAK Grenadier Unit or Wehrmacht Heavy Grenadier Unit in or supporting the Platoon as a third Action each time it Activates.

### SUPPORT UNITS

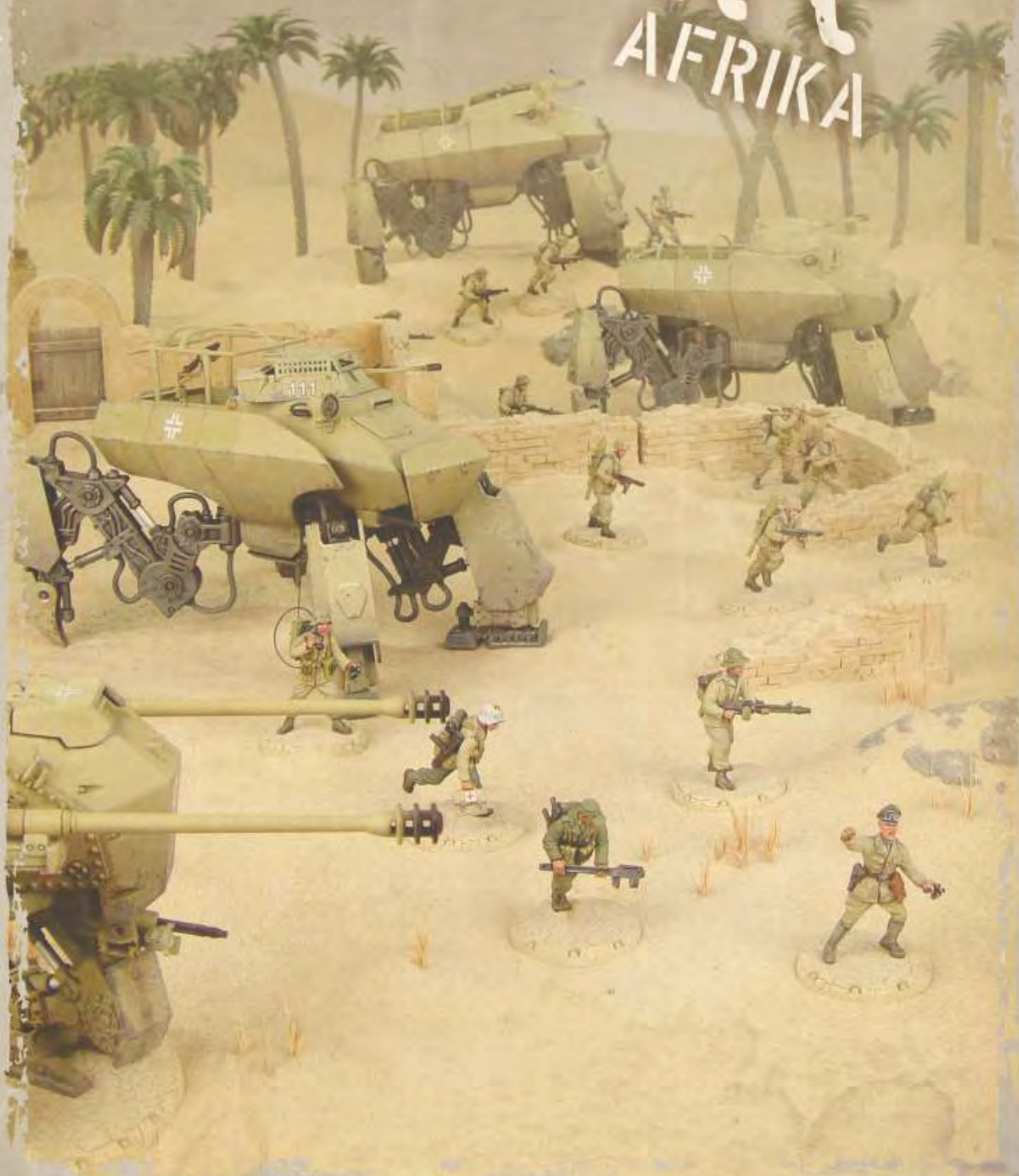
The NDAK has a higher-than-normal allocation of Armored Combat Walkers. The new Panzerkampfläufer IV-D Jagdluther is the mainstay of their Anti-Tank support, although the older Panzerkampfläufer II series (such as the Ludwig), particularly in the new tropicalized versions like the Leopold, still outnumber them.

The schwere Panzerkampfläufer VI Königsluther is relatively rare, but its support is highly valued when available.

Artillery support is almost always provided by the grenadier's own Heavy Mortar Squads and the new Königsluthar's heavy rocket launchers.



AFRIKA



# TO&E



## NDAK PANZERGRENADIER PLATOON

A decade ago the Germans realized that Infantry on foot could never keep up with the pace of an armored blitzkrieg, so they developed armored Infantry carriers. These allowed the Infantry to advance at the speed of the Tanks before dismounting to fight. The Infantry quickly learned to fight from their Vehicles as well.

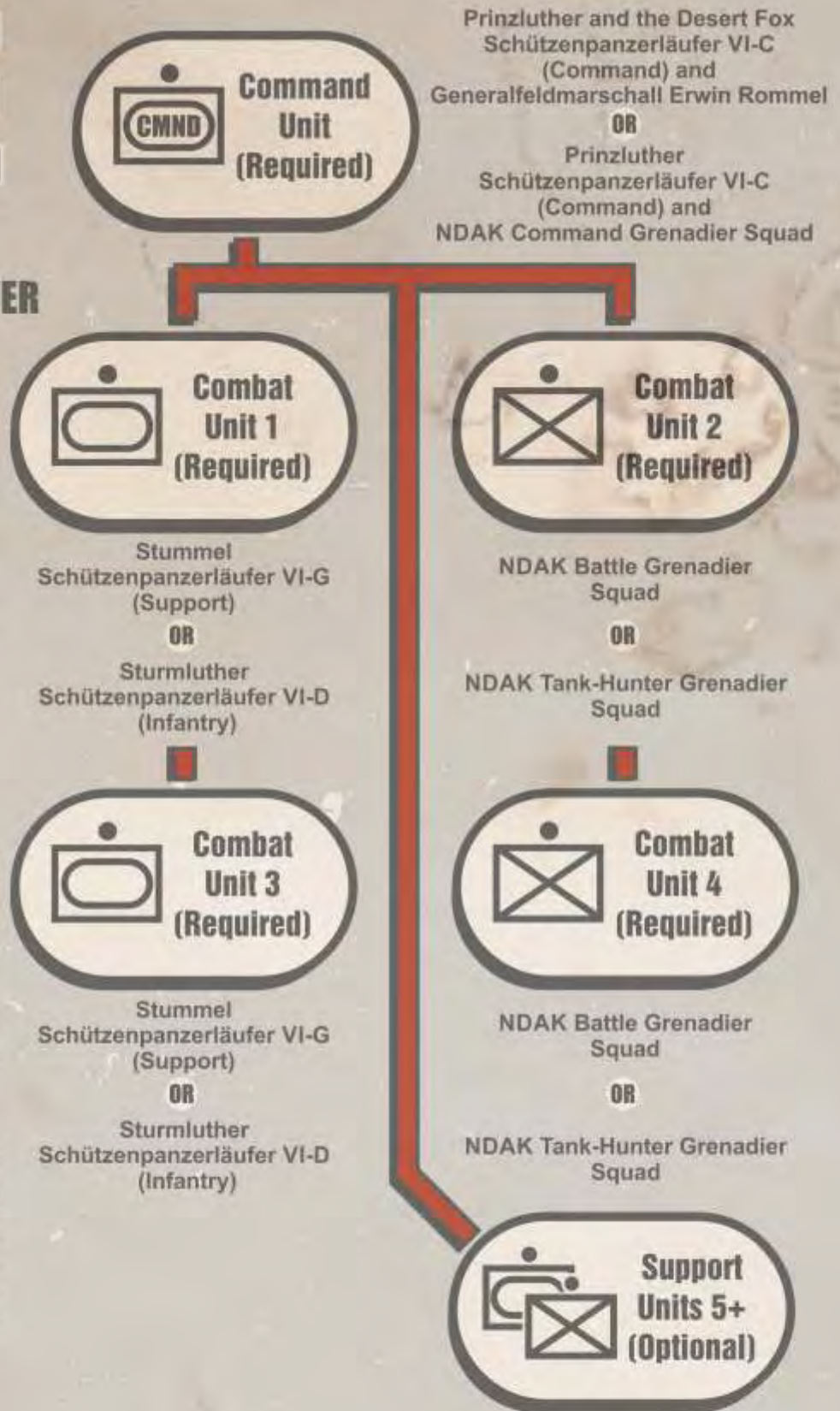
### PLATOON ADVANTAGE: MOUNTED ASSAULT

To a Panzergrenadier, their Vehicle is everything, and protecting it is essential. If Attacked, they'll fight back, throwing grenades and shooting over the sides. The Panzergrenadier even ride their Walkers into assaults on enemy positions! In the desert, where cover can be scarce, the protection of their Walker's armor is appreciated even more.

When a Schützenpanzerläufer VI-series Walker (such as a Stummel or Sturmthuter) in or supporting a NDAK Panzergrenadier Platoon makes a Close-Combat Attack, it gains one extra attack with a Standard Weapon (1/1) for each soldier from an NDAK Grenadier Unit or Wehrmacht Heavy Grenadier Unit it is carrying as a Passenger.

### SUPPORT UNITS

The NDAK Panzergrenadier Platoon is almost self-supporting with its mix of Walkers and Infantry, with Weapons capable of tackling almost any foe. Like the NDAK Grenadier Platoons, the Panzergrenadiere often field Heavy Grenadier Squads for extra firepower (mounted in a Schützenpanzerläufer of course), and are supported by Anti-Tank Walkers like the Jagdluther.





# TO&E



## NDAK KAMPFGRUPPE CHRISTOPH PLATOON

The NDAK Kampfgruppe (Combat Group) Platoon is led by Master Sergeant Christoph Schultz, a survivor of the original Afrika Korps who managed to escape Tunisia in 1943 when the remnants of this once great fighting force was forced to surrender to the Allies. Christoph has been fighting for his country since the start of the war in 1939.

His unparalleled combat experience and natural leadership skills are legendary among the NDAK. Where he goes, victory follows. Where he fights, any odds can and will be overcome. His reputation in combat is matched only by the tales of the extraordinary care he exhibits for the soldiers he leads. Together these factors ensure that he is well loved by all under his command. He is perfectly suited to lead a Platoon built around his fierce and fearless NDAK Security Grenadier Squad. With an array of Weapons at their disposal and a penchant for close-quarters fighting, there aren't many dangers Christoph's Platoon can't engage and destroy.

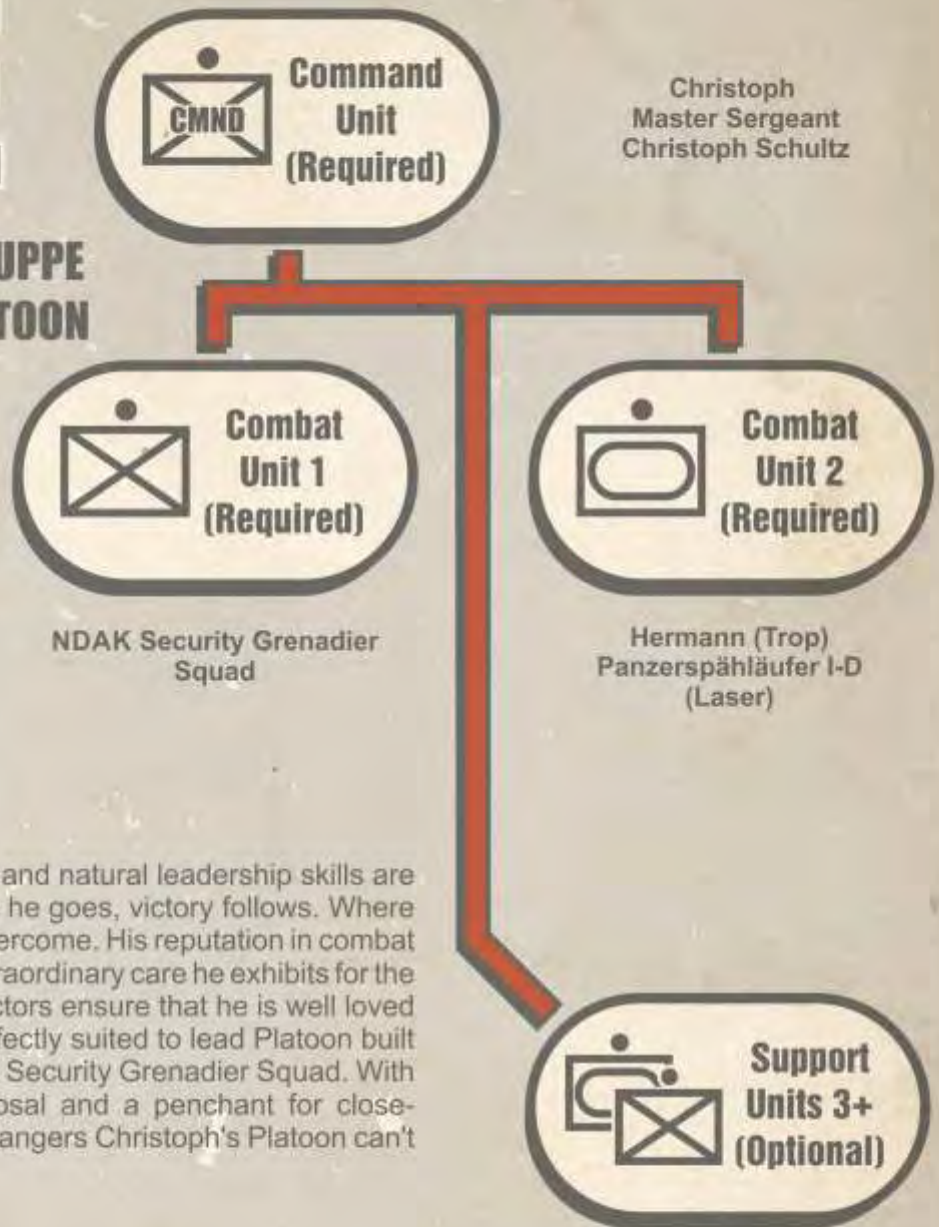
### PLATOON ADVANTAGE: TIGHT QUARTERS

One of the objectives of Operation Babylon, the Axis attack on Iraq, was to investigate several hidden ruins and tombs in the deepest deserts of the country. Christoph and his men were initially dispatched to protect Axis scientists and archaeologists as they investigated deep within the tombs. Specialized equipment and intense training have been enhanced by combat experience in tight quarters and conditions that are far from conducive for battle. Christoph and his men have trained their entire Platoon in the techniques they developed to survive these difficult situations.

All NDAK Units in or supporting a NDAK Kampfgruppe Christoph Platoon gain the Scout Skill (see page 154). As long as Christoph Schultz is in play, all NDAK Units in or supporting a NDAK Kampfgruppe Christoph Platoon also gain the Trail Blazer Skill (see page 156).

### SUPPORT UNITS

Light, agile, and quick on the move, a NDAK Kampfgruppe Christoph Platoon, is typically supported by additional NDAK Grenadier Squads. Heavier support is typically provided by the Panzerspähläufer series Light Walkers, including the Hermann (Trop) I-D and Heinrich Panzerspähläufer I-E (Light Flak).



ВМЕСТЕ  
МЫ СИЛА!



# TO&E





## SSU KV-47 WOLFPACK PLATOON

The Soviet KV-47 series of Walkers is the very first design ever developed outside of a German facility. The SSU needed a cheap and rugged, yet powerful machine to counter the new threat posed by the Axis Walkers. The KV-47 has proved a great success, and is now a staple of SSU Combat Forces everywhere. In typical SSU fashion, the KV-47 is deployed en masse to overwhelm the opposition.

These "Wolfpacks," as they have been nicknamed, have learned how to take on the heaviest opposition and survive to fight another day.

### PLATOON ADVANTAGE: PACK HUNTERS

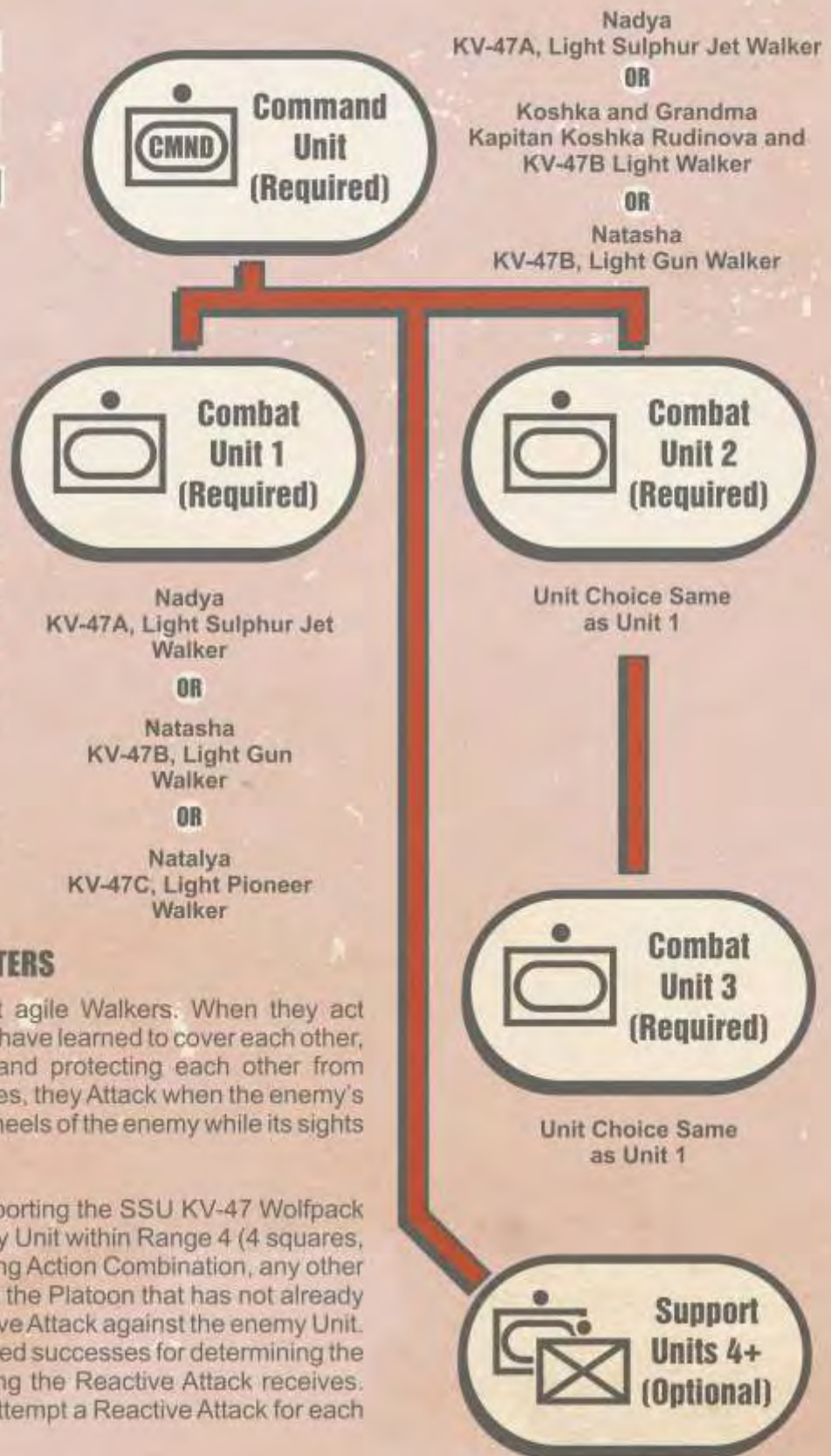
KV-47 are among the world's most agile Walkers. When they act together on the battlefield, their pilots have learned to cover each other, looking out for the whole Platoon and protecting each other from imminent danger. Like a pack of wolves, they Attack when the enemy's back is turned, darting in to nip at the heels of the enemy while its sights are set on another Walker.

If any KV-47 series Walker in or supporting the SSU KV-47 Wolfpack Platoon has Line of Sight to an enemy Unit within Range 4 (4 squares, 40cm, or 16") that performs a triggering Action Combination, any other KV-47 series Walker in or supporting the Platoon that has not already taken an Action may attempt a Reactive Attack against the enemy Unit. Rolls of  as well as  are considered successes for determining the number of Actions the Unit attempting the Reactive Attack receives. Only one KV-47 series Walker may attempt a Reactive Attack for each triggering Action Combination.

### SUPPORT UNITS

While a decent-sized KV-47 Wolfpack is quite capable of independent operations, as demonstrated by Koshka's many famous exploits, it is usually fielded with considerable Infantry support. Ideally from the Wolfpack leader's viewpoint, this would be the ultra-tough Steel Guard, but their numbers are still limited, so they generally call on the Red Army and Red Guards.

The KV-47 has been manufactured in a variety of configurations to cover most battlefield roles, so non-KV-47 Vehicle support is often limited to light BR-47-100 Red Fury Self-Propelled Anti-Tank Guns and BR-47-200 Red Rain Self-Propelled Mortars, backed up by Mil Mi-47 Attack Helicopters and Air Assault Walkers carried by Mil Mi-48 Helicopters.





**ПУСТЬ СМЕРТЬ  
ПРОЛЬЕТСЯ С НЕБЕС!**





# TO&E



## SSU KOSHKAS SMERSH KV-47 PLATOON

Koshka, daughter of Colonel Rudinova, grew up with the strongest admiration for her father's heroic actions. A battle-hardened officer and veteran of numerous infiltrations and sabotage missions, Koshka now commands a newly-formed Smersh (Sino-Soviet Special Forces) Platoon equipped with the latest KV-47 VK-Powered Tactical Armor. She serves in her father's old unit, the Seventh Special Purpose Brigade.

### PLATOON ADVANTAGE: AIRBORNE ASSAULT

Deployed from 10,000 meters above their target, these newly-designed HALO parachute pods allow an elite Platoon of KV-47 Walkers to strike fast and crack the enemy's defenses from within. Despite extensive precautions, pilots are known to black out for minutes on impact due to the high speed decent. Once recovered, they strike hard and fast.

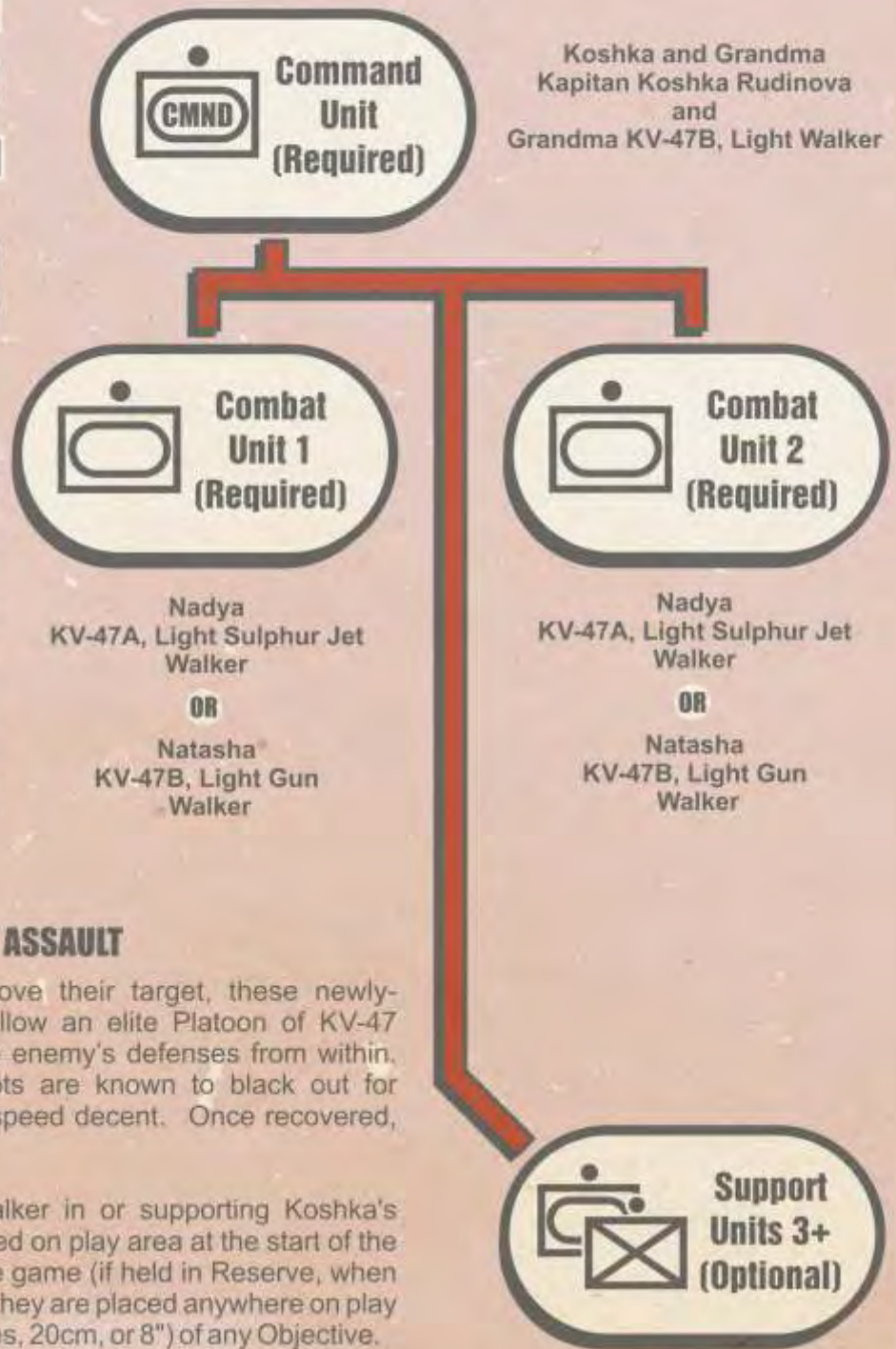
A KV-47A, KV-47B, or KV-47C Walker in or supporting Koshka's Smersh KV-47 Platoon is never placed on play area at the start of the game. Instead on the first Turn of the game (if held in Reserve, when they would normally be put into play) they are placed anywhere on play area, but not within Range 2 (2 squares, 20cm, or 8") of any Objective.

The Walker's first Action must be a Nothing Action. The player then rolls a die. On a roll of or , the player may choose to assign the Walker a second Action. On a roll of , the Walker must perform a second Nothing Action. The Walker may not capture nor contest Objectives on the Turn it is placed.

### SUPPORT UNITS

Koshka's Smersh KV-47 Platoon often deploys using a HALO (High Altitude Low Opening) parachute drops as part of Smersh raiding operations. These missions land the Walkers deep in enemy territory, so Helicopters are their lifeline. Mil Mi-47 Attack Helicopters, like the Burner and the Striker, provide much needed air support.

The only way to get reinforcements are Transport Helicopters like the Mil Mi-45 Assaulter and the Mil Mi-48 Carrier. As Walker transports, the Carriers can bring in reinforcement KV-47 Aero Walkers, and are the primary means of extraction for Koshka and her Platoon.



Дави врага  
гусеницами!



# TO&E




## SSU HEAVY BREAKTHROUGH TANK PLATOON

Since the first Kliment Voroshilov (KV) series of tanks, the Soviet engineers and military strategists have emphasized the use of slow but powerful Vehicles advancing along with the Infantry. Not used in a regular "cavalry" role, these Tanks are supposed to be moving heavy gun platforms. With thick armor, powerful Weapons, and a swarm of Infantry to take out enemy Anti-Tank Teams, what could possibly stop them?

Since the start of Operation Barbarossa six years ago, the Tanks have evolved, but the strategy is the same. Any SSU Officer will tell you, "We have no reason to change."

### PLATOON ADVANTAGE: BREAKTHROUGH

Heavy Breakthrough Tank Platoons are sent in to break the enemy line. Their Tanks aren't fast, but they are almost unstoppable, firing on the move as they roll over any opposition.

After making a March Move Action, an IS-5, IS-48, or IUS-203 Tank (like the IS-5C Iosef or the IS-48A Karl) in or supporting a Heavy Breakthrough Tank Platoon rolls one die. On a roll of , it may perform a free Attack Action.

### SUPPORT UNITS

A Heavy Breakthrough Tank Platoon doesn't need much support, just plenty of Tanks! That being said, they usually go into action supported by Infantry to protect them from Tank-Hunter Teams and mop up opposition in the wake of the Heavy Tanks. The IS-5A Mao Anti-Aircraft Tank and IS-5B Vladimir Artillery Tank advance alongside the other Tanks to provide them with fire support.



**Command  
Unit  
(Required)**

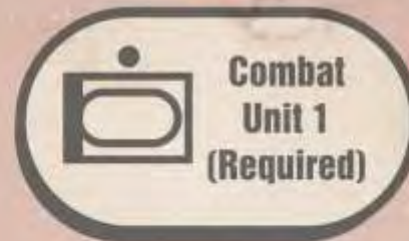
Iosef  
IS-5C

OR

Karl  
IS-48A

OR

Lavrentiy  
IS-48B



**Combat  
Unit 1  
(Required)**

Iosef  
IS-5C

OR

Karl  
IS-48A

OR

Lavrentiy  
IS-48B



**Support  
Units 2+  
(Optional)**

**Будь бдителен на  
посту защиты Родины!**



# TO&E



## YAKOV'S STORMWALL PLATOON

The defensive fortifications that now protect SSU controlled Zverograd and Moscow have been nicknamed the "Stormwall." This is due to the dark gray concrete of its trenches and bunkers and stark contrast of the bolts of electricity its Tesla Bunkers release at advancing enemies.

It is considered a great honor to man the Stormwalls; only the bravest and most vigilant men and women are chosen for this task. The Platoons that defend the Stormwall are drawn from the best of the best among both Red Army and Red Guard Units.

### PLATOON ADVANTAGE: VIGILANT

Yakov knows the importance of vigilance. When it comes to his defenses he trains the men of the Stormwall to be ever watchful in the defense of mother Russia. The men and women of the Stormwall are ready for anything and can respond to any threat at a moment's notice.

All Units in the Platoon and Support Units that are included in the platoon list gain Actions on a roll of  or  when making Reactive Attacks rolls. This platoon is a Fortified Platoon.

Forces with a Fortified Platoon will always defend in missions that have defenders. The Fortification rules are on pages 133 and 134 in this rulebook.

### SUPPORT UNITS

The Stormwall is the last line of defense protecting Mother Russia. Yakov's front line of defense relies on Tesla Weapons to hold back advancing enemy troops while reserves arrive.

Whenever possible Yakov likes to call in local artillery support. They are particularly effective with their Heavy 120mm Mortars, Vladimir Lenin Tanks, and Red Rain Self-Propelled Heavy Mortars.

The Stormwall is also protected by an elite Helicopter Unit nicknamed "The Storm Clouds." Their only responsibilities are to resupply the Stormwall and provide much needed air support.





**Пусть враг  
боится неба!**

# TO&E



## SSU RED SKY PLATOON

The youngest rising star in the SSU, Leytenant (Lieutenant) Eva Koroutchenko is already a legend. She is famous throughout the Bloc for her emerald eyes and long hair. Every young man in the SSU keeps a picture of her near his heart for good luck and to protect him from harm. Eva is a hell of a pilot who has already scored more than 30 air victories in her short career. Axis pilots on the Eastern Front have already placed a large bounty on her head: they need her down as soon as possible!

Eva flies a unique helicopter modified to her specifications: the Red Star. She is very capable of taking the reins of any other flying vehicle in the Bloc, but prefers her Helicopter over anything else. Eva and the Red Star are currently stationed outside Baku. From there Eva and her Platoon fly sorties supporting special operations for Spetsnaz forces in the region. She's trained her own "wingwomen" and been entrusted with a number of Helicopters and her choice of the best pilots available. When enemies hear helicopters approaching, if they spot the Red Star in the lead position, they know they are in trouble.

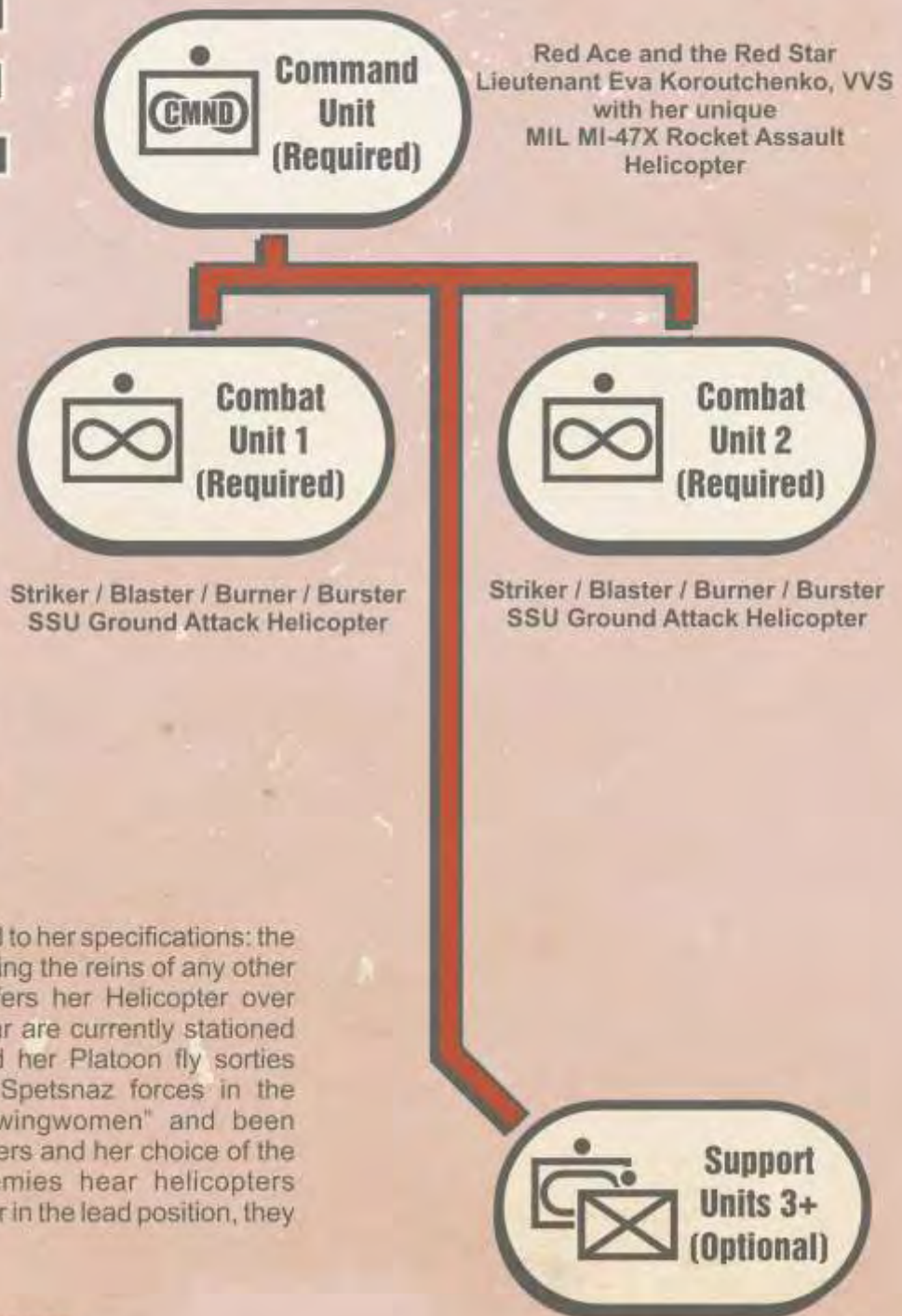
### PLATOON ADVANTAGE: NIGHT WITCHES

Red Ace and her "wingwomen" have come to be feared by the troops on every front where they've flown sorties. Their reputation combined with the distinctive look of the Red Star means that when enemies hear the telltale rotors, look to the sky, and recognize the Red Star at the lead of a formation, fear grips their hearts.

As long as Red Ace and the Red Star are in play, the Red Ace and the two Required Units in the Red Sky Platoon gain the And Stay Down Skill (see page 147 in this rulebook).

### SUPPORT UNITS

The SSU Red Sky Platoon receives support specific to the needs of each special operation. If Infantry are needed, an Infantry Unit like the Chinese Volunteer Assault Squad or Red Army Close Combat Squad are transported by a MIL MI-45 Assaulter. If Walkers are needed, a MIL MI-46 Carrier will transport an Air Assault capable KV-47 such as the Nikita, Nina, or Nastasia. If medical support is needed, a MIL MI-45K Airborne Medical Vehicle, referred to as an "Air Ambulance" will provide support.







# TO&E




## SSU RED GUARDS PLATOON

Although the enemies of the SSU still discuss Soviet human wave tactics with disdain, things have changed a lot since the early days of Operation Barbarossa.

The infantrymen are now far better trained and vastly more experienced. That being said, the importance of overwhelming force is still a key part of SSU tactics. Whenever possible, the Red Army attacks with more than enough force to ensure victory. Any additional short-term losses are far outweighed by the long-term gains of quick victory.

After all, the children of the Motherland are valiant heroes fighting for the people, not animals to be sent to the slaughter.

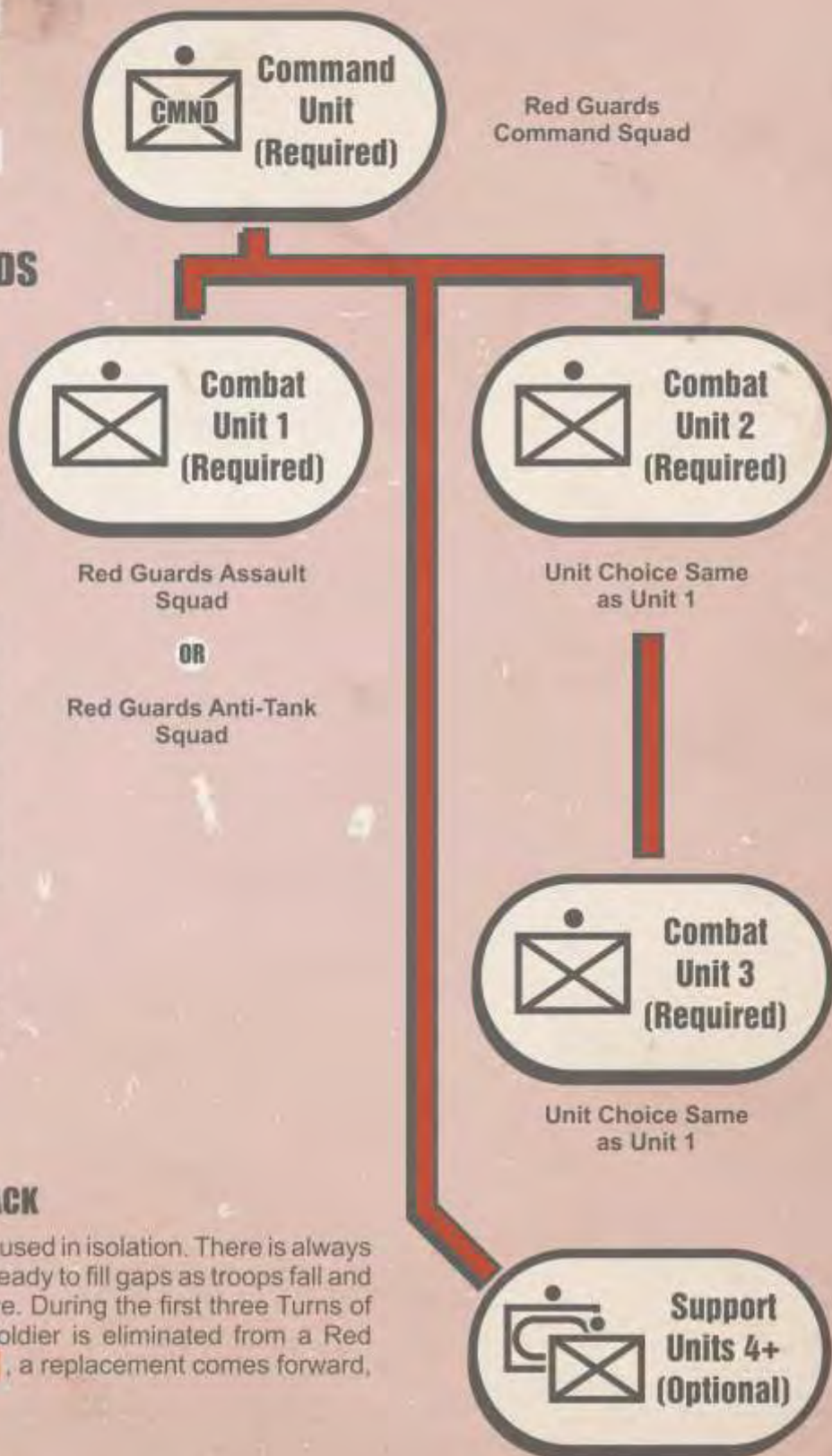
### PLATOON ADVANTAGE: WAVE ATTACK

SSU Red Guards Platoons are never used in isolation. There is always a second wave deployed to the rear, ready to fill gaps as troops fall and exploit the successes of the first wave. During the first three Turns of the game, roll a die each time a Soldier is eliminated from a Red Guards Infantry Unit. On a roll of , a replacement comes forward, and the Soldier is returned to play.

### SUPPORT UNITS

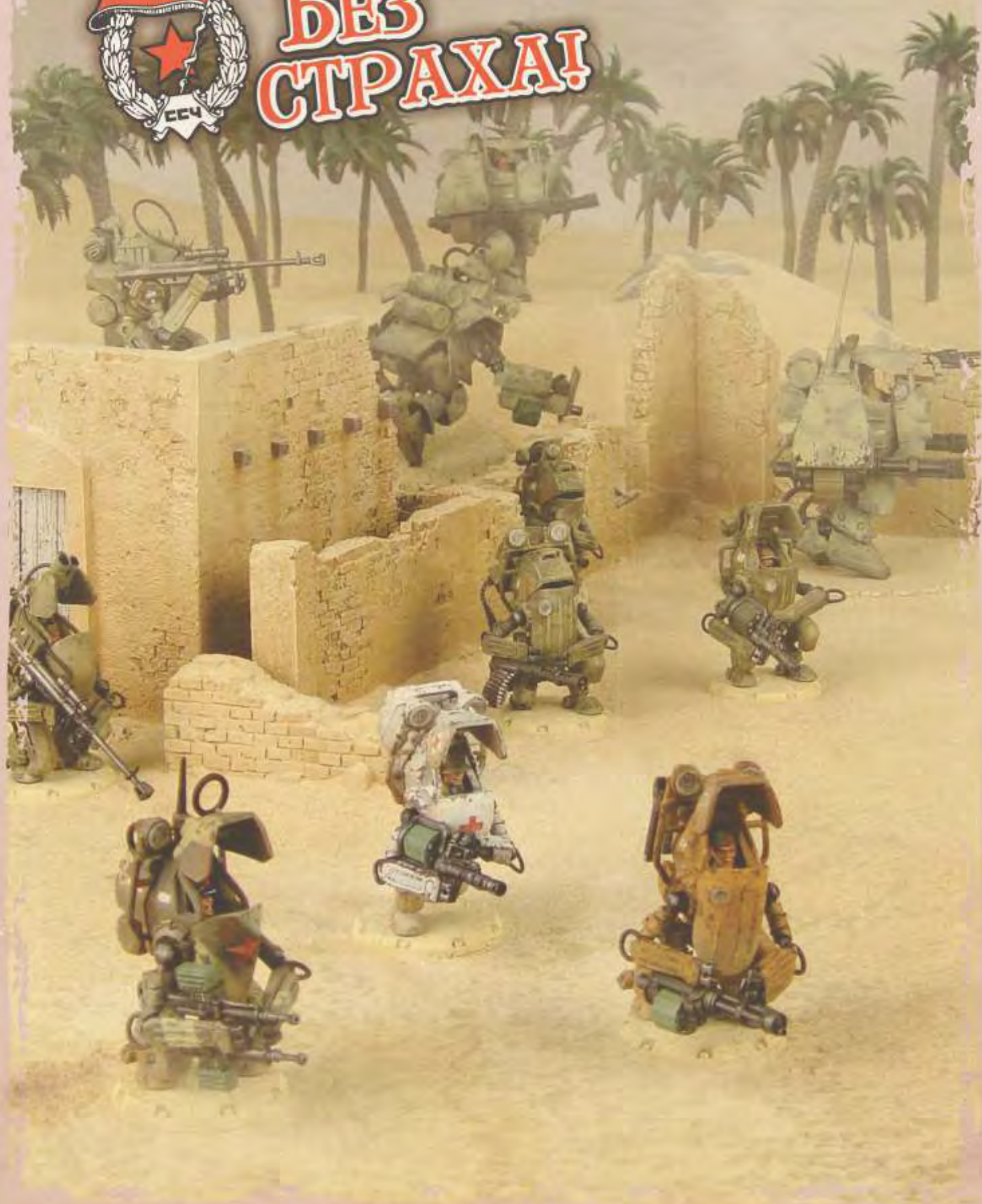
As well as large numbers of Infantry Units, a Red Guards Platoon typically fields specialists such as Observer and Sniper Units, Mortars, and Tesla Gun. It's also not uncommon to see NKVD Commissars joined to the Infantry Units to ensure their compliance with orders.

The lightly-equipped Infantry are frequently supported by KV-5 Heavy Walkers like the Matrioshka with its dual 152mm guns and the Babushka with dual Maxim Gatling Guns, or Super-Heavy Tanks like the Lavrenty Beria. These sit back providing cover fire for the advancing Infantry Units.





**БЕЗ  
СТРАХА!**



# TO&E



## SSU STEEL GUARD PLATOON

The Steel Guards are veteran SSU soldiers who have been given a second chance to fight for the Motherland. Even after being crippled, they fight on, their bodies encased in the heaviest armor known to man. They now undertake the most dangerous missions, in the most deadly places.

Despite this, their new mechanical bodies give them an excellent chance of surviving to fight again, and again, to avenge wrongs to the Motherland and their own injuries. Having experienced the worst, the Steel Guard are implacable and advance without fear.

### PLATOON ADVANTAGE: IMPLACABLE ADVANCE

There's not much that can stop the Steel Guard once they start advancing. They keep coming at the enemy no matter what – after all they are massively armored and have little to fear from wounds.

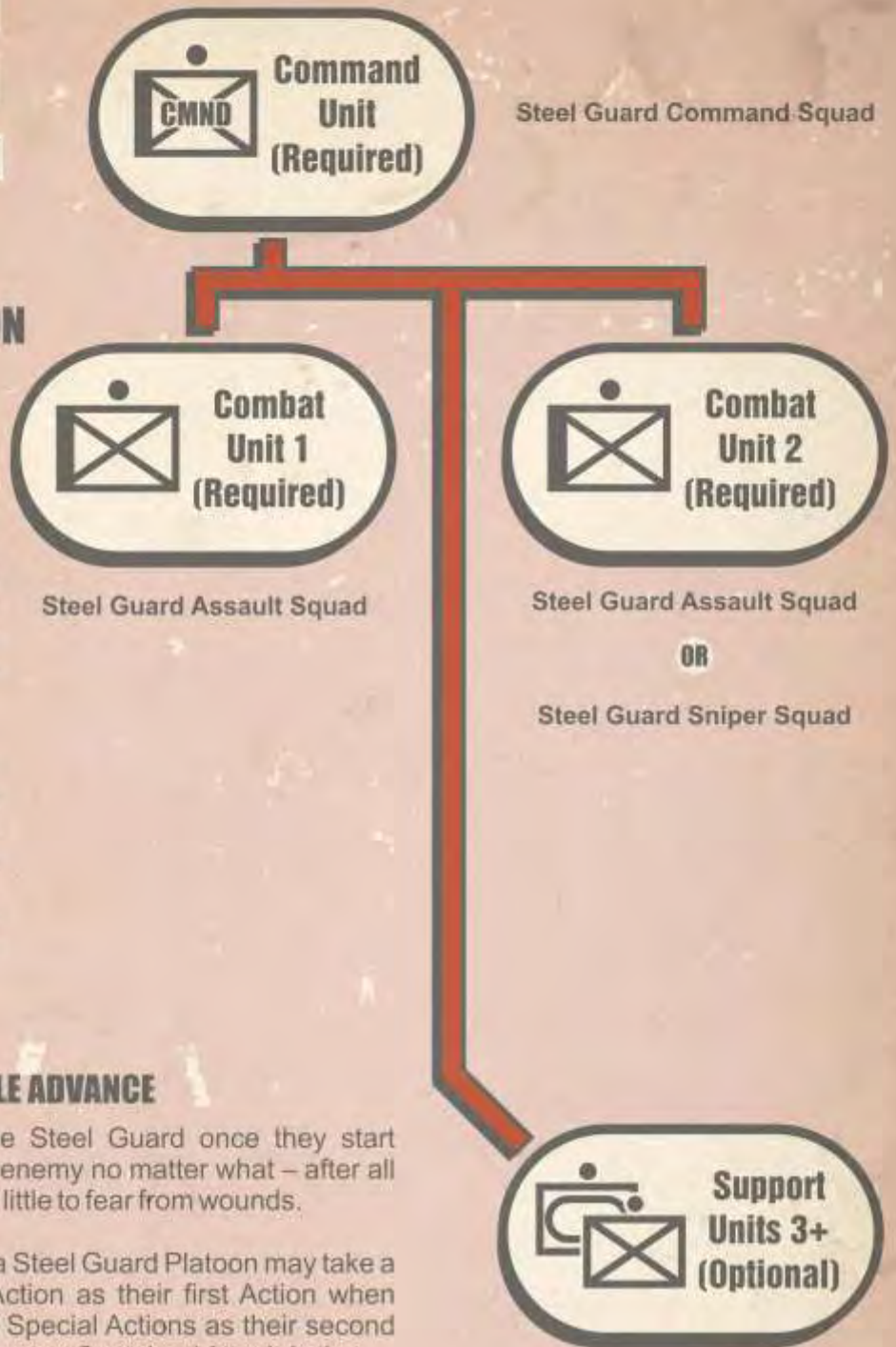
Steel Guard Squads in or supporting a Steel Guard Platoon may take a Move Action instead of a Nothing Action as their first Action when Suppressed. They can Attack or use Special Actions as their second Action, but cannot perform a March Move or Sustained Attack Action.

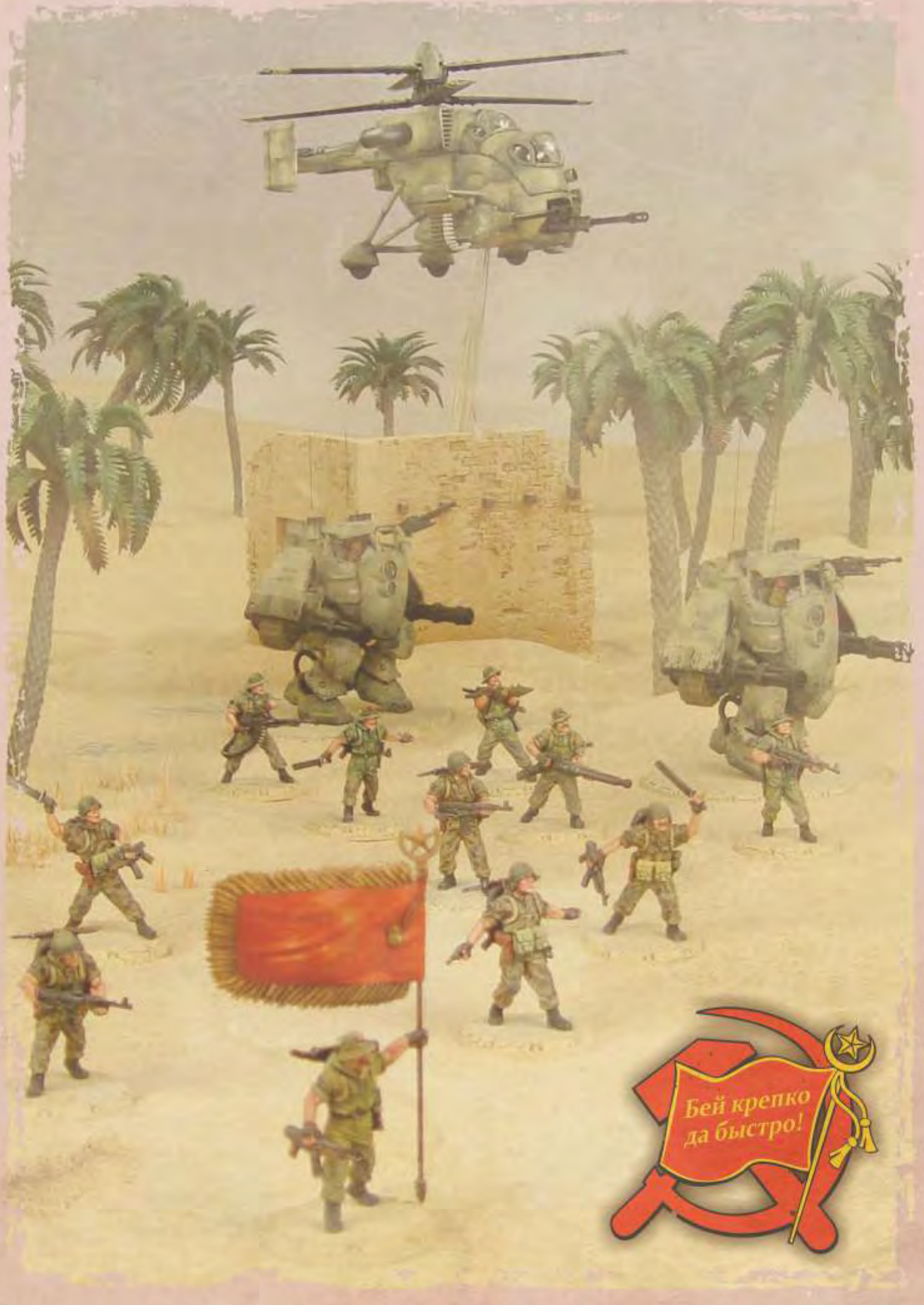
### SUPPORT UNITS

Following the Russian dictum that, "Quantity has a quality all of its own," the Steel Guard are often used in overwhelming numbers, with the Steel Guard Assault Squads attacking under cover fire provided by the Sniper Squads with their massive 23mm SVK-47 Sniper Rifles. Additional support from the Steel Guard Fire Support Squad, and Steel Guard Tesla Squad, is also common.

The Steel Guard are usually supported by numerous KV-47 Walkers. Attacking on the flanks with high-speed wolfpack tactics, the Walkers drive the enemy to the anvil, where the Steel Guard act as the hammer smashing them flat. The KV-47 Walkers also protect the Steel Guard from enemy Walkers and Aircraft.

If they need heavier support, the Steel Guard usually request Super-Heavy Tanks like the Tesla-armed IS-48 Karl Marx or the massive 252mm howitzer-armed IS-5 Vladimir Lenin. These big guns leave no weaknesses for the enemy to exploit.





# TO&E



## SPETSNAZ TASKFORCE PLATOON

The Spetsnaz (spets-ial-nogo naz-na-chen-i-ya, special purpose) Taskforces make up the majority of SSU troops in Mesopotamia. Their light equipment allows them to strike quickly, then disappear back into the desert. Fast and easy to maintain, the light Tropical Walkers (TSh or tropich-esk-iy sha-gokhod) are also ideally suited for these raiding operations.

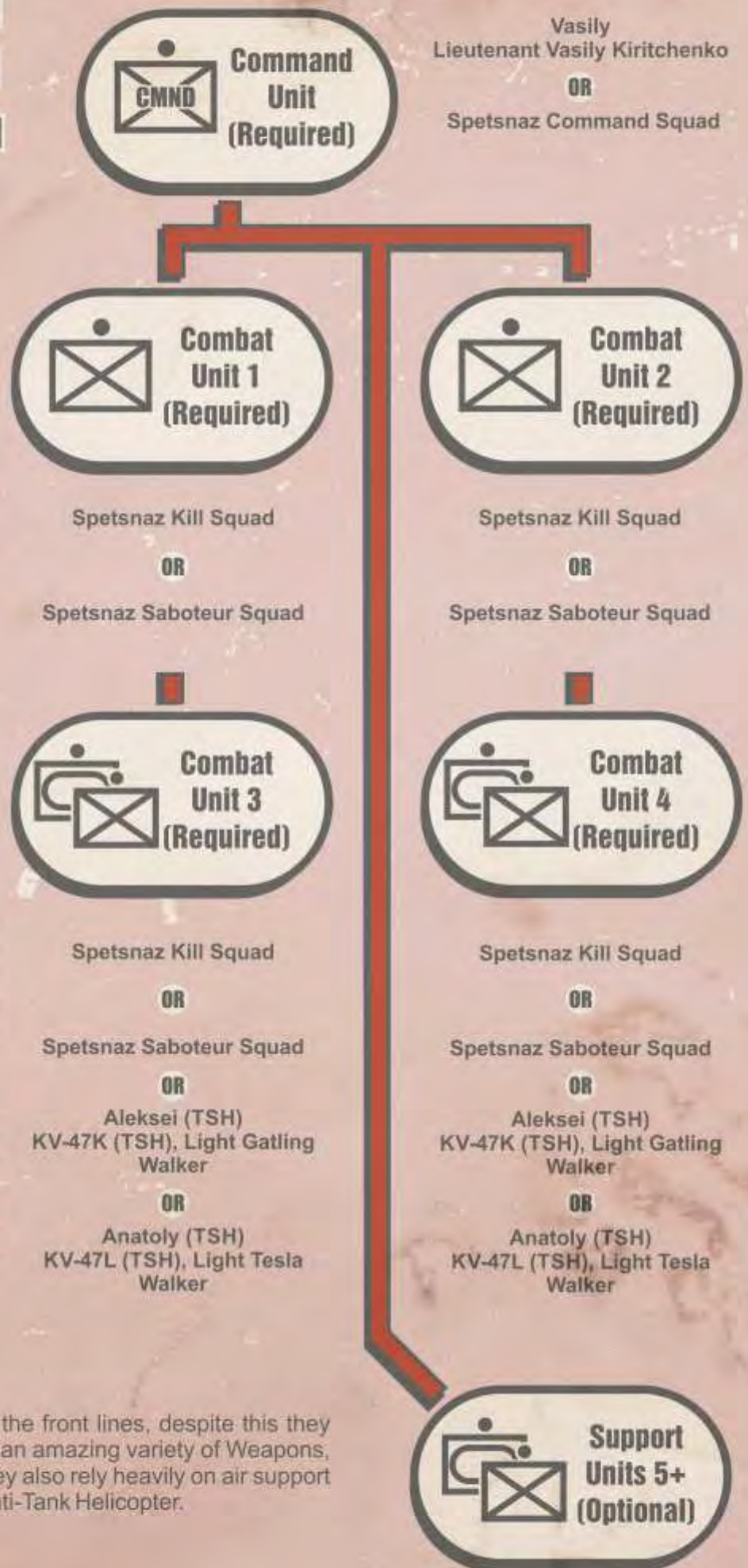
### PLATOON ADVANTAGE: SURPRISE STRIKE

The Spetsnaz take the old Red Army's belief in the importance of surprise to the limit. They operate from hidden bases, moving carefully into position, then striking hard and fast before the enemy can react.

Any Spetsnaz Unit or KV-47 (TSH) Tropical Light Walker (such as the KV-47K (TSH) Aleksei) in or supporting a Spetsnaz Taskforce Platoon gains the At the Double Skill for its first Activation, or the Activation in which it arrives from Reserves (see page 131).

### SUPPORT UNITS

Spetsnaz forces operate far behind the front lines, despite this they have a remarkable ability to infiltrate an amazing variety of Weapons, up to and including Heavy Tanks. They also rely heavily on air support from Aircraft like the Mi-47A Striker Anti-Tank Helicopter.





**Незримый**  
**Удар**

# TO&E



## SPETSNAZ BATTLEGROUP ROZA PLATOON

The SSU Spetsnaz Battle Group is led by Roza Shanina, a legend among the Spetsnaz and throughout the SSU. Her youth (23 years old) and beauty belies the fact that she is one of the most efficient snipers in the world, having eliminated more enemies of the Motherland than most SSU regiments.

After years spent on the Eastern front, Roza has recently been reassigned to the Middle-East. In preparation for her new assignment, she received Spetsnaz training, making her one of only a few women to survive this brutal regimen. She has earned the grudging respect of hardboiled Spetsnaz veterans, who will follow her to the ends of the Earth.

### PLATOON ADVANTAGE: STRIKE UNSEEN

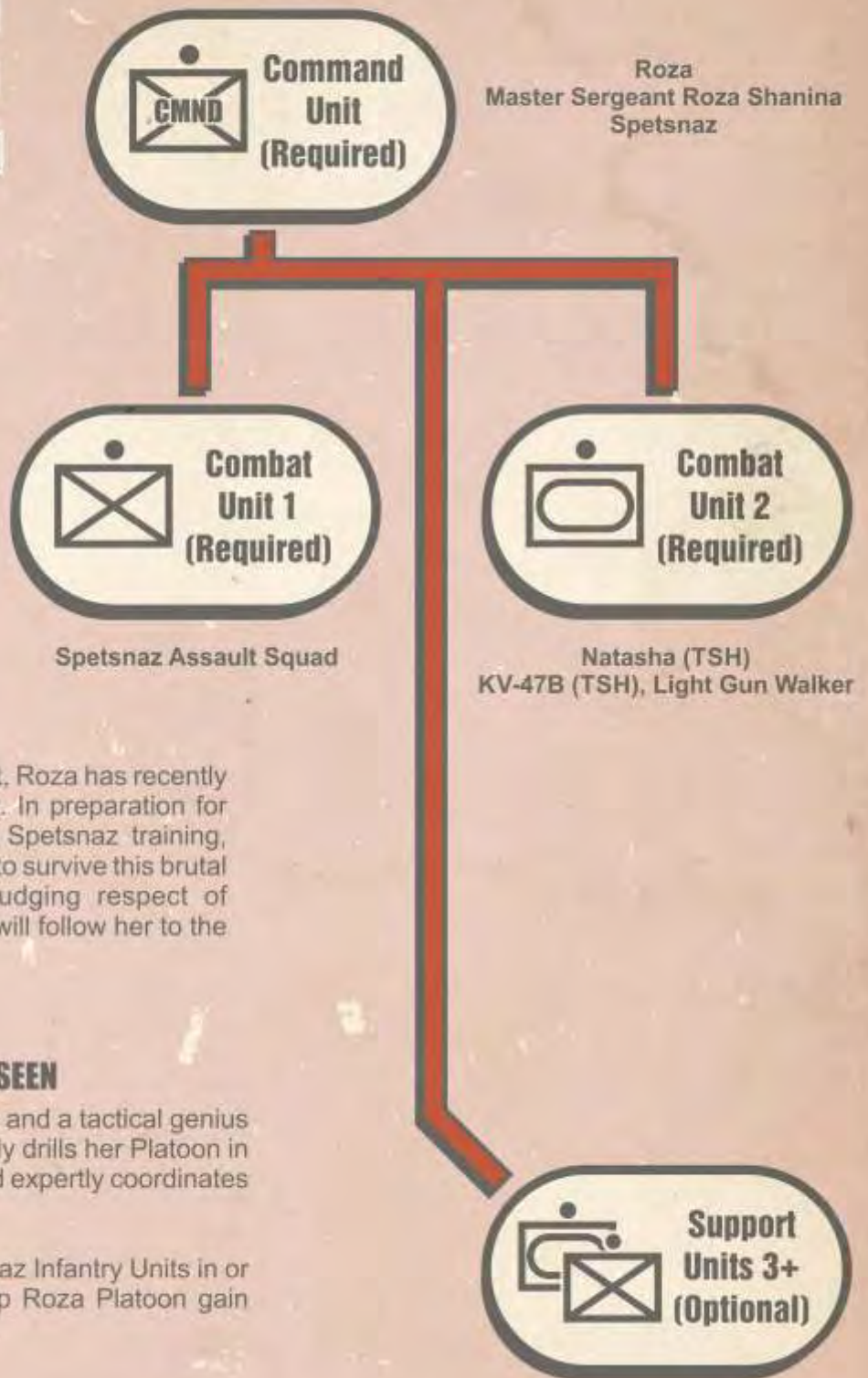
Roza is both a master of camouflage and a tactical genius at setting up ambushes. She tirelessly drills her Platoon in the techniques she has perfected and expertly coordinates their efforts on the battlefield.

As long as Roza is in play, all Spetsnaz Infantry Units in or supporting the Spetsnaz Battlegroup Roza Platoon gain the Camouflage Skill (see page 148).

### SUPPORT UNITS

Though they are often loathe to admit it, Roza is regarded with deep respect by the Infantry Units of the Spetsnaz. For this reason, the Spetsnaz Battlegroup Roza Platoon can count on Infantry support from additional Units of Spetsnaz Assault Squads, as well as Spetsnaz Kill Squads, and Spetsnaz Saboteur Squads.

They also rely heavily on air support from Aircraft like the Mi-47A Striker Anti-Tank Helicopter and artillery support from Red Rain Self-Propelled Mortars and Mortar Teams.







# TO&E





## SISTER LUISA'S MERCENARY PLATOON

When Luisa decided to join the Sisters of Demolition, she knew that her decision could cost her dearly. Her family remained behind in Cuba. They are now in the hands of Smersh, the SSU's counter-intelligence agency. Despite this, Luisa could not forsake her calling and her new-found sisters.

Having proven her mettle leading forces that were key to repelling an Allied Assault during Operation Mambo, the Sisters were delighted to have such an experienced leader join them and assigned Luisa her own Platoon. This quickly became their elite strikeforce, commanding a higher price from their employers. When a dangerous assault is planned, Luisa's name is on everyone's tongue.

### PLATOON ADVANTAGE: GO GET 'EM GIRLS!

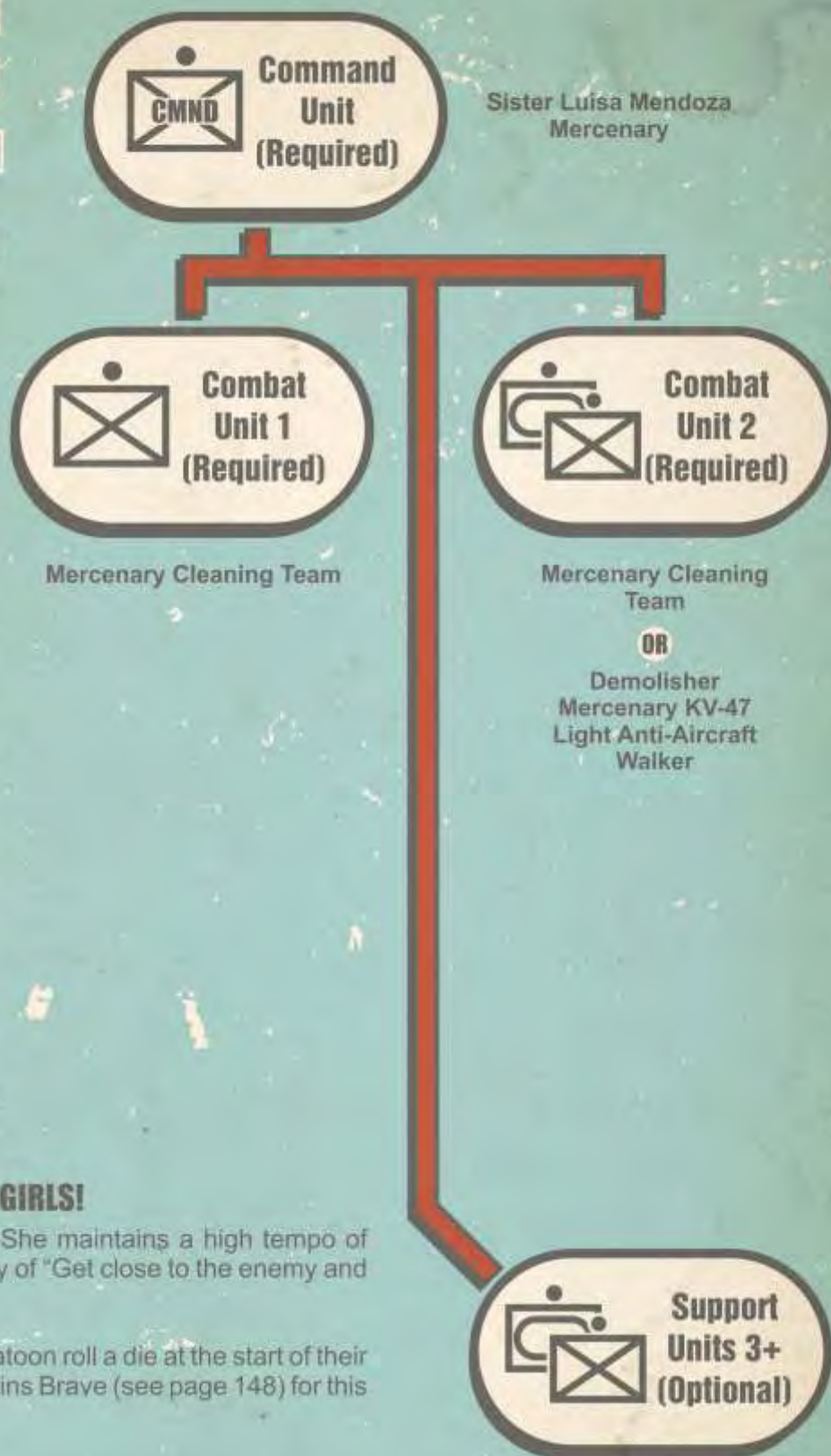
Luisa's approach to battle is simple. She maintains a high tempo of operations, with the simple philosophy of "Get close to the enemy and destroy them."

Mercenary in or supporting Luisa's Platoon roll a die at the start of their Activation. On a  or  the Unit gains Brave (see page 148) for this Activation.

### SUPPORT UNITS

Mercenaries like the Sisters of Demolition work for one of the three main Blocs, the Allies, the Axis, or the SSU rather than fighting for their own causes. As a result, their support is usually provided by their employers.

Luisa's preferred support is a solid Anti-Tank Walker to cover her advance. When working for the Allies, she has found the Barking Dog or Six Shooter particularly effective, while the Axis Jagdluther, or if she can get it, the Königs-luther, are her favorites. Her connections with the SSU make it much easier for her to get good support when working for them, and her pick is always the losef Stalin Heavy Tank.





# TO&E



## TASK FORCE TANYA MERCENARY PLATOON

The Task Force Tanya Mercenary Platoon is led by Tanya, one of the founders of the Mercenary force known as the Sisters of Demolition.

Tanya is so famous and respected by her comrades, her name is shared with the Platoon she leads. She has fought on battlefields around the world for several years and quickly gained a tremendous amount of combat experience. The survival rate for the troops she leads exceeds that of any other Mercenary Platoon Leader, causing Mercenary Units to flock to her.

### PLATOON ADVANTAGE: DIG IN GIRLS!

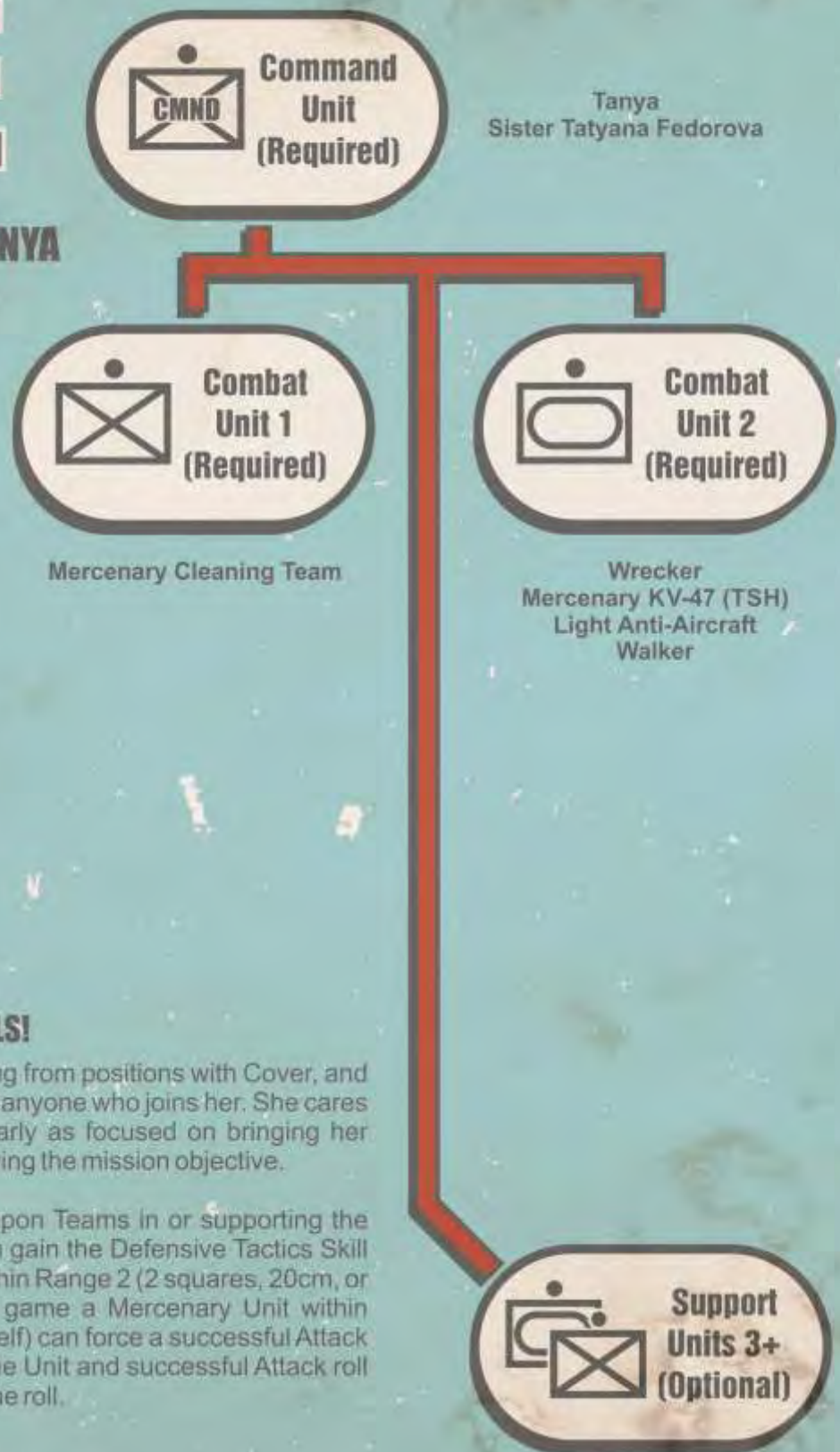
Tanya is especially tough when fighting from positions with Cover, and insists on sharing her techniques with anyone who joins her. She cares deeply about her Platoon and is nearly as focused on bringing her Soldiers back alive as she is on achieving the mission objective.

All Mercenary and any Support Weapon Teams in or supporting the Task Force Tanya Mercenary Platoon gain the Defensive Tactics Skill (see page 150) whenever they are within Range 2 (2 squares, 20cm, or 8") of Tanya. Additionally, once per game a Mercenary Unit within Range 2 of Tanya (but not Tanya herself) can force a successful Attack roll against that Unit to be rerolled. The Unit and successful Attack roll do not have to be declared until after the roll.

### SUPPORT UNITS

Mercenaries like the Task Force Tanya Mercenary Platoon work for one of the three main Blocs, the Allies, the Axis, or the SSU rather than fighting for their own causes. As a result, their support is usually provided by their employers.

Tanya's preferred support is a fast-moving but heavily armed Light Walker. When working for the Allies, she has found the Bushmaster Light Anti-Tank Walker or the Honey Light Assault Walker particularly effective. When working for the Axis, she prefers the Hermann Panzerspähläufer, but will opt for a Unit of Death Rays in place of a Walker if a Hermann is not available. Tanya's connections with the SSU make it much easier for her to get good support when working for them. She'll generally select a Carrier Helicopter paired with a Nina or a Nikita KV-47 Aero Walker or a Tesla Gun Team in place of a Walker.



# PLAYING DUST 1947 ON A 3-D BATTLEFIELD

In addition to being played on a grid, Dust 1947 can be played in a more free-form fashion on a play area containing 3-Dimensional Terrain. Players can use game mats with squares (ignoring the squares), game mats that don't include squares, game boards (boards enhanced with self-produced, purchased, or appropriately scaled train board Terrain), or just set up the game on a bare table surface. Without game mats to define the play area, players must agree to an appropriate table size for the game. Small games (25 – 50 points) work well on a 3'x3' (90cm x 90cm) or 4'x4' (120cm x 120cm) play area, while larger games can be played on a 4'x5' (120cm x 150cm) or 4'x6' (120cm x 180cm) play area, and huge games might require a play area of 4'x8' (120cm x 480cm), 6'x8' (180cm x 240cm), or more.

When playing on a 3-D Battlefield, all of the grid-based rules for Dust 1947 are still valid with adjustments to account for a lack of squares and free-form movement. The most significant adjustment is the shift from measuring by squares to measuring by centimeters (cm) or inches ("). Measuring can be done with any sort of ruler or measuring tool, but a flexible fabric or metal tape measure works best. Each point of Move Value or Range is 10cm or 4" (the approximate width of a single square).

## RANGE CHART



**INFANTRY: MEASURE RANGE FROM/TO BASE EDGE OF UNIT LEADER.**

**VEHICLE: MEASURE RANGE FROM/TO BASE EDGE OR MAIN HULL/FUSELAGE.**

RANGE OR MOVE	CENTIMETERS (CM)	INCHES (IN)
C	5	2
1	10	4
2	20	8
3	30	12
4	40	16
5	50	20
6	60	24
7	70	28
8	80	32
9	90	36
10	100	40
11	110	44
12	120	48
13	130	52
14	140	56
15	150	60
16	160	64
17	170	68
18	180	72
19	190	76
20	200	80

The following rules are provided to indicate the rules changes necessary to play Dust 1947 on a free form 3-D battlefield:

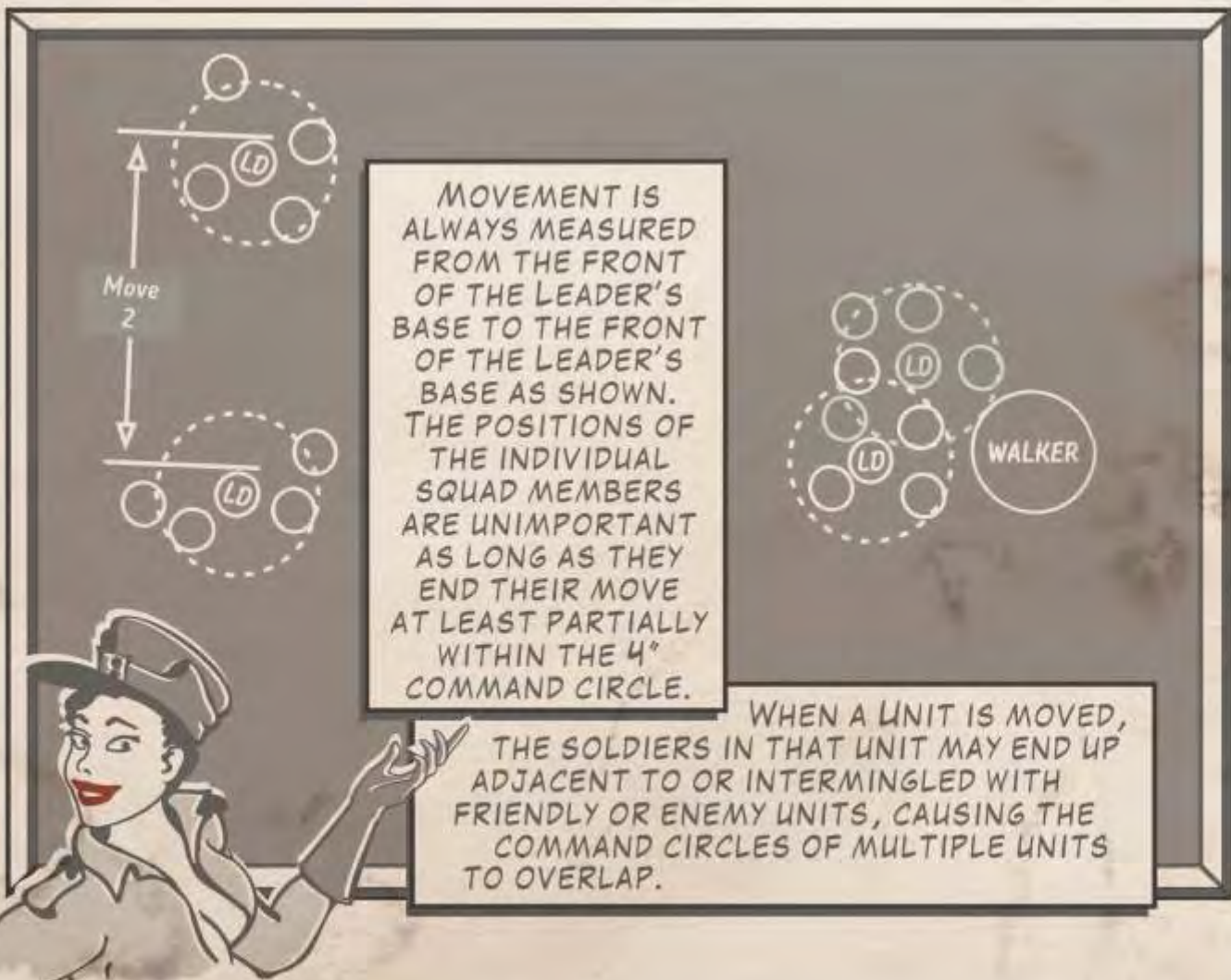
## MOVE ACTION

When assigned a Move Action, a Unit can move up to the total distance indicated by its Move Value. The Unit does not have to move the full distance. Facing has no effect on movement, allowing the Unit to move in any direction and end its Move Action facing any direction.

Infantry move in formation, maintaining an optimal command distance. Each Infantry Unit has a Leader, represented by a miniature sculpted to indicate that they are in charge. This leader may be pointing, holding a pair of binoculars, or gesturing the Unit forward. You can further identify this miniature by painting a rank insignia or other indicator on it. If a Hero is joined to the Unit, they are the Unit Leader. All soldiers within the Infantry Unit must have a portion of their base within a 10cm or 4" diameter Command Circle centered on the Unit Leader. This Command Circle can be quickly measured using the Dust 1947 Universal Template. The quickest way to move a Unit is to measure the desired movement distance from the leading edge of the Unit Leader's base, move the Unit Leader, then move the remainder of the Unit into any position around their Leader.

There is no minimum distance between Units, and Units may end their movement adjacent to or intermingled with friendly or enemy Units, provided their Unit Leader does not cross into the other Unit Leader's Command Circle (see example below). Units may pass through other friendly Units with the exception that Vehicle Units may not pass through Vehicle Units. Units cannot pass through enemy Units, which means that a Unit Leader or Vehicle's base may not cross the Command Circle of an enemy Unit's Leader.

Aircraft are an exception, as any Unit may pass through or end their movement under any Aircraft.



## LARGE VEHICLES

Large and Huge Vehicles move the same as other Vehicle Units.

## MOVING AIRCRAFT

Aircraft are not limited by impassable Terrain or an enemy Unit. Because Aircraft are flying over Terrain, Buildings, and earthbound Units, these elements of the battlefield have no effect on their movement. They are restricted from entering Terrain and Buildings, and are instead placed above them in the play area. Aircraft are required to take a Move or March Move Action as their first Action each time they are Activated. Aircraft with the Helicopter Skill are an exception to this rule.

## MARCH MOVE ACTION

A Unit that is assigned a March Move Action uses two Actions to move a distance equal to or less than its March Move Value. Other than the difference in the maximum distance moved, a March Move Action works identically to a Move Action.

## TRANSPORTING PASSENGERS AND VEHICLES

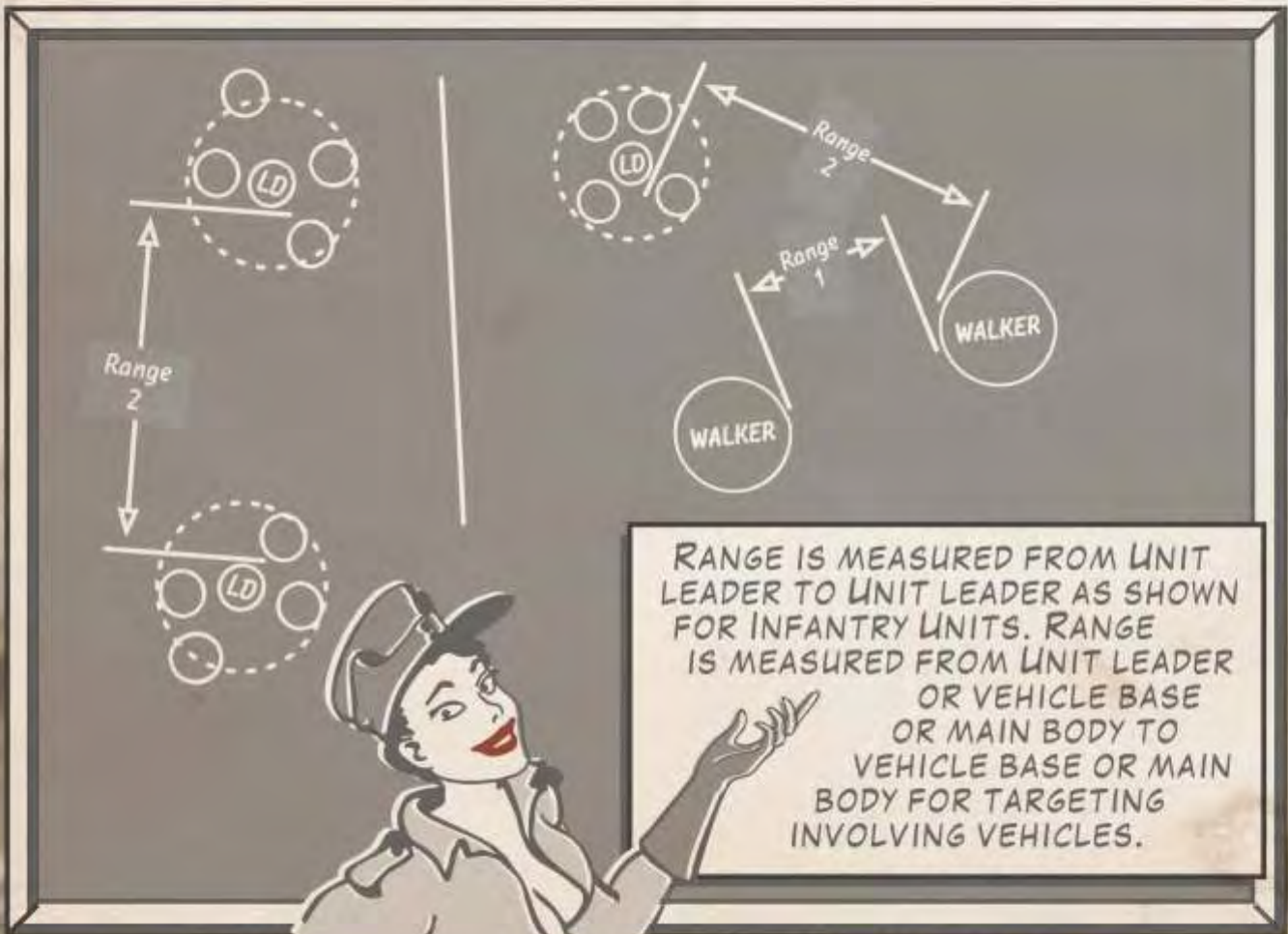
No changes necessary to the Transporting Passengers and Vehicles rules.



# ATTACK ACTION

## 0-CHECK RANGE

Units can only Attack Targets that are within the Range of their Weapons. Each Weapon's Range Value is specified on the Unit Card in the second column of the Weapons Table. Range is measured from Vehicle to Vehicle for Vehicle Units and Unit Leader to Unit Leader for Infantry Units. Range is measured from leading base edge to leading base edge for based miniatures and from leading miniature edge (the edge of the main body of the miniature, not protrusions such as the barrels of weapons) to leading miniature edge for non-based miniatures. A Range of "C" indicates Close-Combat Weapons (see page 33) that can only Attack Units at a range of 5cm or 2".



## 1 – CHECK FIRE ARC

Unless otherwise noted in the Weapons Table, Infantry Units (including Heroes) have a 360 degree Fire Arc, allowing them to fire in any direction. Vehicle Unit Weapons have a specified Fire Arc, as indicated in the Weapons Table on the Unit Card. The four Fire Arcs are:

- **Front-mounted Weapons** can only Attack Targets that are 45 degrees to either side of the center of the Vehicle's front.
- **Rear-mounted Weapons** can only Attack Targets that are 45 degrees to either side of the center of the of the Vehicle's rear.
- **Side-mounted Weapons** can only Attack Targets in the 180 degrees to the side of the Vehicle (excluding the areas directly in front of the Vehicle and directly behind the Vehicle).
- **Turret-mounted Weapons** can Attack Targets in any direction.

If a Unit selects a Target Unit that is not in their Fire Arc, the player will need to assign a Move Action to the Unit first, so it can change its facing.



THE FIRE ARCS ILLUSTRATED ABOVE ARE CLEARLY MARKED ON THE DUST 1947 ADVANCED M-47A UNIVERSAL TEMPLATE FOR EASY REFERENCE.

## 2 – CHECK LINE OF SIGHT

To determine Line of Sight, players trace an imaginary line as follows:

For Vehicle Units, trace an imaginary line from the edge of the Vehicle Unit assigned an Attack Action (any point on the Vehicle edge within the Fire Arc) to the edge of the Target Vehicle, Vehicle Base, or Unit Leader of a Target Infantry Unit.

For Infantry Units, trace an imaginary line from Unit Leader of the Infantry Unit assigned an Attack Action to the edge of the Target Vehicle, Vehicle Base, or Unit Leader of a Target Infantry Unit.

If the line passes through Terrain that would block Line of Sight, then Line of Sight is blocked.



Infantry Units do not block Line of Sight, but Vehicle Units do block Line of Sight. Smoke blocks Line of Sight to Units on the far side. Units in Smoke can be targeted, but will receive Cover.

Trees block Line of Sight to Units on the far side, blocking Line of Sight if they completely obscure the Unit or providing Cover if they only partially obscure the Unit.

Walls, Structures, and Buildings block Line of Sight, however, openings do allow for Line of Sight. Line of Sight between a Unit outside a Building and a Unit inside or through the Building is blocked unless one or both Units are within Range 1 (10cm or 4") of the opening in the Wall, Structure, or Building that allows Line of Sight. Line of Sight within a large Building is blocked after Range 3 (30cm or 12").

## LINE OF SIGHT TO AIRCRAFT

Aircraft have Line of Sight to any Unit in the play area that is not in a Building. All Units in the play area that are not in a Building have Line of Sight to any Aircraft. Aircraft only have Line of Sight to a Unit in a Building if that Unit is within Range 1 (10cm or 4") of an opening in the Wall of the Building and the Aircraft has Line of Sight to the Unit through that opening. Units in Buildings only have Line of Sight to Aircraft if that Unit is within Range 1 (10cm or 4") of an opening in the Wall of the Building and the Unit has Line of Sight to the Aircraft through that opening.

### LOS 101

UNIT G HAS LOS TO UNIT J BECAUSE IT IS WITHIN RANGE 1 OF THE OPENING THAT PROVIDES LOS TO UNIT J, BUT UNIT F DOES NOT BECAUSE IT IS MORE THAN RANGE 1 FROM THE OPENING. UNITS E AND J SHARE LOS BECAUSE TERRAIN DOES NOT BLOCK LOS TO AIRCRAFT UNITS.


UNIT A HAS LOS TO UNITS C AND D BUT NOT E BECAUSE INFANTRY UNITS B AND C DO NOT BLOCK LOS BUT VEHICLE UNIT D DOES. UNIT D AND I SHARE LOS BECAUSE INFANTRY UNIT E DOES NOT BLOCK LOS. UNITS B AND H SHARE LOS AND UNIT H RECEIVES COVER FROM UNIT B, HOWEVER, UNIT B DOES NOT RECEIVE COVER FROM UNIT H (SEE PAGE 110). UNIT B HAS LOS TO UNIT G BECAUSE UNIT G IS WITHIN RANGE 1 OF THE OPENING THAT PROVIDES UNIT B WITH LOS. UNIT G RECEIVES COVER FROM UNIT B (SEE PAGE 110). UNIT B DOES NOT HAVE LOS TO UNIT F BECAUSE UNIT F IS NOT WITHIN RANGE 1 OF THE OPENING THAT PROVIDES UNIT B WITH LOS.






### 3—DECLARE TARGET UNITS



No changes are necessary to the Declare Target Units rules.

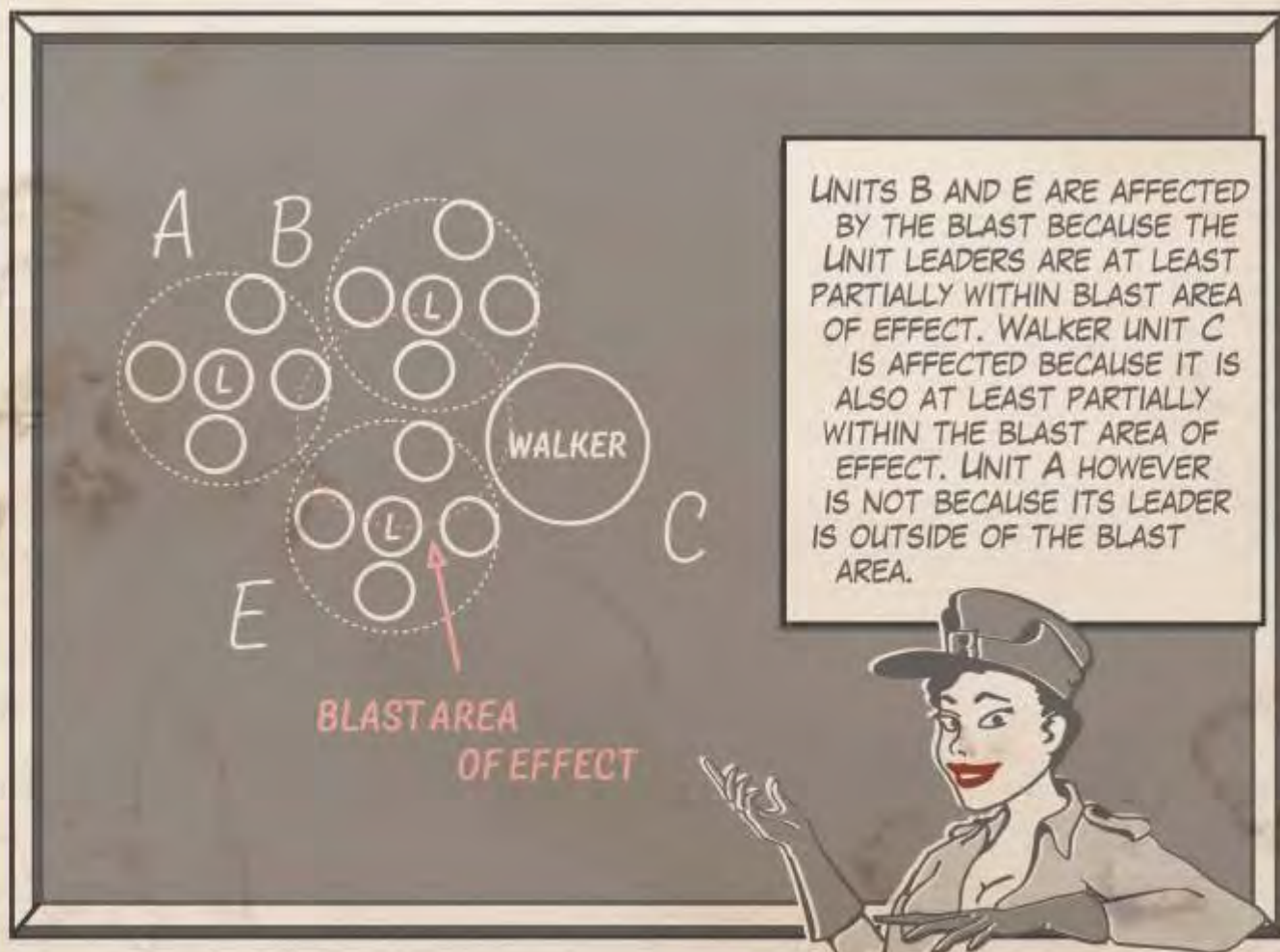
### 4—ROLL TO HIT TARGET UNITS

The number of Dust Dice to be rolled for each Weapon is indicated in the Weapon Table on the Unit Card. Locate the row that provides specifications for the Weapon, then find the column that represents the Unit Type and Armor Value for the Target Unit. The number to the left of the forward slash is the number of dice that should be rolled.

Roll the number of dice identified for the Weapon, scoring a Hit for each  rolled unless modified by a Skill or Equipment (pages 139-156).



If  appears to the left of the forward slash, the Weapon is a Blast Weapon. Blast Weapons deliver explosive payloads or spray over a large area. When making an Attack with a Blast Weapon, the player places a Blast template (located on the Dust 1947 Universal Template) with its center positioned anywhere within the Weapon's Fire Arc, Range, and Line of Sight. For Infantry, the player rolls one die for each Unit miniature, whose Unit leader has its base at least partly under the Blast template. For Vehicles and Aircraft whose body, hull, or turret is at least partly under the Blast template the player rolls one die for each  or the number of dice indicated. If the Weapon shows multiple , roll one die per  for each miniature. Support Weapons have multiple Infantry mounted on a single base, so roll one die per  for each miniature still in play on the base.


If there are miniatures from multiple Units under the Blast template, roll the dice separately for each Unit, keeping track of how many Hits were scored on each Unit. If the miniatures are on different levels of a Building, the attacking player must choose which level the Blast Weapon Hits. If the center of the Blast template is outside, then the Weapon only Hits miniatures on the ground floor. If the Weapon Chart shows a  for Infantry Targets and a number for Vehicle Targets, the attacking player rolls separately for each Target rolling one die for each miniature that is the Target of a  and the number of dice indicated for any Unit that has a number indicated on the Weapon Chart.




## 5-TARGET UNITS ROLL SAVES

Units that take Cover in or behind Ammo Crates, Tank Traps, Trees, Rubble, Buildings, or Smoke are considered to be in Cover. To be in Cover half of the Target Unit (rounded in the Target Unit's favor) must be obscured by the blocking Terrain based on the Line of Sight of the Attacking Unit.

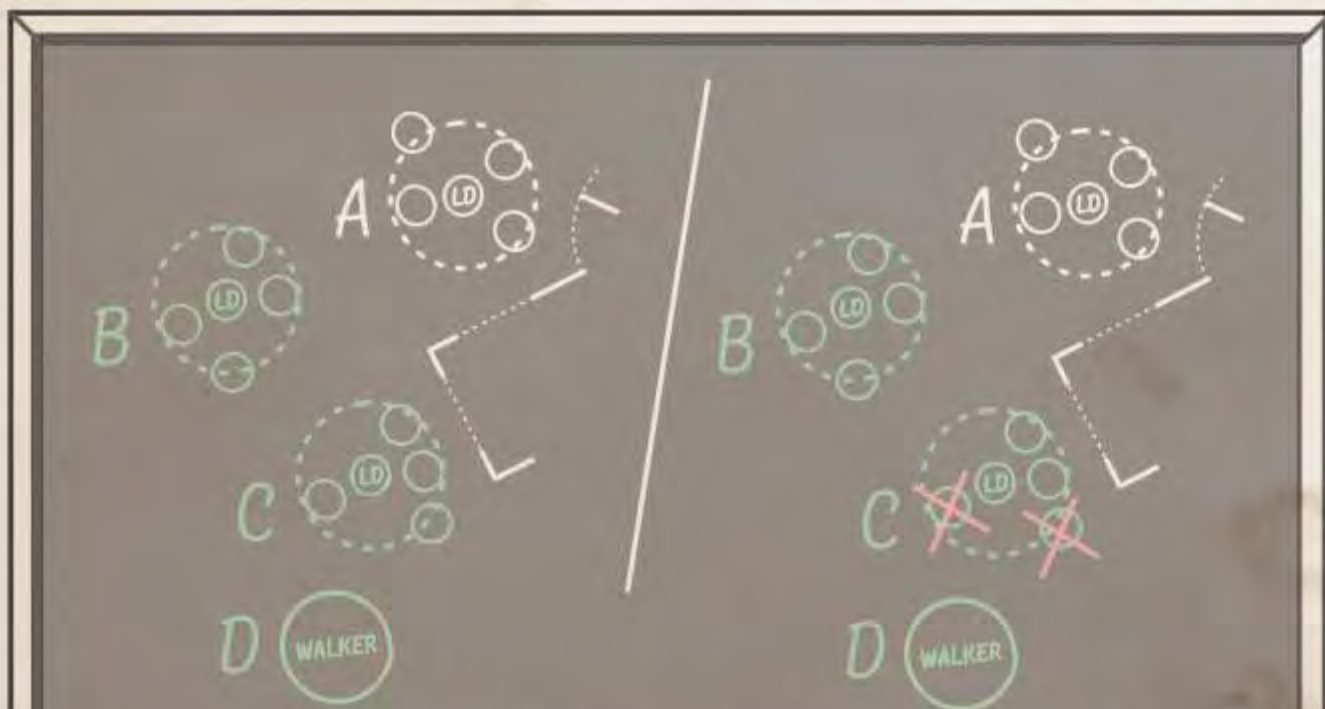
For an Infantry Unit in Cover the player rolls a die for each Hit their Target Infantry Unit received. Each  or  rolled negates one Hit.

For a Vehicle Unit in Cover the player rolls a die for each Hit their Target Vehicle Unit received. Each  rolled negates one Hit.

An Infantry Unit that is not in Cover, receives an Infantry Save. This Save represents the ability of Infantry to "hit the dirt" or dive to the ground to avoid incoming fire. The player rolls a die for each Hit their Target Infantry Unit received. Each  rolled negates one Hit.

## 6-TARGET UNITS TAKE DAMAGE

Target Units take Damage as described earlier in these rules (see page 31), with the exception that when a player selects which Soldiers in an Infantry Unit are removed, they cannot Target the Unit Leader unless it is a Hero or the last remaining Soldier in the Unit taking Damage. If the Hero Joined to the Unit is eliminated, the Infantry Unit's normal leader becomes the Unit Leader.



IF UNIT A ATTACKS UNIT B, UNIT B RECEIVES NO COVER SAVE BUT WOULD STILL RECEIVE AN INFANTRY SAVE.

IF UNIT A ATTACKS UNIT C, UNIT C RECEIVES A COVER SAVE BECAUSE 2 SOLDIERS (HALF ROUNDED IN THE TARGET UNITS FAVOR) ARE OBSCURED.

IF UNIT A ATTACKS UNIT D, UNIT D RECEIVES A COVER SAVE BECAUSE UNIT A'S LEADER HAS LOS TO ONLY HALF OF UNIT D.

UNIT A ATTACKS UNIT C AND ROLLS 3 HITS. UNIT C ROLLS 1 SUCCESS ON ITS COVER SAVE AND HAS TO ELIMINATE 2 SOLDIERS. UNIT C'S PLAYER CHOOSES TO ELIMINATE 1 SOLDIER THAT IS IN LOS AND 1 SOLDIER THAT IS NOT. UNIT C RETAINS A COVER SAVE FROM UNIT A'S ATTACKS BECAUSE 1 SOLDIER (HALF ROUNDED IN THE TARGET UNITS FAVOR) IS OBSCURED.



**7 – TARGET UNITS TAKE SUPPRESSION**

No changes are necessary to the Target Units Take Suppression rules.

**8 – RESOLVE CLOSE COMBAT**

No changes are necessary to the Resolve Close Combat rules.

**SUSTAINED ATTACK ACTION**

No changes are necessary to the Sustained Attack Action rules.

**REACTIVE ATTACKS**

No changes are necessary to the Reactive Attacks rules.





# SCENARIOS

Before starting a game players need to establish the game's parameters. How large is the play area? What type of Terrain will be used? What are the Victory Conditions? How many Turns will the game last?














Players may already have an idea for the type of game they would like to play. They may develop their own scenario based on an actual historical battle, a battle from a favorite movie, a scenario from a wargame they played in their youth, or another inspiration. Players can also choose one of the fifteen scenarios included in this book, a scenario from a Dust 1947 Supplement, or a scenario from the Dust Studio website ([www.dust-tactics.com](http://www.dust-tactics.com) or [www.dustgame.com](http://www.dustgame.com)).

Players choosing to design their own scenarios can use the fifteen included in this book as a guide. Players wishing to choose a scenario can either agree on a selection or randomize a selection using the charts below.














## RANDOM SCENARIO SELECTION CHART

Roll one die to randomize a chart, then roll two dice to determine the scenario. If "roll on chart X" roll two dice again, referencing the chart indicated to determine the scenario.

### CHART

-   SCENARIO 101: Firefight\*
-   SCENARIO 102: Reload
-   SCENARIO 103: Fuel Run
-   SCENARIO 104: Outpost
-   SCENARIO 105: Beach Assault
-   ROLL ON CHART 

### CHART

-   SCENARIO 106: Hold the Line
-   SCENARIO 107: City Showdown
-   SCENARIO 108: Forest Firefight
-   SCENARIO 109: Rural Skirmish
-   SCENARIO 110: Bridge Capture
-   ROLL ON CHART 

### CHART

-   SCENARIO 111: Field of Armor
-   SCENARIO 112: Cliff Assault
-   SCENARIO 113: Switchback Convoy
-   SCENARIO 114: Mountain Pass
-   SCENARIO 115: Sewers
-   ROLL ON CHART 

\*Note: Firefight is the recommended scenario for first-time players.

Each scenario provides the following information:

**Scenario Number and Name.**

**Attacker and Defender Points** - expressed as a percentage, players can scale the game appropriately for their available Units or desired length of game (see page 35) by choosing a number of base points for the game. Each player then receives a number of points to build their force as indicated by taking the indicated percentage of the base points and rounding up to the nearest point. For example, in a 100 point game where the scenario's Attacker Points indicate 100% and the Defender Points indicate 75%, the Attacker would receive 100 points and the Defender would receive 75 points to build their respective forces. To play a 50 point game using the same scenario, the Attacker would receive 50 points and the Defender would receive 38 points. The Attacker and Defender Points listings may also include other specifications, including a limitation in the type of Units that can be selected (for example, All Vehicle Units) or the addition of a Reserve (see page 131).

**Mission** - provides a description of the scenario.

**Play Area** - indicates the size of the play area necessary for the scenario.

**Setup** - specifies the layout of the play area and any Terrain elements that need to be included on the play area. When placing Terrain elements, players place the Terrain on their designated portion of the play field. Players roll for Initiative, the player who won Initiative places their first Terrain element, then the other player places a Terrain element, and they continue to alternate until all Terrain elements are placed. If one player has placed all of their Terrain elements before the other, the other player can then place the remainder of their Terrain elements.

**Deployment** - indicates where and how each player's Units come onto the play area. If deployment indicates that a player enters the play area, their Units begin the game out of the play area, and enter the play area from the indicated edge when Activated during the first Turn of the game by taking a Move Action for their first Action (if additional Actions are not required to fully enter the play area, they make take any permitted Action for their remaining Actions). If deployment indicates that a player deploys on a specific portion of the play area, the player places their Units in the indicated area on the play area prior to the start of the first Turn of the game. If both players will deploy their Units, the players roll for Initiative. The player who won Initiative chooses who places their first Unit, then the other player places a Unit, and they continue to alternate until all Units are placed. If one player has placed all of their Units before the other, the other player can then place the remainder of their Units.

**Objectives** - specifies Targets in the player area to be captured or controlled, typically as part of the Victory Conditions for the game. A scenario may specify that a player hold an Objective as a Victory Condition or a means of earning Victory Points (VP). A player holds an Objective when one of their Units is in contact with the Objective (occupies the same square as the Objective, has one or more of the miniatures in the Unit within 2.5cm or 1" of the Objective).

A scenario may also indicate conditions for uncontested control of the Objective by specifying a limit on how close enemy Units can be to the held Objective in order for a player to achieve the scenario's Victory Conditions. Unless otherwise indicated in the scenario, Objectives cannot be moved or carried.

**Victory Conditions** - tell players how to determine which player won the game.

**Game Length** - indicates how long the game will last in terms of both ending the game based on Victory Conditions being met and the maximum number of Turns to be played.

**Variant** - indicates alternative ways to play the scenario.

# SCENARIO 101

## FIREFIGHT

DEF. - 100%

ATK. - 100%



### GAME TURNS

1

2

3

4

5

6

7

8

**Mission:** The Attacker and Defender come upon each other in open ground. A fierce battle ensues, as both sides seek to break through to cover.

**Play Area:** 9 squares x 12 squares | 4' x 6' (120cm x 180cm)

**Setup:** Attacker's half of the play area should be 5% covered in Terrain to represent a relatively open field of battle, with Trees or small Structures placed by the Attacker, Defender's half is 5% covered in terrain, with Trees or small Structures placed by the Defender.

**Deployment:** Players enter from their assigned play area edge (choose either short or long edge for both players).

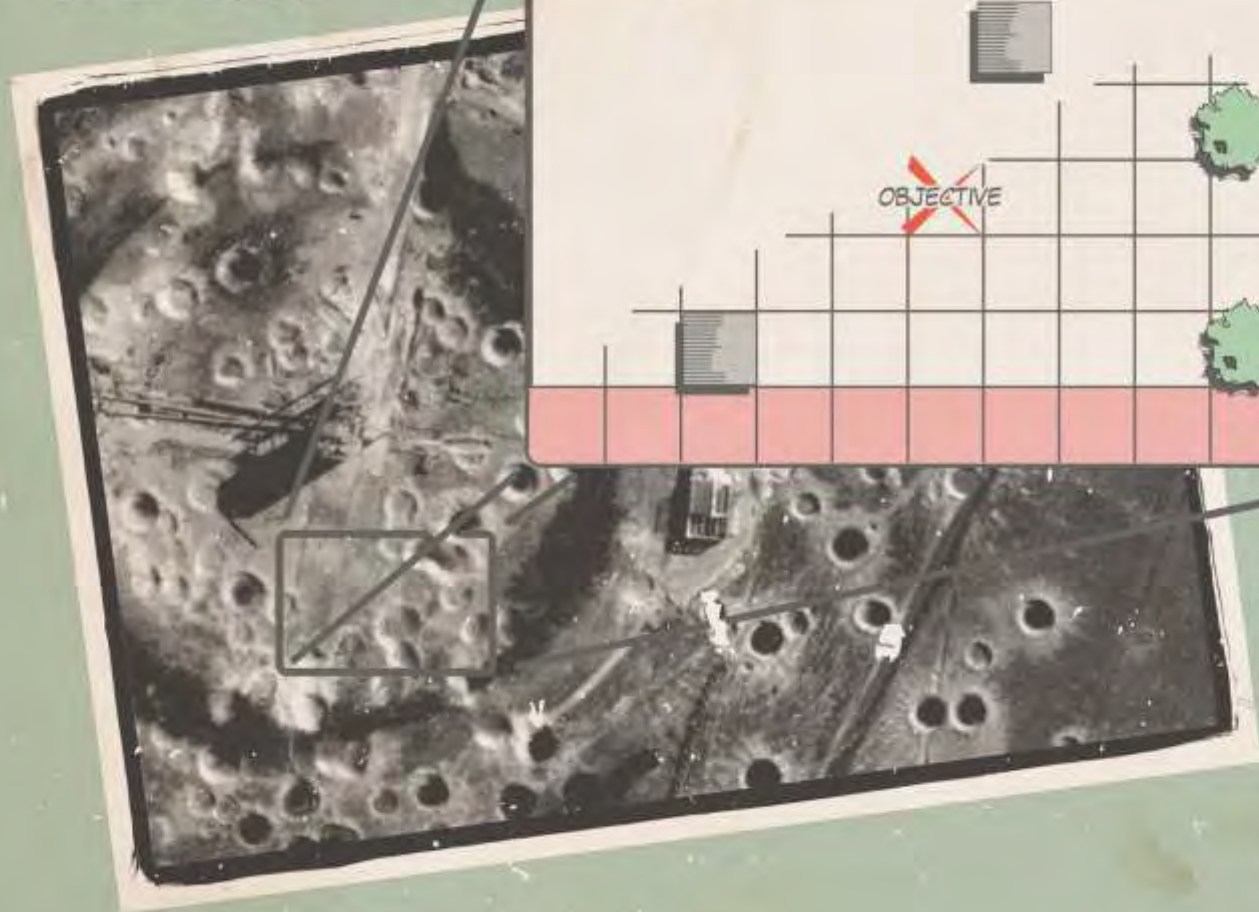
**Objectives:** No objectives in the play area. Players score Victory Points (VP) equal to the point value of enemy Units destroyed during the game.

**Victory Conditions:** At the end of Turn eight, the player with the most VP wins.



# SCENARIO 102 RELOAD

DEF. - 100%  
ATK. - 100%



GAME  
TURNS

1

2

3

4

5

6

7

8

**Mission:** Ammunition is in short supply on the front lines. Two opposing forces seek to capture a nearby cache of ammunition.

**Play Area:** 9 squares x 12 squares | 4' x 6' (120cm x 180cm)

**Setup:** Place an Objective representing the ammo dump in the center of the play area. Attacker's half of the play area should be 5% covered in Terrain to represent a relatively open field of battle, with Tank Traps, Trees, and small Structures (optional) placed by the Attacker, Defender's half is 5% covered in terrain, with Tank Traps, Trees, and small Structures (optional) placed by the Defender.

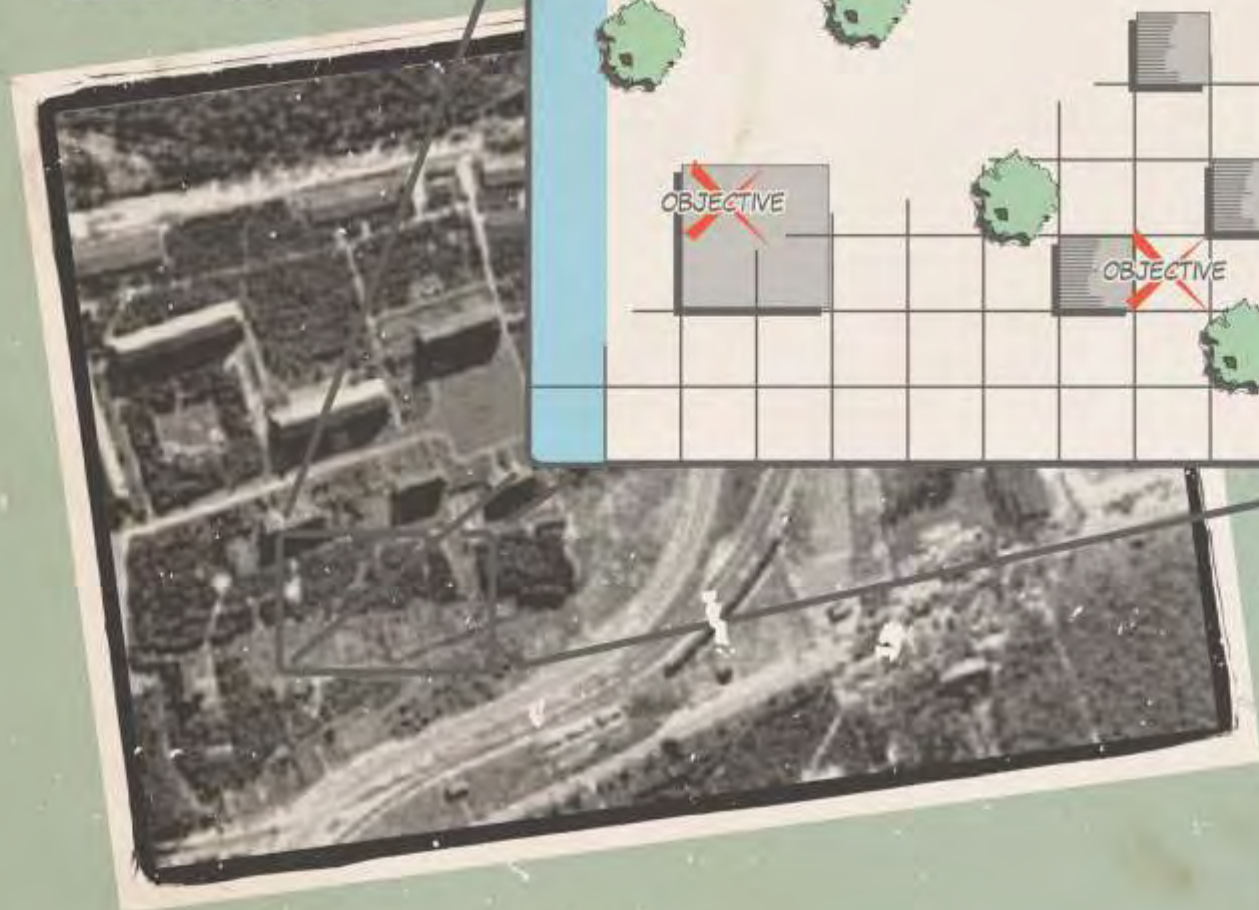
**Deployment:** Players enter from their assigned play area edge (long edges).

**Objectives:** One Ammo Dump Objective placed in the center of the play area.

**Victory Conditions:** Either player wins the game if they hold the Objective at the end of any Turn after Turn three with no enemy Units within Range 2. If this Victory Condition is not met by the end of Turn eight, the player with the most Victory Points (VP) wins, as calculated by totaling the point value of Units destroyed.

# SCENARIO 103 FUEL RUN

DEF. - 100%  
ATK. - 100%



GAME  
TURNS

1

2

3

4

5

6

7

8

**Mission:** Fuel is in short supply on the front lines. Two opposing forces seek to capture nearby fuel caches.

**Play Area:** 9 squares x 12 squares | 4' x 6' (120cm x 180cm)

**Setup:** Players place two Objectives representing fuel dumps, one placed by each player in a location of their choice (at least Range 2 from any edge of the play area) on their side of the play area. Attacker's half of the play area should be 15% covered in Terrain to represent a relatively open field of battle, with Tank Traps, Trees, and small Structures (optional) placed by the Attacker, Defender's half is 15% covered in Terrain, with Tank Traps, Trees, and small Structures (optional) placed by the Defender.

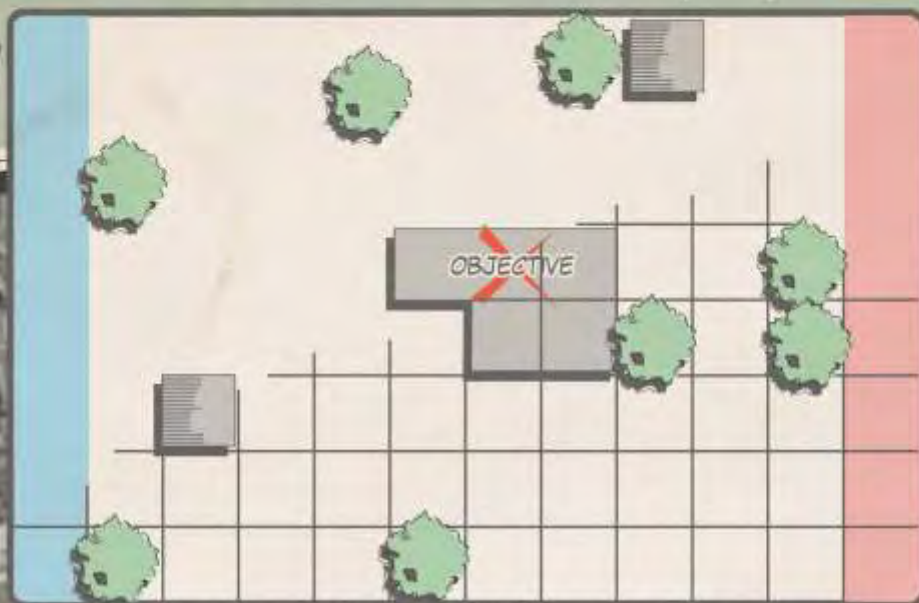
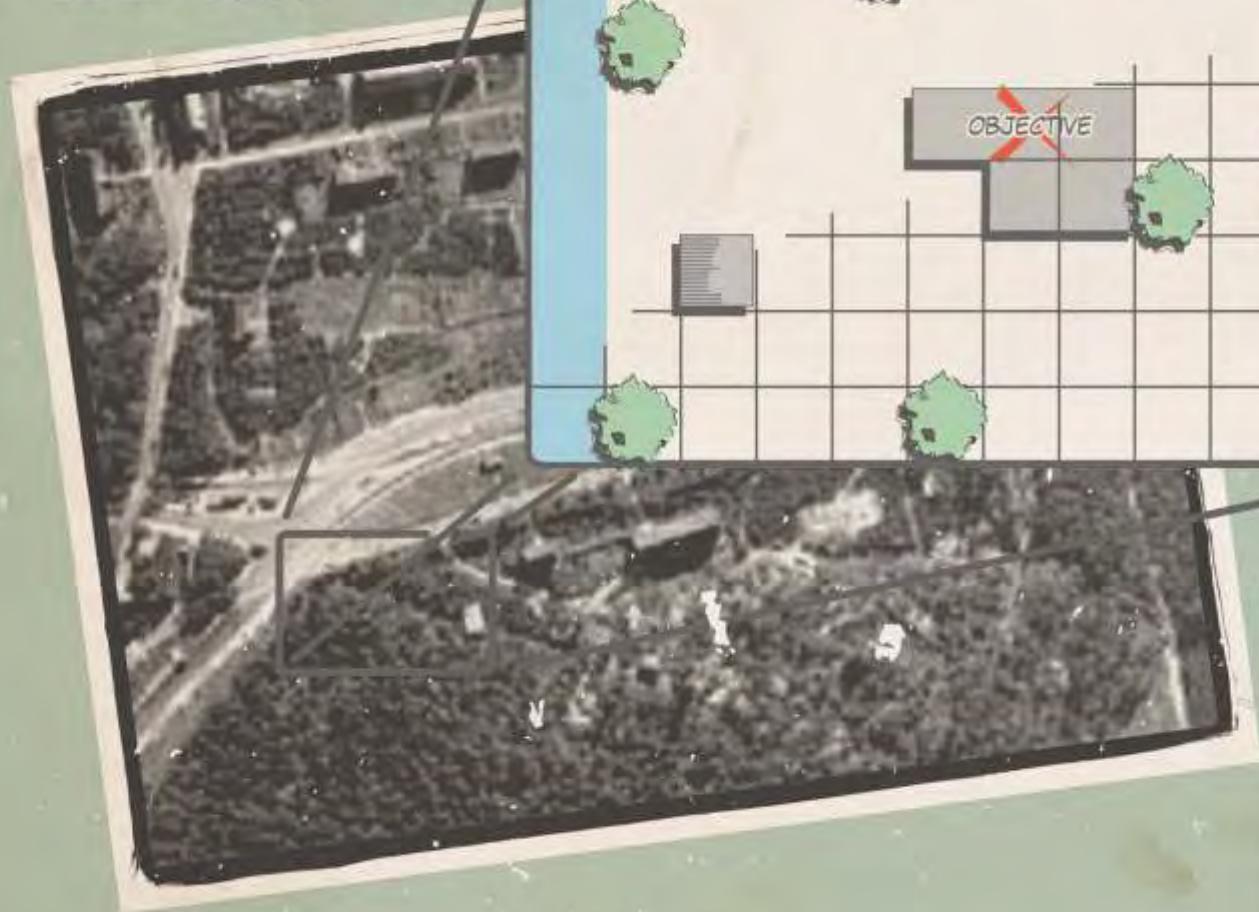
**Deployment:** Players enter from indicated edges of the play area (short edges).

**Objectives:** Two Fuel Dump Objectives.

**Victory Conditions:** Either player wins the game if they hold both Objectives at the end of any Turn after Turn three with no enemy Units within Range 1. If neither player holds both Objectives with no enemy Units within Range 1 at the end of Turn eight, the player with the most Victory Points (VP) wins. VP are calculated by totaling the point value of enemy Units destroyed + 25 points for any Fuel Dump Objective held with no enemy Units within Range 1.

# SCENARIO 104 OUTPOST

DEF. - 100%  
ATK. - 100%



GAME  
TURNS

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**Mission:** Cut off from their main army, two opposing scouting forces search for a way to radio for support. A nearby building holds a radio set that can mean the difference between victory and defeat, between survival and eradication.

**Play Area:** 9 squares x 12 squares | 4' x 6' (120cm x 180cm)

**Setup:** A Building is placed in the center of the play area. Attacker's half of the play area should be 15% covered in Terrain with Trees or small Structures placed by the Attacker, Defender's half is 15% covered in Terrain, with Trees or small Structures placed by the Defender.

**Deployment:** Players enter from their edges of the play area (short edges).

**Objectives:** No Objectives in the play area. The Building in the center of the play area acts as the Objective. Players may choose to include a marker to indicate the presence of the radio set in the Building.

**Victory Conditions:** The player who has uncontested control of the designated Building at the end of Turn eight wins. To have uncontested control of the Building a player must have a Unit inside the Building with no enemy Units inside the Building. If no player has uncontested control of the designated Building, the player with the most Victory Points wins, as calculated by totaling the point value of Units destroyed.

# SCENARIO 105

## BEACH ASSAULT

**DEF. - 75%**  
**ATK. - 100%**



**GAME  
TURNS**

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**Mission:** The Attacker is attempting to open a new front for their faction by quickly taking control of a strategic landing point. The Defender is desperately trying to prevent the Attacker from gaining a toehold in their territory.

**Play Area:** 9 squares x 12 squares | 4' x 6' (120cm x 180cm)

**Setup:** Attacker's half of the play area should be free of Terrain elements to represent the beach, with several Tank Traps and Ammo Crates placed by the Attacker, Defender's half is 15% covered in Terrain, which includes a Strongpoint in the center of the Defender's half of the play area and Trees selected and placed by the Defender.

**Deployment:** The Attacker enters the play area from the exterior edge of the Attacker's half of the play area. Defender deploys on Defender's half of the play area.

**Objectives:** A single Objective is placed in the Strongpoint in the center of the Defender's half of the play area.

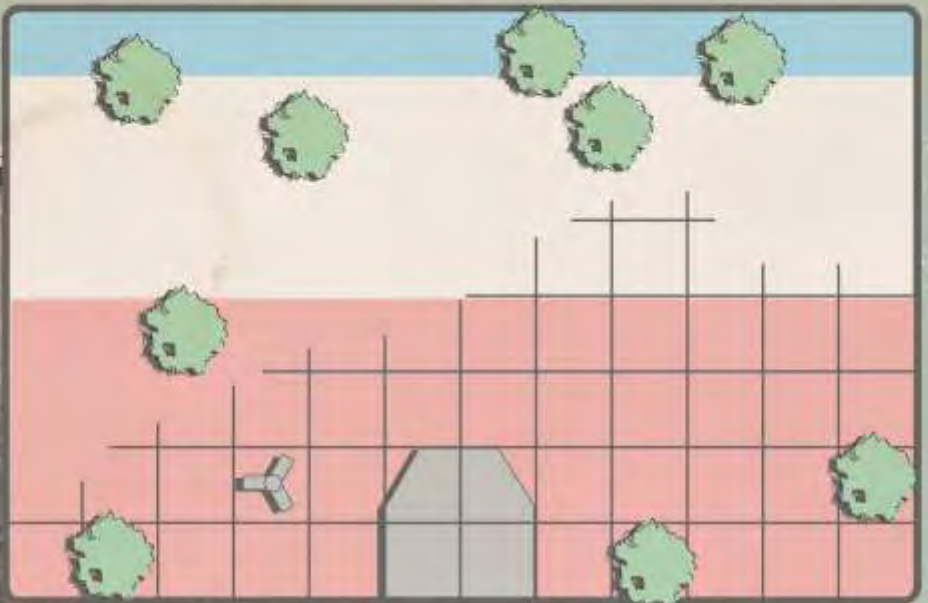
**Victory Conditions:** The Attacker wins the game if they hold the Objective at the end of any Turn after Turn three with no enemy Units within Range 2. If this Victory Condition is not met by the end of Turn eight, the Defender wins.

**Variant:** Weather [Random]

# SCENARIO 106

## HOLD THE LINE

**DEF. - 50% RES. [2]**  
**ATK. - 100%**



**GAME  
TURNS**

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**Mission:** A new offensive has been launched along an existing front. The Attacker is attempting to break through enemy lines. The Defender is desperately trying to prevent the Attacker from breaking through their lines and gaining a toehold in their territory.

**Play Area:** 9 squares x 12 squares | 4' x 6' (120cm x 180cm)

**Setup:** Attacker's half of the play area should be 15% covered in Terrain to represent the front line, with Trees, Tank Traps, and small Structures (optional) placed by the Attacker. Defender's half is 15% covered in Terrain, which includes a Bunker in the center of the Defender's half of the play area, Trees, and small Structures (optional) selected and placed by the Defender.

**Deployment:** Attacker enters the play area from the exterior edge of the Attacker's half of the play area (long edge). Defender deploys on the Defender's half of the play area (long edge).

**Objectives:** No Objectives in the play area. Attacker's Objective is to exit the Defender's edge of the play area.

**Victory Conditions:** The Attacker wins the game if 50% or more of their force (in army points) exits the Defender's edge of the play area. The Defender wins the game if 50% or more of the Attacker's force is destroyed. If at the end of eight Turns neither player has achieved Victory, the player with the most Victory Points (VP) wins. VP are determined by the point value of enemy Units destroyed during the game.

# SCENARIO 107

## CITY SHOWDOWN

DEF. - 100%

ATK. - 100%



GAME  
TURNS

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**Mission:** The Attacker and Defender have taken up positions in the same city. Fighting breaks out as both sides attempt to secure control of the city.

**Play Area:** 9 squares x 12 squares | 4' x 6' (120cm x 180cm)

**Setup:** Attacker's half of the play area should be 30% covered in Terrain to represent the city, with Buildings, small Structures, Roads, and Trees placed by the Attacker, Defender's half is 30% covered in Terrain, with Buildings, small Structures, Roads, and Trees placed by the Defender.

**Deployment:** Players alternate deploying Units with the Attacker deploying on the Attacker's half of the play area and the Defender deploying on the Defender's half of the play area.

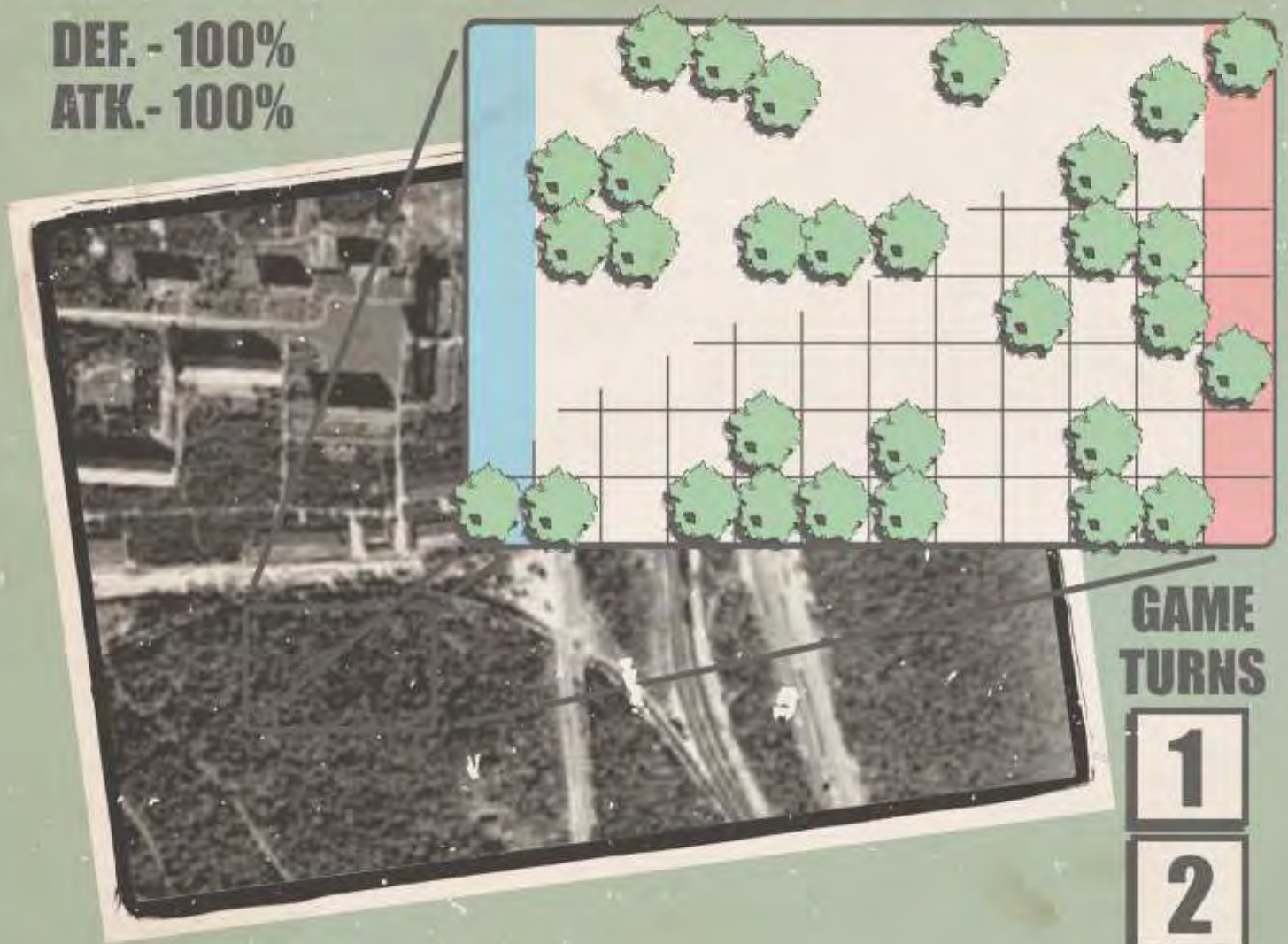
**Objectives:** There are two Objectives, one placed by each player in a Building of their choice (at least Range 2 from any board edge) on their side of the play area.

**Victory Conditions:** Either player wins if they hold both Objectives at the end of any Turn with no enemy Units in the Buildings containing the Objectives. If this Victory Condition is not met by the end of Turn eight, the game is a draw.

**Variant:** No Room for Walkers – Most Roads and alleys in the city are too tight to allow the passage of Walkers or Tanks.

# SCENARIO 108 FOREST FIREFIGHT

DEF. - 100%  
ATK. - 100%



GAME  
TURNS

1

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**Mission:** The Attacker and Defender are fighting for control of a strategically important forested area.

**Play Area:** 9 squares x 12 squares | 4' x 6' (120cm x 180cm)

**Setup:** Attacker's half of the play area should be 30% covered in Terrain to represent a forested area, with Trees placed by the Attacker, Defender's half is 30% covered in Terrain, with Trees placed by the Defender.

**Deployment:** Players enter from their assigned play area edge (short edges).

**Objectives:** No Objectives in the play area.

**Victory Conditions:** At the end of Turn eight, the player with the most VP wins. Players score 1 Victory Point (VP) for each non-aircraft Unit ending the game in their opponents half of the play area.

**Variant: Forest Road** - Add a Road through the forest that is Range 2 wide and runs down the center of the play area from short edge to short edge.

# SCENARIO 109

## RURAL SKIRMISH

**DEF. - 75%**  
**ATK. - 100%**



**GAME  
TURNS**

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**Mission:** The Defender holds a village or farmstead at an important crossroads. The Attacker seeks to wrest hold of the village or farmstead from the Defender. The Defender attempts to maintain control of the area.

**Play Area:** 9 squares x 12 squares | 4' x 6' (120cm x 180cm)

**Setup:** Attacker's half of the play area should be 20% covered in Terrain to represent the fields at the edge of the village/farmstead, with Trees or small Structures placed by the Attacker, Defender's half is 30% covered in Terrain, with Buildings, small Structures, and Trees placed by the Defender.

**Deployment:** Attacker enters the play area from the edge of the Attacker's half of the play area (short edge). Defender deploys on the Defender's half of the play area.

**Objectives:** Defender places a single Objective in a Building, which must be Range 2 from any board edge.

**Victory Conditions:** The Attacker wins the game if they hold the Objective at the end of any Turn after Turn three with no enemy Units in the Building or within Range 2 of the Objective. If this Victory Condition is not met by the end of Turn eight, the Defender wins.



# SCENARIO 110

## BRIDGE CAPTURE

DEF. - 75%  
ATK. - 100%



GAME  
TURNS

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**Mission:** The Attacker seeks to wrest control of a strategically important bridge from the Defender. The Defender attempts hold off the Attacker.

**Play Area:** 9 squares x 12 squares | 4' x 6' (120cm x 180cm)

**Setup:** The play area is divided into two equal halves by a river that is Range 2 wide. A bridge that is Range 2 wide is placed spanning the river in the center of the play area. Attacker's half of the play area is 15% covered in Terrain, with Trees, Tank Traps, and small Structures (optional) placed by the Attacker, Defender's half is 15% covered in Terrain, with Trees, Tank Traps, and small Structures (optional) placed by the Defender.

**Deployment:** The Attacker deploys on the Attacker's half of the play area, but no Units may be deployed within Range 3 of the bridge. The Defender deploys on the Defender's half of the play area, but may also deploy Units on the bridge within the Attacker's half of the play area.

**Objectives:** No Objectives in the play area. The bridge itself acts as the Objective for this game.

**Victory Conditions:** The Attacker wins the game if they occupy the bridge at the end of any Turn after Turn three with no enemy Units within Range 1 of the bridge. If this Victory Condition is not met by the end of Turn eight, the Defender wins.

# SCENARIO 111

## FIELD OF ARMOR

**DEF. - 100%** VEHICLE  
UNITS ONLY  
**ATK. - 100%** VEHICLE  
UNITS ONLY



### GAME TURNS

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**Mission:** Two enemy armored forces face off against each other on the field of battle. Each seeks to force the other to withdraw, but neither is willing to yield.

**Play Area:** 9 squares x 12 squares | 4' x 6' (120cm x 180cm)

**Setup:** Entire play area is 10% covered by Terrain with Trees, Tank Traps, and small Structures (optional) placed by the Attacker and Defender on their respective halves of the play area.

**Deployment:** Players enter from their edges of the play area (short edges).

**Objectives:** No Objectives in the play area. Players score Victory Points (VP) equal to the point value of enemy Units destroyed, 50% of the point value of enemy Units Immobilized, and 25% of the point value of enemy Units Crippled during the game.

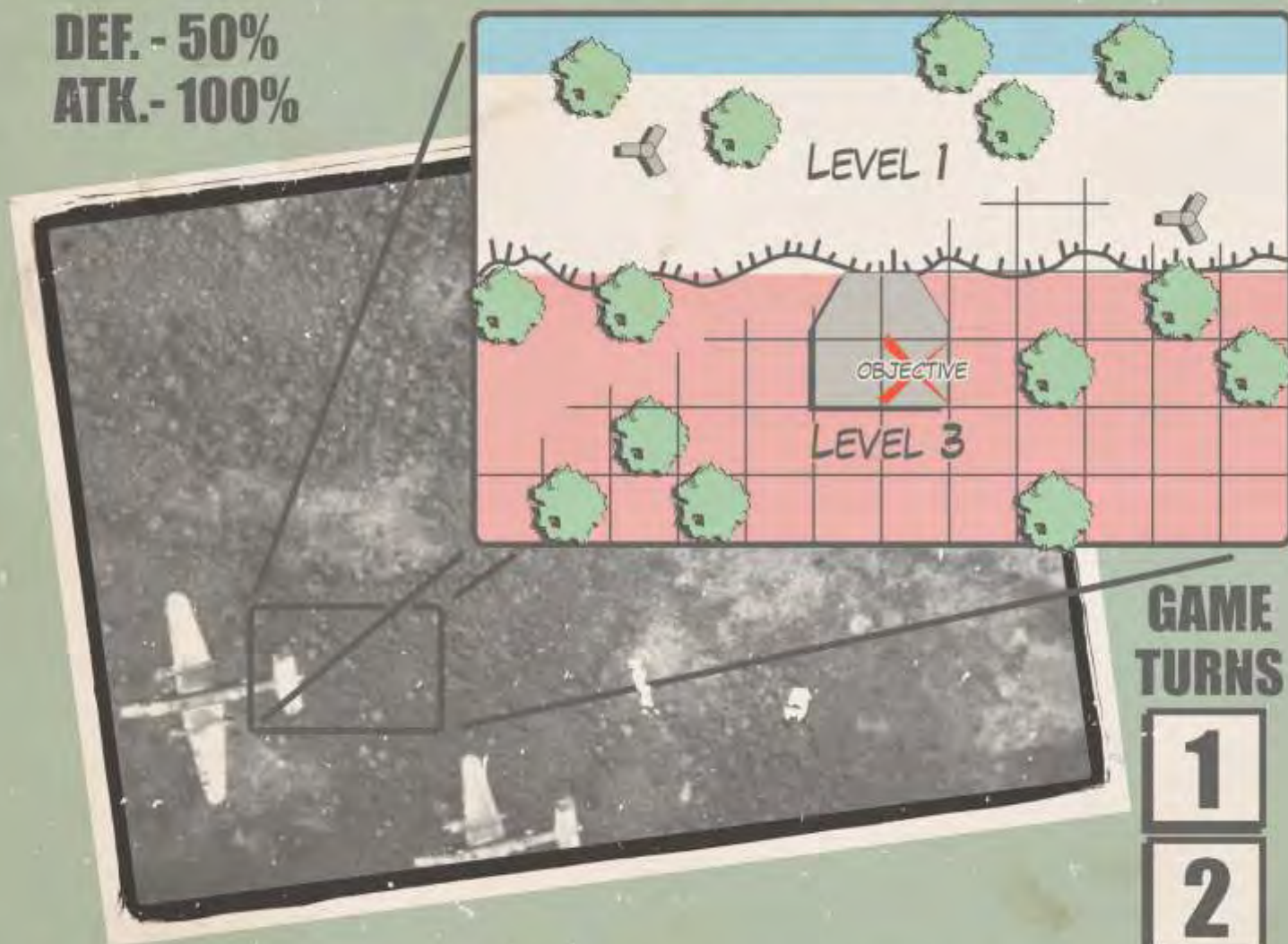
**Victory Conditions:** A player wins the game at the end of any Turn where their VP equal 50% of the point value of the enemy player's force. Ties are broken by total VP. If no player meets victory conditions by the end of Turn eight, the player with the most VP wins.

**Variant:** Attacker Reserve [2] and Defender Reserve [2]

# SCENARIO 112

## CLIFF ASSAULT

**DEF. - 50%**  
**ATK. - 100%**



**GAME  
TURNS**

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**Mission:** The Attacker seeks to take control of high ground atop a cliff face, despite the disadvantages of the Defender's control of high ground and the perilous ascent. The Defender is unwilling to yield the significant strategic advantage of their encampment at the cliff's edge.

**Play Area:** 9 squares x 12 squares | 4' x 6' (120cm x 180cm)

**Setup:** The play area is divided into two equal halves by a line that represents the vertical cliff face. This line cannot be crossed by Vehicle Units, but Infantry Units may cross the line (ascend/descend) the cliff face if they are Assigned two consecutive March Move Actions. Attacker's half of the play area (at the base of the cliff and is considered level 1 in height) is 15% covered in Terrain, with Trees, Tank Traps, and small Structures (optional) placed by the Attacker. Defender's half (at the top of the cliff is considered level 3 in height) is 20% covered in Terrain, with Trees, Tank Traps, and one Fortification (optional) placed by the Defender.

**Deployment:** Attacker enters the play area from the exterior edge of the Attacker's half of the play area. Defender deploys on the Defender's half of the play area.

**Objectives:** Defender places a single Objective anywhere in their half of the play area that is a minimum of Range 2 from any edge of the play area.

**Victory Conditions:** The Attacker wins the game if they hold the Objective at the end of any Turn after Turn three with no enemy Units within Range 2 of the Objective. If this Victory Condition is not met by the end of Turn eight, the Defender wins.

# SCENARIO 113

## SWITCH BACK CONVOY

DEF. - 75%  
ATK. - 100%



### GAME TURNS



**Mission:** A convoy is attempting to break through an enemy blockade to deliver much needed supplies to their forces. They've reached a treacherous switchback road through the mountains. The enemy leverages their limited mobility and the lack of alternative routes to intercept and destroy the convoy.

**Play Area:** 9 squares x 12 squares | 4' x 6' (120cm x 180cm)

**Setup:** A Road that is Range 1 wide starts at the center of one short edge of the play area, then snakes right and left meandering its way to the center of the opposite short edge, representing a series of switchbacks that run the width of the play area and rising in elevation from range 1 to 5 as shown on the map and bordered by level 1 cliffs also shown. The cliff sides may only be crossed by use of the road by non-flying Units. Place 5% terrain on both halves of the play area.

**Deployment:** The Attacker's convoy and the Defender's forces enter from their respective ends of the Road (short edges).

**Objectives:** No Objectives in the play area. Attacker's Objective is to exit the Defender's edge of the play area.

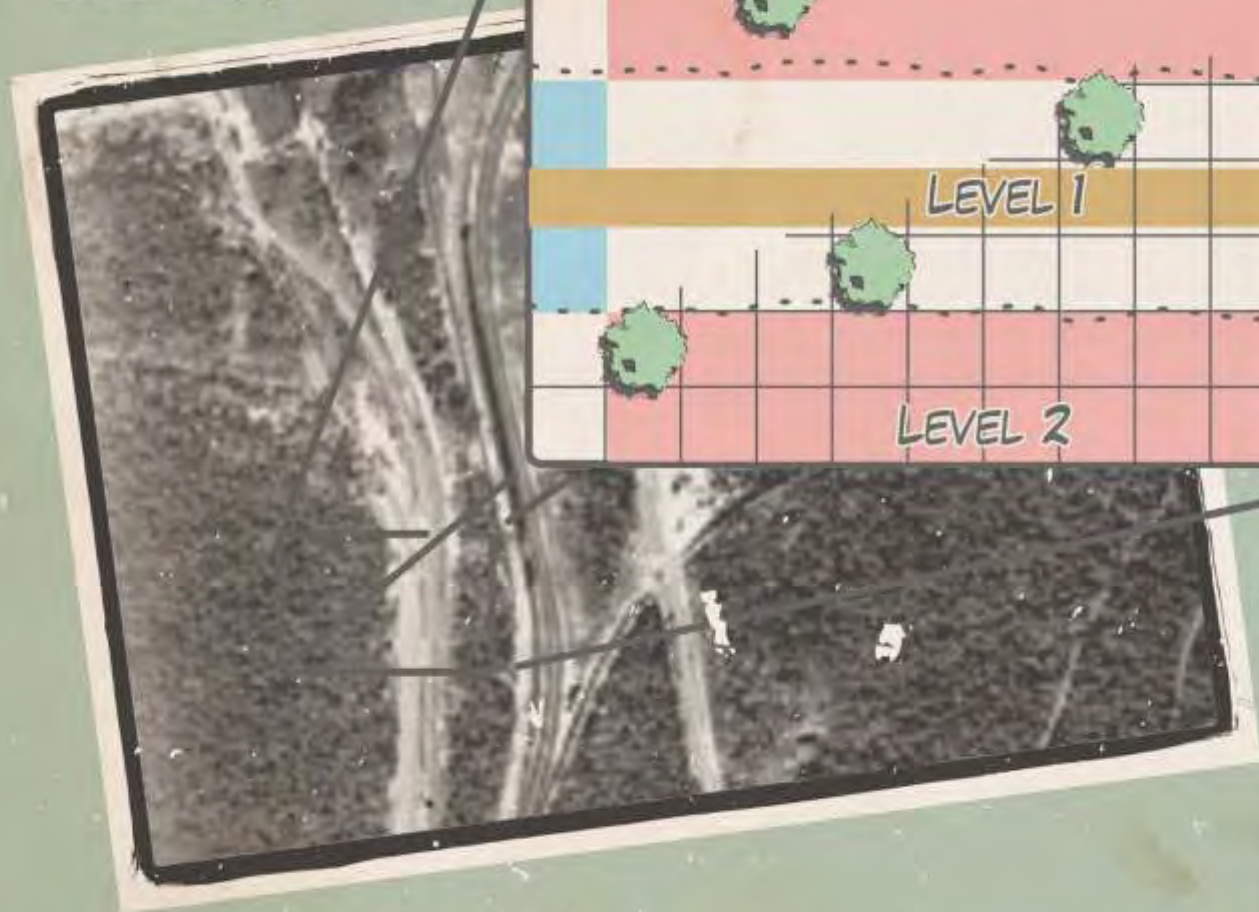
**Victory Conditions:** The Attacker wins the game if 50% or more of their force (in army points) exits the Defender's edge of the play area. The Defender wins the game if 50% or more of the Attacker's force is destroyed or immobilized. If at the end of eight Turns neither player has achieved Victory, the player with the most Victory Points (VP) wins. VP are determined by the point value of enemy Units destroyed during the game.

# SCENARIO 114

## MOUNTAIN PASS

DEF. - 100%

ATK. - 75%



GAME  
TURNS

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**Mission:** A force is trying break into enemy territory through a mountain pass. The defenders have established themselves in the hills on either side of the pass, descending to stop the invading force.

**Play Area:** 9 squares x 12 squares | 4' x 6' (120cm x 180cm)

**Setup:** A pass that is Range 3 wide runs from one short edge of the play area to the other short edge. The remainder of the play area represents the hills to either side of the pass. Place 5% terrain on both halves of the play area.

**Deployment:** The Attacker enters from one end of the mountain pass on the road. The Defender deploys their forces on the level 2 hills on either side of the pass, a minimum of Range 1 away from the edge of the pass.

**Objectives:** No Objectives in the play area. Attacker's Objective is to exit the play area on the road at the other end of the pass.

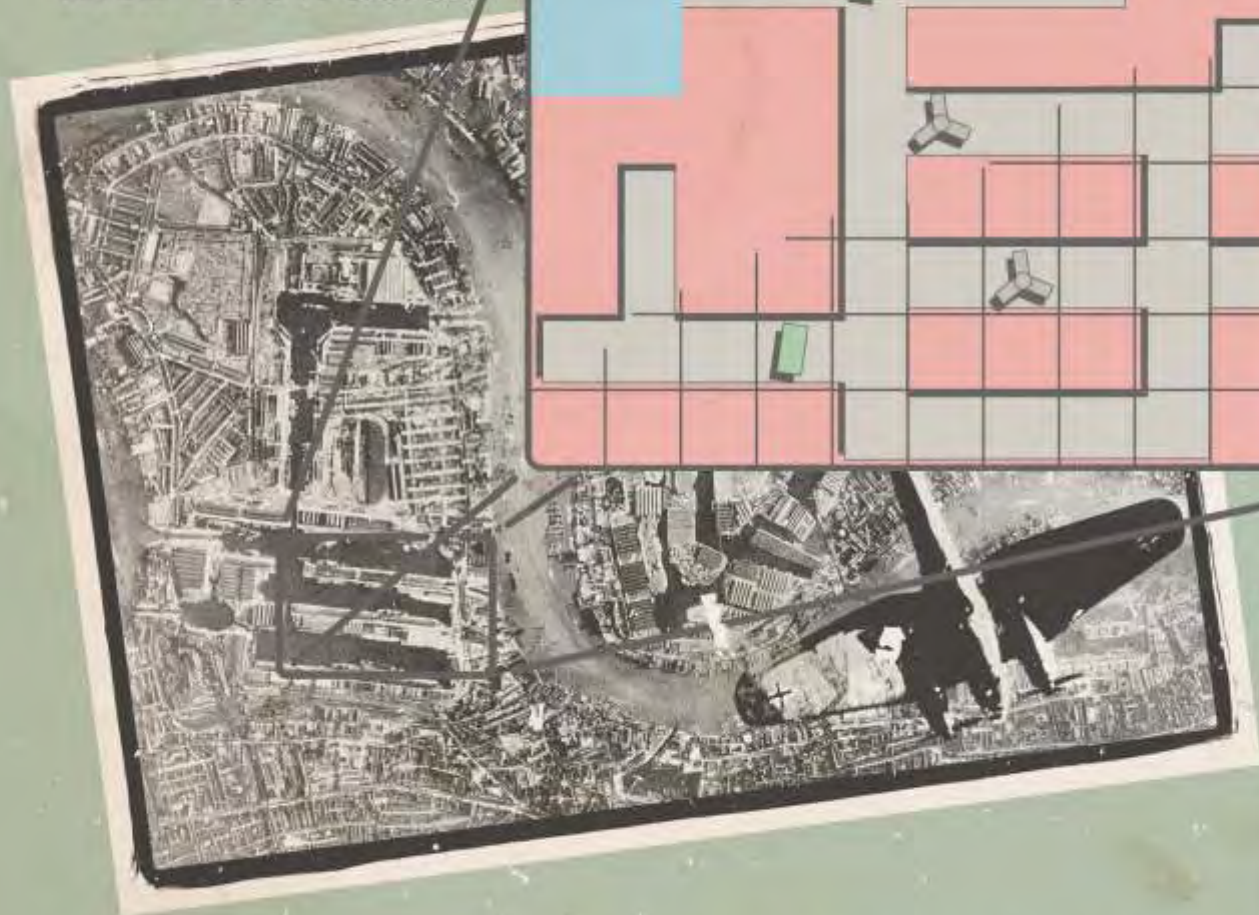
**Victory Conditions:** The Attacker wins the game if 50% or more of their force (in army points) exits the play area at the opposite end of the pass. The Defender wins the game if 50% or more of the Attacker's force is destroyed. If at the end of eight Turns neither player has achieved Victory, the player with the most Victory Points (VP) wins. VP are determined by the point value of enemy Units destroyed during the game + the value of Units that have left the play area at the opposite end of the pass for the Attacker.

**Variant:** Weather [Random] Medium Risk

# SCENARIO 115

## SEWERS

**DEF. - 75%** INFANTRY  
UNITS ONLY  
**ATK. - 100%** INFANTRY  
UNITS ONLY



**GAME  
TURNS**

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**Mission:** One force has the city in its iron grip and the other has been reduced to a literally underground force. As the Defender descends into the sewers below the city to survive, the Attacker gives chase in the hopes of securing uncontested control.

**Play Area:** 9 squares x 12 squares | 4' x 6' (120cm x 180cm)

**Setup:** Establish two entry areas that are Range 2 by Range 2, then divide the remainder of the play area into a maze of Range 1 wide Tunnels, including loops and "dead-ends." The Defender places two Tank Traps or Ammo Crates anywhere in the Tunnels, at least Range 2 from an entry area.

**Deployment:** The Attacker enters through the entry areas. The Defender deploys their forces anywhere in the maze of the sewers.

**Objectives:** No Objectives in the play area. Attacker's Objective is to completely eradicate the Defenders force.

**Victory Conditions:** The Attacker wins the game if they destroy all of the Defender's force. If at the end of eight Turns the Defender has any remaining Units in play, the Defender wins the game.

**Variant:** This scenario can be set up in a similar fashion as a subway battle. In this case, entry areas may be expanded to Range 3 by Range 3 and Tunnels will vary in width, including long stretches that are Range 2 wide to represent subway tunnels and shorter stretches of tunnels that are Range 1 wide to represent a maze of access and maintenance passageways.

# SPECIAL RULES

## CLEARING

Battlefield wrecks and immobilized vehicles can create choke points or block movement. Most battlefield wrecks are too large to be cleared by Infantry Units under combat conditions. Vehicles can attempt to push wrecks aside. To do so, the Vehicle is assigned an Engineering Special Action and rolls a die, clearing the wreck on a roll of . If the Vehicle is equipped with a Dozer Blade or Crane, it clears the wreck on a roll of as well as and the wreck is removed from the Play Area.

## CRITICAL HITS

All combat Damage to Vehicles is not equal. Damage to critical components can misalign or jam a Weapon, preventing it from firing; Damage treads or joints, impairing mobility; or breach a fuel tank and set the Vehicle ablaze. A player needs to roll to determine if Damage has caused a Critical Hit when a Vehicle Unit takes at least one point of Damage. If a Vehicle takes at least one point of Damage that is not canceled by a Save or Skill, the Attacking Unit's player rolls two dice. On a roll of , the Attack also causes a Critical Hit. On any other roll, the Attack does not cause a Critical Hit.

To determine the effects of the Critical Hit, the player who's Unit inflicted the Damage on the Target Vehicle rolls two dice and consults the following chart (re-rolling any rolls that would duplicate an existing Critical Hit for the Vehicle):

## CRITICAL HIT CHART

		<b>Main Weapon Destroyed (Vehicle Crippled)</b>
		<b>On Fire</b>
		<b>Reduced Mobility</b>
		<b>Secondary Weapon Destroyed</b>
		<b>Targeting System Damaged</b>
		<b>Immobilized</b>

**Main Weapon Destroyed (Vehicle Crippled)** – Vehicle's main weapon (the first Weapon line on the Unit card) cannot be used to make Attacks or Sustained Attacks.

**On Fire** – Vehicle is on fire, creating a plume of smoke (see pages 27 and 108) centered on the Vehicle and filling a column that is Range 1 in diameter (one square, 10cm, or 4") until the fire is extinguished. A Vehicle that is on fire takes one point of Damage each time it Activates and is not affected by the Damage Resilient Skill. Fire will continue burning even after the Vehicle is eliminated if not extinguished.

**Reduced Mobility** – Vehicle's Move and March Move values are reduced by half (round down).

**Secondary Weapon Destroyed** – A secondary Vehicle Weapon chosen by the player controlling the Vehicle cannot be used to make Attacks or Sustained Attacks.



**Targeting System Damaged** – Vehicle must re-roll all successful Hits in its initial dice roll for an Attack Action. Vehicle does not re-roll misses for a Sustained Attack Action.

**Immobilized** – Vehicle cannot be assigned Move or March Move Actions. Aircraft are considered destroyed.

Critical Hit effects can only be reversed if the Vehicle is repaired. A Makeshift Repair Action that repairs all remaining Damage on the Vehicle, returning it to its full Damage Track, also clears any effects from Critical Hits. Alternately a Makeshift Repair Action can be used to remove the effects of a single Critical Hit without restoring the Vehicles Damage Track.

## HEIGHT ADVANTAGE

An Attacking Unit that is Range 1 (1 square, 10cm, or 4") higher than its Target Unit has a Height Advantage. A Target Unit of an Attacking Unit with Height Advantage reduces its level of Cover. A Target Unit that would receive an Infantry Save receives no Infantry Save. A Target Infantry Unit that would receive a Cover Save only receives an Infantry Save. A Target Vehicle Unit that would receive a Cover Save receives no Cover Save.

A Target Unit that is Range 1 (1 square, 10cm, or 4") higher than the Unit attacking it has a Height Advantage. A Target Unit with Height Advantage increases its level of Cover. A Target Infantry Unit that would receive an Infantry Save receives a Cover Save. A Target Infantry Unit that would receive a Cover Save, receives a Cover Save that re-rolls failures. A Unit may never receive more than one re-roll for Cover Saves. A Target Vehicle Unit with no Cover Save receives a Cover Save. A Target Vehicle Unit with a Cover Save receives a Cover Save that counts rolls of  as well as  as successes.

Because they are not stable firing platforms, Aircraft never receive Height Advantage. Similarly, Units with the Flying Skill (see page 150) only receive Height Advantage if the Terrain it occupies provides that advantage (i.e. the upper stories of a Building or the top of a hill or mountain).

## RESERVE [#]

Some scenarios allow a player to bring eliminated Units back into play from Reserve. Each time a Unit is eliminated, the player controlling the Unit may elect to place it in Reserve until they have placed the allowed number of Units (indicated by [#]) in Reserve. The same Unit may be placed in Reserve multiple times if it is destroyed more than once. Units placed in Reserve 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 play area from Reserve by Activating it during any Turn after the Turn in which it was eliminated. Unless otherwise noted, Reserve Units enter the play area from the same area indicated for deployment.







# SPECIAL TERRAIN

## FORTIFICATIONS

In an attempt to better protect key strategic locations, the military engineers of each Bloc's armed forces have erected Fortifications. Many of these Fortifications have changed hands over the course of the war. Soldiers from any Bloc will tell you that given the options, they'd rather defend the front lines from within a Bunker or Strongpoint than out in the open. Bunkers are massive reinforced concrete structures designed to protect their occupants against heavy fire. Strongpoints are similar, but lack a thick concrete roof, trading a layer of protection for an easier, quicker, and cheaper build.

Fortifications are Special Terrain elements placed by the players at the start of the game. There are two ways they can be included in a scenario. The scenario may indicate that a Fortification is required or specified for a specific player(s), in which case the Fortification indicated is provided for free. The scenario may indicate that a Fortification is optional for a specific player(s), in which case the indicated player(s) can take the specified Fortification(s) as part of their force, paying the appropriate point cost.

Scenarios indicating the availability of optional Fortifications allow player(s) to include Bunkers in their force for 15 points each, and Strongpoints for 10 points each. Strongpoint Units (such as the Festungs-Laserkanone or the Motherland Tesla Gun) have a free Strongpoint included in their point value, which can be upgraded to a Bunker for an additional 5 points.

Fortifications are placed in the player's Deployment Area at the start of the game before any Objectives are placed. Objectives cannot be placed in, on, or under a Bunker or Strongpoint, unless otherwise specified by a scenario.

A Bunker or Strongpoint must be at least Range 1 (1 square, 10cm, or 4"), from all edges of the play area and Impassable Terrain, and Range 2 (2 squares, 20cm, or 8") 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 placed into a Reserve.

Bunker Walls are Impassable Terrain. The only way to enter a Bunker is through the armored doors at the rear. A Unit may not, however, enter the Bunker if it 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. A Bunker or Strongpoint occupies an area Range 4 by Range 4 (4 squares, 40cm by 40cm, or 16" by 16"), but for Units moving into or out of them, and for all Attacks into and out of them, they are treated as having an area Range 1 by Range 2 inside them (2 squares side-by-side, 10cm by 20cm, or 4" by 8"). A Strongpoint Unit (such as the M47 Field Phaser) fully occupies the available space in the Bunker or Strongpoint.

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

The main Weapon of a Strongpoint Unit (such as the M47 Field Phaser) has a Fire Arc of up to 45 degrees to either side of the direction the Bunker is facing. Weapons cannot fire at Aircraft from within a Bunker and Artillery cannot fire from within a Bunker. Units in Bunkers that fail an Infantry or Cover Save re-roll the Save, canceling a 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 on a re-roll of ☠.

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

Units in a Bunker or Strongpoint receive 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 ☠.

A Unit inside a Bunker or Strongpoint cannot use Special Actions that require the Target Unit to be within Range 1 (1 square, 10cm, or 4") if the Target Unit is outside the Bunker or Strongpoint.

## TRENCHES

Trenches are a Special Terrain that provides Infantry with Cover in otherwise open areas. Trenches have no effect on Line of Sight. Infantry Units in Trenches are in Cover and gain Cover Saves.

## BARBED WIRE

Barbed Wire is a Special Terrain that slows or prevents the movement of Infantry Units. An Infantry Unit rolls a die when attempting to Move into, through, or out of a Barbed Wire. On a score of ☠, the Unit is free to complete its movement. On any other roll, the Unit ceases moving, ends its Activation, and receives no Cover Save until its next Activation.

An Infantry Unit can be assigned an Engineering Special Action to attempt clearing a gap through an adjacent section of Barbed Wire. If they do so, roll a die. On a roll of ☠, the Unit clears a gap Range 1 (1 square, 10cm, 4") wide in the adjacent section of Barbed Wire and may continue its Activation. On any other roll, the Unit fails to clear a gap in the Barbed Wire and ends its Activation.

## MINEFIELDS

Minefields are Special Terrain that Attacks Units as they cross it. When a Unit Moves into, through, or out of a Minefield, the opposing player rolls for an Attack Action. The Attack is made with a Weapon line value of 🗡/1 for all Infantry and 🗡/2 for all Vehicles.

An Infantry Unit can be assigned an Engineering Special Action to attempt clearing a gap through an adjacent Minefield. To resolve this Action roll a die. On a roll of ☠, the Unit clears a gap Range 1 by Range 1 (1 square, 10cmsq, 4"sq) in the adjacent Minefield. On any other roll, the Unit is the Target of an Attack Action, as if they had moved through the Minefield, and receives a Suppression token.

## QUONSET HUTS

Quonset Huts and other short Buildings, less than Range 1 in height (1 square, 10cm, 4"), do not block Line of Sight (LoS) for Walkers and Vehicles that are designated as Large or Huge. They do, however, block LoS for Infantry at ground level and all other ground Vehicles. Some Walkers may not visually appear to be able to establish LoS or fire over a Quonset Hut because their miniature is modeled in a "hunkered down" defensive posture. These Walkers are able to extend their legs to increase their height for establishing LoS and firing over Quonset Huts.

# SPECIAL WEATHER

Weather can add an additional dimension to the Dust battlefield. Severe and Moderate Weather create complications that have significant effects on ground Units and Aircraft.

Scenarios that integrate Weather either state the severity of the Weather or specify random generation of this severity. If random generation is specified, the last player to place Terrain prior to the start of the Game rolls two dice and consults the following chart:

		or			Severe Weather (Blizzard, Driving Rain, Heavy Fog, Sandstorm)
		or			Moderate Weather (Snow, Rain, Light Fog, Blowing Sand/Dust)
		or			Mild Weather (Clear or Minimal Precipitation/Wind)

The Weather severity generated by this roll is in effect each time Weather is in effect during the game. The type of Weather is dictated by the location of the battle. For example, a Blizzard would be severe Weather in the Arctic, but a Sandstorm would be more appropriate on the battlefields of Operation Babylon.

Scenarios that integrate Weather also state the risk of a form of Weather manifesting. This risk can be Low, Medium, or High. At the start of each Round (including the first Round of the game) in which there is not currently a Weather Effect, the player who wins the Initiative rolls three dice with the following effects:

			Weather begins
			Weather begins if Medium or High Risk
			Weather begins if High Risk
All Other Rolls			Weather does not begin

The Weather Effect stays in play until the end of the game or until the Weather ends. At the start of each Round in which there is a Weather Effect, the player who lost the Initiative rolls three dice with the following effects:

			Weather ends
			Weather ends if it has been persisted for two Turns
			Weather ends if it has been blowing for three or more Turns
All Other Rolls			Weather does not end

When the Weather Effect ends, the Weather stays clear for the entire Round and next Round the player who wins the Initiative rolls to see if it begins again.

## SEVERE WEATHER EFFECTS

While a Severe Weather is in effect, Line of Sight is limited to Range 6. As the air is filled with Snow, Rain, Fog, or Sand, all Units Targeted at Range 3 or more receive Cover against those Attacks. This Cover Save is not negated by Special Weapon Rules. At longer ranges, visibility is virtually nil amongst the swirling precipitation, Fog, or Sand. All Units Targeted at Range 5 or 6 also re-roll their failed Cover Saves against those Attacks.

Units can only move up to Move 2 (2 squares, 20cm, or 8") or March Move 4 (4 squares, 40cm, or 16") while a Severe Weather is in effect. Severe Weather Effects are not Terrain.

The vicious and unpredictable winds combined with low visibility make it impossible for Aircraft to remain in the area. When a Severe Weather begins, all Aircraft must leave the Play Area. They are immediately removed and take no further part in the game until the Severe Weather is over. Once the Severe Weather ends, all Aircraft are placed in Reserve. If the scenario doesn't specify Reserves for a player using Aircraft, their Aircraft enter from any edge of the Play Area in the player's Deployment Area.

## **MODERATE WEATHER EFFECTS**

While a Moderate Weather is in effect, Line of Sight is limited to Range 8. Due to Snow, Rain, Fog, Sand, or Dust in the air, all Units Targeted at Range 5 or more receive Cover against those Attacks. This Cover Save is not negated by Special Weapon Rules.

Units can only move up to Move 3 (3 squares, 30cm, or 12") or March Move 6 (6 squares, 60cm, or 24") while Moderate Weather is in effect. Moderate Weather Effects are not Terrain, so Skills like Trail Blazer have no effect on this limitation.

High winds and restricted visibility make it difficult for Aircraft to Target ground troops. While Moderate Weather is in effect, all ground Units Targeted by Attacks from Aircraft receive Cover against those Attacks. This Cover Save is not negated by Special Weapon Rules.

## **MILD WEATHER EFFECTS**

Mild Weather has no impact on Line of Sight, Movement, or Aircraft.







# SPECIAL WEAPONS

Some Weapons are subject to additional rules that represent their combat effects. These combat effects may be the result of VK-enhanced technology (i.e. Laser Weapons) or a function of how they operate (i.e. Grenade Weapons). The following are some common Special Weapons and the rules that govern their use.



## ARTILLERY WEAPONS

Artillery Weapons bombard the battlefield with huge shells that deliver massive payloads of explosives, damaging everything within their blast radius. These weapons can either fire at a Target Point they can see or be fired remotely by an Artillery Observer Unit (see page 147) with Line of Sight to the Target Point. Artillery Weapons are fired in a high-reaching arc, allowing them shoot over Buildings, Vehicles, Walls, and other Terrain. Artillery Weapons cannot be fired from inside Buildings or Bunkers.

Artillery Weapons have a Range of X-X, with the first number indicating their minimum Range and the second number indicating their maximum Range. When an Artillery Weapon is assigned an Attack or Sustained Attack Action, the player chooses a Target Point within the Artillery Weapon's Fire Arc, Range, and Line of Sight. When playing on a grid, the Artillery Area is the square containing the Target Point plus three adjacent squares that form a larger 2x2 square. The adjacent squares are chosen by the player using the Artillery Weapon and do not need to be in Range or Line of Sight of the Artillery or Observer. When playing free-form the Artillery Area is centered on the Target Point and determined by the Artillery Template located on the Dust 1947 Universal Template. Artillery Weapons function the same as other Blast Weapons when playing free-form (see page 109).

The player rolls separate Attacks or Sustained Attacks against every Unit in the Artillery Area (both enemy and ally). Additionally, Artillery Weapons are devastating to Infantry Units. Infantry in Cover receive Cover Saves, but Infantry in open ground do not receive their Infantry Saves.

## 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 roll of  or , the player chooses a Target Point (as described in Artillery) within the Artillery Weapon's Fire Arc, 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 27 and 107) and providing Cover (see pages 30 and 110) until the end of the next Turn. A Smoke Screen cannot be fired into a Building or Bunker. The Smoke Screen fills Target Point and the squares that make contact with the Target Point (when playing on a grid) or the area of an Artillery template centered on the Target Point (when playing free-form).





## CUTTING WEAPONS

Cutting Weapons, like power saws, cut deeper the longer they are kept in contact with surfaces such as armor, and can cut through one Target to strike another when swung in an arc.

When a Cutting Weapon rolls a Hit, roll another die rolling a further Hit on a roll of . Continue rolling an additional die for each Hit until the die 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 .

A Vehicle with a Cutting Weapons can also perform Engineering Special Actions (see page 145).

## FLAME WEAPONS

Flame-throwers, napalm throwers, sulphur jets, and other similar Weapons fire a spray of burning fuel, engulfing the Target Unit and any other Units in its path.

Units hit by Flame Weapons gain a Suppression token (removing an Under Fire token if the Unit has one) and do not receive an Infantry or Cover Save against those Weapons (see pages 30 and 110). The Units affected by the Flame Weapon are determined by the Flame Template on the Dust 1947 Universal Template. When playing on a grid, place the Flame Template on any edge of the square containing the Attacking Unit. Any square partially or fully covered by the template for which the Attacking Unit has LoS is affected by the Flame Weapon. When playing free-form, place the template touching the Unit Leader for Infantry Units and, touching the edge or base for Vehicle Units. All Infantry Units, including friendly Units, whose Unit Leader is at least partially within the Flame Template and all Vehicle Units whose hull or base are at least partially within the template are affected by the Flame Weapon.

**ARTILLERY AREA OF EFFECT**

FRIENDLY UNIT A AND ENEMY UNIT B ARE AFFECTED BY THE FLAMETHROWER BECAUSE THE UNIT LEADERS ARE AT LEAST PARTIALLY WITHIN TEMPLATE AREA OF EFFECT. WALKER UNIT C IS AFFECTED BECAUSE IT IS ALSO AT LEAST PARTIALLY WITHIN THE TEMPLATE AREA OF EFFECT.

**FLAME WEAPON AREA OF EFFECT RANGE 1**

ENEMY UNITS B AND D AND FRIENDLY UNIT A ARE AFFECTED BY THE ARTILLERY BECAUSE THE UNIT LEADERS ARE AT LEAST PARTIALLY WITHIN TEMPLATE AREA OF EFFECT. WALKER UNIT C IS AFFECTED BECAUSE IT IS ALSO AT LEAST PARTIALLY WITHIN THE TEMPLATE AREA OF EFFECT.

## GRAPPLE WEAPONS

Jaws, power claws, and pincers grab Targets, limiting their ability to Move or Attack while the Target Unit is held. If the Target Unit is an Infantry Unit all Soldiers in the Unit are affected.

When a Grapple weapon scores a Hit, place a Stunned token on the Target Unit. While the Unit has the Stunned token, it may not be assigned a Move or March Move Action and must take its first Action as a Nothing Action when it is Activated. A Unit with a Stunned token cannot fight, including fighting back with a Retaliatory Attack if Attacked in Close Combat. Remove the Stunned token if the Unit with the Grapple Weapon is destroyed or takes any Action other than a Nothing Action.


A Vehicle with a Grapple Weapon can also perform Engineering Special Actions (see page 145).





## GRENADE WEAPONS

Grenade launchers and other Weapons that fire small explosives project their rounds over Cover so they land amidst the Targeted Unit. Infantry Units do not receive a Cover Save against Grenade Weapons, but do retain their Infantry Save (see pages 30 and 110). Vehicle Units retain any Cover Saves against Grenade Weapons.

## LASER WEAPONS

When Blutkreuz Korps scientists applied the technology they found in Antarctica to Weapons development, they discovered the incredible destructive capability of intensely focuses beams of light. The resulting laser technology has created some of the most powerful Anti-Tank Weapons in the world. Capable of quickly cutting through any armor, the longer Laser Weapons are held on Target, the deeper they cut.

For each Hit a Laser Weapon rolls, roll one die scoring an additional Hit on a roll of . Continue scoring Hits and rolling an additional die for each Hit until a miss is rolled for that die.

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 on the first roll. 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.

Limited-Ammo Weapons are indicated by check-boxes in the Weapons Table on the Unit Card. Mark one of these boxes each time an Infantry or Vehicle Unit makes an Attack or Sustained Attack Action with the Limited-Ammo Weapon. Once all of the check-boxes have been marked, the Weapon can no longer fire.

While a Soldier (individual miniature) in an Infantry Unit can only use the Weapons they are modeled with, they are assumed to pick up extra ammunition from fallen comrades that are part of their Infantry Unit. As long as there is a Soldier remaining in the Infantry Unit that is modeled with that Weapon, they still possess all of the Unit's remaining ammunition for that Weapon.



## PHASER WEAPONS

Allied research into VK-powered Weapons started later than that of the Axis and took a very different path. Allied researchers developed a method of generating a coherent ball of chaotic energy that could be directed at a Target. When this energy ball comes into contact with a solid object it explodes, obliterating whatever it hits. It is impossible to build armor capable of stopping a full-power Phaser Weapon. Even a concrete wall just melts away, providing no Cover to a Target Unit attempting to use it for shelter.

Units Hit by Phaser Weapons do not receive a Cover Save, but Infantry Units retain their Infantry Save (see pages 30 and 110).



## POWER SCOPES

A Weapon with a Power Scope Hits on rolls of  as well as  when making a Sustained Attack Action.

## RELOAD WEAPONS

Some Weapons, such as Artillery, require ammunition to be manually loaded before firing. These Weapons must be reloaded after every shot. At the beginning of the game, use a Loaded token to indicate that the Reload Weapon is loaded. When the Reload Weapon is used for an Attack or Sustained Attack Action, remove the Loaded token. The Unit with the Reload Weapon, must be assigned a Reload Special Action to return the Loaded token to the Unit before the Weapon may be fired again. A Unit may perform an Attack Action and a Reload Action during the same Activation, allowing it to complete an Attack Action each Activation.

## 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, use a Loaded token to indicate that the Salvo Weapon is loaded. When a player makes an Attack or Sustained Attack Action with the Salvo Weapon, they can choose to make a normal Attack or a Salvo Attack. If the Unit makes a normal Attack, the Unit retains the Loaded token. If the Unit makes a Salvo Attack, roll twice the normal number of dice for the Attack, removing the Loaded Unit token. The Unit with the Salvo Weapon, must be assigned a Reload Special Action to return the Loaded token to the Unit before the Weapon may be fired again.



## SNIPER WEAPONS

In the hands of a trained sniper, Sniper Weapons can be used to selectively Target specific individuals in a Unit. When declaring the Target of a Sniper Weapon's Attack or Sustained Attack Action, the player may specify a miniature in the Target Unit. All unsaved Hits from this Attack are assigned to the specified miniature. The only exception is that the Sniper Weapon cannot Target the Unit Leader unless it is a Hero or the last remaining Soldier in the Unit taking Damage.

Sniper Weapons negate Cover and Infantry Saves.

## 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 experimented with electrical Weapons for decades, but always encountered problems with developing an adequate portable power source. With the recent discovery of VK, these scientists were able to overcome this challenge. Inspired by the research of the famed Nikola Tesla, the Weapons they developed emit a concentrated bolt of electricity capable of destroying anything it strikes. Those it doesn't destroy, are left stunned from the electrical discharge.

When a Unit takes Damage from a Tesla Weapon, it receives a Stunned token. A Unit with a Stunned token cannot fight, including fighting back with a Retaliatory Attack if Attacked in Close Combat.

When a Unit Activates while it has a Stunned token, it performs a Nothing Action as its first Action, then removes all 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, removing the Stunned token whether or not it succeeds in making a Reactive Attack. A Unit with both a Suppression token and a Stunned token loses only a single Action.



## VOLLEY WEAPONS

Some rocket launchers have the ability to fire single rockets or ripple-fire multiple rockets, launching them one after the other. Likewise, some Aircraft can drop all of their bombs at once.

A Volley Weapon is a Limited-Ammo Weapon that can fire any or all of its remaining bombs or rockets simultaneously. The player selects how many bombs or rockets to use in an Attack Action, and marks the same number of ammo boxes to indicate that they have been expended. The player then multiplies the number of dice the bomb or rocket would normally roll by the number of ammo boxes marked.


## WIRE-GUIDED WEAPONS

Recently developed and experimental, Wire-Guided Weapons allow a gunner to guide projectiles in flight, ensuring they hit the intended Target. If a Unit is assigned an Attack Action with one Wire-Guided Weapon and no other Weapons, it re-rolls misses for that Weapon as if making a Sustained Attack.




# ENGINEER VEHICLES

Some Vehicles are specially equipped to remove or destroy Fortifications and Special Terrain.

## CUTTING AND GRAPPLE WEAPONS

An Engineer Vehicle equipped with Cutting or Grapple weapons can attempt to cut a gap through an adjacent Barbed Wire Entanglement by taking an Engineering Special Action. To do so, roll a die (Vehicles with Paired Chainsaws or Paired Claws roll two dice). On a roll of , the Unit clears a gap Range 1 (1 square, 10cm, 4") wide in the adjacent section of Barbed Wire.



## DOZER BLADES

An Engineer Vehicle equipped with a Dozer Blade can attempt to bury an adjacent Bunker or Strongpoint by taking two Engineering Special Actions (one after the other) in the same Activation. If it does so, roll a die. On a roll of , the Vehicle buries the Bunker or Strongpoint and any Units occupying the Bunker or Strongpoint are eliminated. An Engineer Vehicle equipped with a Dozer Blade can also attempt to fill in an adjacent Trench by taking an Engineering Special Action. If it does so, roll a die. On a roll of , the Vehicle fills the Trench. Any Units occupying the Trench escape unharmed and are placed adjacent (adjacent square, 2.5cm, or 1") to the filled Trench. An Engineer Vehicle equipped with a Dozer Blade can attempt to clear a gap through an adjacent Minefield by taking an Engineering Special Action. On a roll of , the Unit clears a square gap Range 2 by Range 2 (2 squares, 20cmsq, 8"sq) in the adjacent Minefield. On any other roll, the Unit fails to clear a gap in the adjacent Minefield.



# SKILLS

Some Units and Heroes possess skills, aptitudes, training, or equipment that allows them to perform at a level that leaves less gifted Soldiers in awe. A player must declare that a Unit is using a Skill before rolling any dice that might be modified by that Skill. Unless otherwise stated, Skills possessed by a Hero apply to a Unit they have joined, and Skills possessed by a Unit apply to a Hero that has joined their Unit. If a Hero and Unit possess the same Skill, it is not doubled in effectiveness nor do they gain a second use of the Skill. If the Skill may be used only once per game, the Hero and the Unit use it at the same time.



## ACE AIR PILOT

A Hero with the Ace Air Pilot Skill rolls 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 rolls 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 if a Unit that is no more than Range 6 (6 squares, 60cm, or 24") from the reacting Unit performs a Triggering Action Combination (see page 34). Rolls of  as well as  are considered successes for determining the number of Actions the Unit receives.

## 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 roll of , 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 before the Airlifter does while being carried. It can Activate after the Airlifter, dismounting through a Move or March Move Action 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 .




## AIR PILOT

A Hero with the Air Pilot Skill can pilot an Aircraft. A Hero with the Air Pilot Skill does not share it with any Unit they join.

## AIR TRAFFIC CONTROL




Take an Air Traffic Control Special Action by selecting a friendly Aircraft that has already Activated this Turn. Roll a die, on a roll of  the selected Aircraft Activates again.

## AIRBORNE

An Airborne Unit is never placed in the play area at the start of the game. On the first Turn of the game (if held in Reserve, when they would normally be put into play) they are placed anywhere on play area, but not within Range 2 (2 squares, 20cm, or 8") of any Objective. The Unit's first Action must be a Nothing Action. The player then rolls a die. On a roll of  or  , the player may assign the Unit's second Action. On a roll of  the Unit must perform a second Nothing Action. An Airborne Unit may not capture nor contest an Objective on the Turn it is placed.

## AIRCRAFT

Aircraft move above the battlefield at great speed. Their rapid movement makes them difficult to hit.

- An Aircraft Unit that performs a Move Action gains a Special Evade Save until its next Activation. Roll one die for every Hit the Aircraft Unit takes. Each roll of  cancels one Hit.
- An Aircraft Unit that performs a March Move Action gains a Special Improved Evade Save until its next Activation. Roll one die for every Hit the Aircraft Unit takes. Each  or  cancels one Hit.
- An Aircraft that hasn't moved yet or that remained stationary (such as a Helicopter that chooses to Hover) does not receive a Special Evade Save.

## AIRLIFTER

Airlifters are Aircraft that are equipped to airlift Vehicles into battle (see page 23). 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 enter and move through Water and Swamp as if it were Open Terrain.

## AND STAY DOWN

Any Unit Hit by this Unit's Ranged Weapons automatically gains a Suppression token if it does not already have one. A Hero with this Skill does not share it with any Unit they Join.

## ARTILLERY OBSERVER

One of the greatest advantages of Artillery is that it does not need to see its Target. It can use an Observer to radio back the coordinates of the enemy then fire at them from afar.

When a Unit with Artillery Observer performs an Attack or Sustained Attack Action, they may use the Artillery Weapons 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, Sustained Attack, or fires Smoke (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 and did not perform a Sustained Attack Action, it may perform a Reload Action either before or after the Attack Action. The Artillery Unit finishes its Activation, then the Artillery Observer continues its Activation.




## ASSASSIN





A Hero with the Assassin Skill chooses which enemy Soldiers are assigned Hits when performing an Attack Action with Close-Combat Weapons. The only exception is that the Assassin cannot Target the Unit Leader unless it is a Hero or the last remaining Soldier in the Unit taking Damage. 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.

## BERSERK

When a Hero with the Berserk Skill 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 , rolls of  only counts as a Hit for the first roll. 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 15).

## 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 Mindless Zombie Skill) within Range 1 (1 square, 10cm, or 4") of the Hero possessing the Blutkreuz at the start of their Activation increase their Move to 3 or 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 Suppression tokens.

## CAMOUFLAGE



A Unit with the Camouflage Skill may take a Camouflage Special Action. Once it has done so, it cannot be attacked at Range 3 (3 squares, 30cm, or 12") or higher. 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 after resolving the Attack that eliminated the hero. 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 remove 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.

## COMMAND SQUAD

May perform Special Actions with its Officer, Medic, or Mechanic to reactivate, rally, heal, repair, or rearm Units (see pages 157-159).

## 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 the Command Vehicle can re-roll failed Command Squad Special Actions (see pages 159-159).

## COMMISSAR





Individual Commissars must Join 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 Suppression tokens (see pages 31,32, and 158). There can't be more than one Commissar in a single Unit. Commissars must have the same Armor rating as the Unit they Join. If a Unit is returned to the game for any reason, any Commissar Joined to the Unit returns with them.






## DAMAGE RESILIENT



Some Units are capable of turning aside shrapnel and small arms fire. An example of this is the angled armor design of the SSU KV-47 Walkers that is designed to both act as a barrier and deflect Weapons fire.

When an Infantry, Vehicle, or Hero Unit that is Damage Resilient is the Target of an Attack that rolls successful Hits, first roll for any Saves (see pages 30, 110, and 131, as well as the Steel Guard Skill on page 155), then determine the Damage generated by the Hits that are not negated by successful Saves. Roll one die for each point of Damage, negating one point of Damage for each  rolled. The Unit takes any remaining Damage.

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

**⇒ DAMAGE RESILIENT ⇒** DAMAGE RESILIENT VEHICLE UNIT A ATTACKS VEHICLE UNIT B, WHICH IS IN COVER AND DAMAGE RESILIENT. UNIT A SCORES THREE HITS AGAINST UNIT B FOR TWO DAMAGE EACH. UNIT B'S PLAYER ROLLS FOR COVER AND SUCCESSFULLY NEGATES ONE HIT. UNIT B WOULD TAKE FOUR POINTS OF DAMAGE FROM THE TWO REMAINING HITS, BUT ROLLS FOR DAMAGE RESILIENCE FIRST. UNIT B'S PLAYER ROLLS FOR DAMAGE RESILIENCE, RESULTING IN , , ,  AND NEGATING THREE POINTS OF DAMAGE. UNIT B TAKES THE REMAINING POINT OF DAMAGE.

UNIT B NOW ATTACKS DAMAGE RESILIENT VEHICLE UNIT A. UNIT B SCORES ONE HIT FOR  DAMAGE. UNIT A RECEIVES NO SAVES. UNIT A CURRENTLY HAS THREE POINTS OF DAMAGE REMAINING ON ITS DAMAGE TRACK, BUT ITS FULL DAMAGE TRACK IS FOUR POINTS. UNIT A WOULD TAKE FOUR POINTS OF DAMAGE (AND BE DESTROYED), BUT ROLLS FOR DAMAGE RESILIENCE FIRST. UNIT A'S PLAYER ROLLS FOR DAMAGE RESILIENCE, RESULTING IN , , ,  AND NEGATING TWO POINTS OF DAMAGE. UNIT B TAKES THE REMAINING TWO POINTS OF DAMAGE (SURVIVING WITH ONE REMAINING POINT OF DAMAGE).

**≡ DAMAGE RESILIENT CONT. ≡** THE NEXT TURN, VEHICLE UNIT A ATTACKS VEHICLE UNIT B AGAIN. UNIT A SCORES TWO HITS AGAINST UNIT B FOR TWO DAMAGE EACH. UNIT B'S PLAYER ROLLS FOR COVER AND SUCCESSFULLY NEGATES ONE HIT. UNIT B WOULD TAKE TWO POINTS OF DAMAGE FROM THE TWO REMAINING HITS, BUT ROLLS FOR DAMAGE RESILIENCE FIRST. UNIT B'S PLAYER ROLLS FOR DAMAGE RESILIENCE, RESULTING IN   AND NEGATING BOTH POINTS OF DAMAGE. UNIT B TAKES NO DAMAGE.

## DEFENSIVE TACTICS

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

## DESERT FOX

Any Unit reactivated by a Unit with this Skill using Get Moving You Monkeys gains the At the Double Skill for that Activation.

## DOZER BLADE

A Vehicle equipped with a Dozer Blade can perform a Dozer Special Action to dig in and gain Cover from any angle until it performs a Move or March Move Action. A Vehicle with a Dozer Blade can also perform Engineering Special Actions (see page 145).



## ENGINEER VEHICLE

An Engineer Vehicle has special equipment, such as a Dozer Blade or Pincer, that allows it to perform specific Engineering Special Actions. (see page 145).



## EXECUTE

A Unit with the Execute Skill can take an Execute Special Action to choose and eliminate a Soldier that is part of a Unit with a Stunned token (including a Hero) within Range 1 (1 square, 10cm or 4") of the Unit.

## 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 specified 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. First Strike takes effect regardless of whether the Unit initiated the Close Combat Attack or is retaliating against a Close Combat Attack. A Unit with the First Strike Skill does not share it with any Unit they Join nor with Heroes that Join this Unit. If one Unit with the First Strike Skill Attacks another Unit with the First Strike Skill, both Units ignore the Skill.

## FLYING

A Unit with the Flying Skill is outfitted with equipment (i.e. jetpacks) that allow it to fly over obstacles. The Unit can pass over any Terrain as if it were Open Terrain, provided that it ends its Move or March Move Action in Terrain that it could normally occupy. If a Hero has Joined a Unit, both must possess the Flying Skill for either to use it when they Activate together.

## FOLLOW ME

Can take a Follow Me Special Action once per Turn. All friendly Infantry Units with Armor 1 or 2 within Range 2 (2 squares, 20cm, or 8") and in Line of Sight roll a die. On a roll of  they take an immediate Move Action with a Move rating of 2 (2 squares, 20cm, or 8").

## GENERAL

A Hero with this Skill may take a free Officer Special Action each time they Activate and, if Joined to a Unit with an Officer, roll two dice when attempting Officer Special Actions.

## GORILLA

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

## GRAPPLE

The specified Weapon is a Grapple Weapon (see page 141).



## HALF-TRACKED

A Half-Track Vehicle Unit's Move and March Move Actions are affected by the type of Terrain being crossed as indicated in the Terrain Table (see pages 19 and 20).

## HELICOPTER

Unlike other Aircraft, a Helicopter can hover and therefore does not have to take a Move Action as its first Action (see pages 21 and 105), allowing it to be assigned Sustained Attack Actions.

## 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.




## INTERROGATE





If a Unit with this Skill (or a Unit Joined) uses a Close Combat Weapon to eliminate a Hero or Officer, or Execute a Hero or Officer, roll four dice for Initiative at the start of each Turn for the rest of the game.

## JAMMER

All successful dice rolls for Actions performed by an enemy Unit using a Radio within Range 6 (6 squares, 60cm, or 24") of a Unit equipped with a Jammer are re-rolled. Enemies in Command Vehicles must re-roll successful dice rolls for each attempt to perform an Action using a Radio. Jammer also affects Attack Actions and Sustained Attack Actions triggered by Artillery Observers, causing them to re-roll successful dice rolls.

## 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 Skill or other 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.



## 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. Players do not need to declare the use of this Skill prior to making the original roll.

## MECHANIC

A Unit with this Skill may be assigned a Makeshift Repair Special Action (see page 159). A Unit with the Mechanic Skill may not perform this Action while it is a Passenger or Pilot and may not target itself with the Mechanic Skill.

## MEDEVAC

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

## MERCENARY

A Unit with this Skill can be fielded by any Bloc.

## MINDLESS ZOMBIE

Mindless Zombies are Zombies that can be led by a Hero equipped with the Blutkreuz (see Blutkreuz Skill). Mindless Zombies cannot take or hold Objectives but may contest them.

## MOVE AND FIRE

A Unit with this Skill (and any Unit it has Joined or Hero that has Joined it) may either perform a free Move Action immediately before or after performing a Sustained Attack Action using Ranged Weapons, or a free Attack Action using Ranged Weapons immediately before or after taking a March Move Action.

## NAVAL UNIT

A Naval Unit treats Water as Open Terrain, 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 Water Terrain.

## NOTHIN'S EASY

Any Unit Joined by this Hero cannot gain Under Fire or Suppression tokens.

## OFFICER

A Hero that is an Officer may perform Officer Special Actions (see pages 157 and 158).

## PASSENGERS (#)

A Vehicle equipped to carry Passengers can transport Infantry Units (see pages 22 and 23). The number in parenthesis (#) indicates the number of Passenger Spaces available inside the Vehicle.


## 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 force.



## RED BANNER

All friendly Infantry Units within Range 2 (2 squares, 20 cm, or 8") and with Line of Sight to the Unit possessing the Red Banner Skill roll three dice when Rallying.

## RESURRECTION

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

## SAVAGE ANIMAL

A Unit with this Skill Hits on  as well as  with the specified Weapon.

## 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 during that Activation.

## SEALIFTER

Sealifters are Naval Units that are equipped to carry Units into battle (see page 23).



## SMALL VEHICLES

Small Vehicles always receive Cover. When in Cover, they do not gain an improved Save. Small Vehicles determine and affect Line of Sight (LoS) as if they were Infantry Units, but do block LoS for other Small Vehicles.



## SMOKE LAUNCHERS

Once per game, a Vehicle with Smoke Launchers may take a free Launch Smoke Special Action to place a Smoke Screen on itself. If playing on a grid, the Smoke Screen Area is any one square occupied by the Vehicle plus three adjacent squares that form a larger 2x2 square. The adjacent squares are chosen by the player using the Smoke Launcher and do not need to be in Line of Sight of the Vehicle launching the Smoke. When playing free-form the Artillery Area is centered on the Vehicle and size is determined by the Artillery Template located on the Dust 1947 Universal Template (see page 139).

## 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 either of the dice roll , the Spy is immediately placed within Range 1 (1 square, 10cm, or 4") of an enemy Unit. It may then take one Action for each  rolled in the initial dice roll. If the Spy is not placed, it may only perform Nothing Actions or Pass and still counts toward number of Units in play. A Spy may not join a Unit like a normal Hero.

## STEEL GUARD

Steel Guard never have a Cover Save, but always pass their Infantry Save on a roll of  as well as  and unlike other, Units Steel Guard Infantry Saves are not negated by Artillery. Only a Steel Guard Hero may Join a Steel Guard Unit and Join only Units that are Steel Guard. A Unit with this Skill also gains the Damage Resilient Skill.



## STRONGPOINT

A Strongpoint Unit must be deployed in a Strongpoint or Bunker (see pages 133 and 134).

## SUPERHUMANS

For years Earth's major powers have been working on ways to create Superhuman Soldiers. When VK powered their wildly successful Untertoten and Kampffaffe programs, Axis scientists abandoned research living with human subjects. The Allies and SSU, further behind in discovering practical applications for VK, pressed on. The Allies focused on enhancing physical attributes to make a stronger, faster, more durable Super-Soldier, while the SSU focused on enhancing the powers of the mind to render the body immune to physical harm and allow it to harness and control unconventional energy sources. After a seemingly endless string of failures, the Allied and SSU research programs saw a few unique successes. Unfortunately, these subjects remain unique, as neither has been able to replicate their scientific triumphs, and both militaries have come to the realizations that armies of Superhuman Soldiers are beyond their reach.

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 Superhumans cannot Join other Units but can share a square with them like regular Heroes.

Superhumans pass a normal Cover Save and an Infantry Save on a roll of  as well as  and benefit from enhanced forms of Cover Saves (i.e.- Bunkers) like other Units

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







## SUPPORT WEAPON

Support Weapons have three or four Soldiers on the same base. If they've sustained Damage, Support Weapon Units have one Soldier left for each point remaining on their Damage Track. 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.

## 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.

## TRACKED

A Tracked Vehicle Unit's Move and March Move Actions are affected by the type of Terrain being crossed as indicated in the Terrain Table (see pages 19 and 20).



## TRAILBLAZER

A Unit with the Trailblazer Skill (and any Unit it has Joined or Hero that has Joined it) can move through enemy Units.

## WHEELED

A Wheeled Vehicle Unit's Move and March Move Actions are affected by the type of Terrain being crossed as indicated in the Terrain Table (see pages 19 and 20).

## ZOMBIE

A Zombie Unit never makes Cover Saves, but always passes its Infantry Saves on a roll of  as well as . An Officer, Medic, or Mechanic cannot target a Zombie with their Command Squad Special Actions. A Zombie Unit can never mount a Vehicle or Aircraft as Passengers. Only a Zombie Hero may Join a Zombie Unit. Zombie Heroes cannot Join Units that are not Zombies.



# COMMAND ACTIONS



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

## OFFICER SPECIAL ACTIONS

Officers lead your force, keeping them moving, supplied with ammunition, and fighting under fire. Officers may be part of a Command Squad or may be an individual Hero with the Officer Skill.

Radio Operators allow Officers to communicate with Units at a distance. Command Squads and Heroes with Infantry Armor 3 or 4 combine the roles of Officer and Radio Operator into one Soldier. Vehicles always have a Radio Operator. An Officer piloting a Vehicle also has access to a radio, allowing them to issue commands as if they had access to a Radio Operator.


## AMMO DROP

A Unit with an Officer may take an Ammo Drop Special Action. If they do so, roll a die. On a roll of  or , the player selects any ground Unit that is within Line of Sight and Range 2 (2 squares, 20cm, or 8") of the Officer, and that has Limited Ammo Weapons (see page 141), and replenishes it back to a full supply of ammunition.

If the Officer has access to a Radio Operator or Radio, they can request an Ammo Drop for any ground Unit in the play area.





## GET MOVING YOU BUNCH OF MONKEYS

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

With a successful Get Moving You Bunch of Monkeys Special Action, the player Activates two Units consecutively. A Unit may only be Reactivated once per Turn. If the Officer has access to a Radio Operator or Radio, they can Reactivate any Unit in the play area.

## RALLY



An Officer may take a Rally Special Action to remove Under Fire, Suppression, or Stunned tokens from one or more Units. The player can either select all Units that are within Line of Sight and Range 2 (2 squares, 20 cm, or 8") of the Officer or if the Officer has access to a Radio Operator or Radio, they can select any one Unit anywhere in the play area to Rally. For each Unit Rallied, roll two dice. If both dice roll , remove all tokens. If only one die rolls , and the Unit has a Suppression token, replace the Suppression token with an Under Fire token; otherwise remove the Under Fire token from the Unit.



## MEDIC SPECIAL ACTIONS

Medics treat wounds on the battlefield and help exhausted Units overcome 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 roll of  or  the player selects any Infantry Unit that is within Line of Sight and Range 1 (an adjacent square, 10cm, or 4") of the Medic. If the Unit is a Support Weapon or Hero, one point of Damage is removed from Unit; otherwise, an eliminated miniature is returned to the Unit. Unit may perform this Skill on themselves.




Returning an eliminated miniature does not change the amount of ammunition the Unit has for any Limited-Ammo Weapons (see page 141).

### INJECT STIMULANTS

Some Medics are issued experimental stimulants. These drugs are somewhat unstable and no one quite knows the full extent of their side effects, but desperate times call for desperate measures.

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, 10cm, or 4") of the Medic to receive a Stimulants token.

If a Unit Activates while it has a Stimulants token, it removes the token and rolls a die. Depending on the roll, the Unit:


- On a , the player chooses either of the Stimulant Effects listed below.
- On a , the Unit treats an attack Action as a Sustained Attack Action.
- On a , the Unit treats a Move Action as a March Move Action.

Either Stimulant Effect results in the Unit taking three Actions during the current Activation (this can never cause a Unit to take more than three Actions in a single Activation).

## MECHANIC SPECIAL ACTIONS

Mechanics perform battlefield repairs, fixing minor battle damage to keep vehicles operational.

### MAKESHIFT REPAIR

A Unit with a Mechanic may take a Makeshift Repair Action. If they do so, the Unit Targets a Vehicle that is within Line of Sight and Range 1 (an adjacent square, 10 cm, or 4") of the Mechanic, and rolls five dice. Each roll of , returns one point of Damage to the Target Vehicle. Mechanics cannot be Passengers and perform this Action.

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**1947**

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