# DUST TACTICS

# BATTLEFIELD

*Dust Tactics Battlefield* is the same game as *Dust Tactics*, except that it is played on a three-dimensional modelled gaming table rather than a gridded map and distances are measured with a tape rather than in squares. The basic game mechanics are the same for both games, although some rules have been adjusted for the more free-form style of playing on three-dimensional terrain, so once you have learned *Dust Tactics*, its just a small step to the tabletop. *Dust Tactics Battlefield* also adds a few extra rules for things like units being suppressed by heavy fire.

## Playing *Dust Tactics Battlefield*

The process for playing a game of *Dust Tactics Battlefield* is essentially the same as that for *Dust Tactics*.

### Starting the Game
Before starting a game, players must choose a scenario to play and set up the gaming table according to the scenario's instructions. New players will find the Free-for-All scenario (see page 65) the easiest to learn.

The players then choose their forces. New players will find the forces in the starter boxed sets easy to use and balanced. If these forces are not available, the players should choose a force totalling 50 points (see page 63) for their first game.

### Gaming Table
*Dust Tactics Battlefield* is the same game as *Dust Tactics* played on a three-dimensional gaming table. It has no squares, making it a more free-form game. Most players play on a dining table or a dedicated 180cm x 120cm or 6' x 4' gaming table.

### Measurements
Before the game, the players should agree which measuring system they are using, either the metric system (centimetres) or the Imperial system (inches). The game measures movement and ranges in units of 10cm or 4", making it easy to use either system.

Measurements to infantry miniatures are made from the edge of the base. Measurements to vehicles and aircraft are made to and from the miniature's body or turret. A miniature's arms, legs, tracks, weapons, backpacks, and other equipment are ignored when measuring or looking to and from a miniature.

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

### Dust Dice
Dust uses dice to determine whether your troops succeed in things like shooting the enemy, taking cover, and helping a wounded comrade. Each die has two sides showing an army ✪ symbol (✪ for the Allies, ✖ for the Axis, ☭ for the SSU), two sides showing a target ⊕ symbol, and two sides showing a shield ⛉ symbol.

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

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

1. Roll for initiative to determine which player goes first.

2. The first player activates one of their units.

3. The second player then activates one of their units.

4. The players continue to alternate activating their units until all units have been activated.

### Ending the Game
The game ends at the end of a turn when:

- All of one player's units on the board are destroyed,

- One of the players achieves their scenario objective, or

- The scenario reaches its turn limit.

At this point players work out who won (see page 63).

# Unit Cards

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

## Unit Name and Description
This is the unit's name and a short description or official designation.

## Bloc Symbol
This symbol tells which bloc the unit belongs to.

Allies

Axis

SSU

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

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

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

Vehicle units (walkers and tanks).

Aircraft units.

## Move Rating
This shows the movement rating of the unit, that is, how far it can move in an action. *See page 43.*

## March Move Rating
This shows the march movement rating of the unit. *See page 43.*

## Armour Rating
This shows the armour rating of the unit. *See page 46.*

## Weapons Chart
This shows the weapons carried by the unit and their effects. The top row shows the armour ratings of targets, and each weapon's row shows its range and effectiveness against each type of target. *See page 46.*

### GUNNERS
RANGER COMBAT SQUAD

• M9 BAZOOKA: GRENADE •
• UNDER-BARREL GRENADE LAUNCHER: GRENADE •

→ 2
→ 4
🏃 2

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **A** 4x M1 AUTOMATIC RIFLE | | | | | | | | | | | | | | |
| 6 | 2/1 | 2/1 | 1/1 | 1/1 | 1/1 | 1/1 | – | – | – | – | – | 1/1 | 1/1 | – |
| **B** 4x UNDER-BARREL GRENADE LAUNCHER (LTD AMMO ☐☐☐☐) | | | | | | | | | | | | | | |
| 3 | 1/2 | 1/2 | 1/2 | 1/2 | 1/2 | 1/3 | 1/2 | 1/2 | 1/1 | 1/1 | – | – | – | – |
| **C** 1x M9 BAZOOKA | | | | | | | | | | | | | | |
| 4 | 1/3 | 1/3 | 1/3 | 1/3 | 1/2 | 1/2 | 1/4 | 1/4 | 1/3 | 1/3 | 1/2 | – | – | – |

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

## Vehicle and Aircraft Size and Hero
This indicates that a vehicle or aircraft is large or huge, or that a soldier is a hero.

## Damage Track
This appears on support weapons, heroes, and vehicles. There is one tick box for each point of damage the unit can take. Mark these off as the unit suffers damage. *See page 57.* Other infantry units without a damage capacity rating and a damage track remove miniatures to indicate losses.

### STURMKÖNIG
SCHWERER
PANZERKAMPFLAUFER VI B
(HEAVY FLAK)

• ADVANCED REACTIVE FIRE •

→ 2
→ 3
🚗 6

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **A** 1x QUAD 8.8CM FLAKV 47 GUNS | | | | | | | | | | | | | | FRONT |
| 18 | ✊2/2 | ✊2/1 | ✊1/1 | ✊1/1 | 4/2 | 4/2 | 4/2 | 4/5 | 3/4 | 2/4 | 2/3 | 4/4 | 3/4 | 2/3 |
| **B** 1x TWIN MG 44Z | | | | | | | | | | | | | | FRONT |
| 6 | 12/1 | 11/1 | 8/1 | 4/1 | 7/1 | 3/1 | – | – | – | – | – | – | – | – |

**LARGE VEHICLE**

✚✚✚✚✚ ✚✚✚  🩹8

## Damage Capacity
This shows how much damage the unit can take before being destroyed. *See page 57.*

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

## Army Points Value
This shows the relative value of the unit in army points. Use this value when determining what force you can build. *See Choosing Your Force, page 63.*

## Bloc Symbol
This symbol tells which bloc the unit belongs to.

**Allies**

**Axis**

**SSU**

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

**GUNNERS**
RANGER COMBAT SQUAD

**GRENADE:** Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TA029
2014

## Unit Name and Description
This is the unit's name and a short description or official designation.

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

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

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

## Armour Ratings

The various armour types are as follows:

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

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

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

## Roll for Initiative

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

### Activation

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

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

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

### Passing

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

### Activating a Unit

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

The Actions a Unit can perform are:

- Nothing (page 43)
- Move (page 43)
- March Move (uses two Actions) (page 43)
- Attack (page 46)
- Sustained Attack (uses two Actions) (page 51)
- Special (pages 96 to 105)

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

### No More Than Three Actions

Some special actions and skills (see pages 96 to 105) allow Units to take three Actions instead of two. These effects are not cumulative, so a Unit can never perform more than three Actions during an Activation.

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### Activations

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

**1** *The Axis player activates The Ghosts, moving them behind the trees and attacking the Bot Hunters.*

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

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

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



**1** THE GHOSTS MOVE & ATTACK

**2** GRIM REAPERS SUSTAINED ATTACK

**6** POUNDER MOVE & ATTACK

**4** BOT HUNTERS MOVE & NOTHING

**3** AXIS PLAYER PASSES

**5** LUDWIG MOVE & ATTACK

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

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

## Nothing Actions

The Activated Unit can spend its Action doing nothing.

## Move and March Move Actions

A Unit's Move rating indicates the distance that each miniature in the Unit can move in each Move Action (see the Movement Distance table). Miniatures may move less distance than their maximum movement.

The facing of the miniature does not matter for movement, so a Vehicle or Aircraft may move forwards, backwards, or sideways, and end their move facing in any direction, as long as the rotation does not increase the distance moved.

### March Move Actions

A Unit making a March Move Action moves each of its miniatures the distance indicated by its March Move rating (see the Movement Distance table) rather than its Move rating.

### Aircraft Must Move

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

### Movement Distance

The distance that a Unit can move is given by its Move and March Move ratings. Each point of Move or March Move rating allows the Unit to move 10cm or 4" (depending on the measurement system used in your area). The following table converts ratings into distances moved.

| Move Rating | Centimetres Moved | Inches Moved |
|---|---|---|
| 1 | 10cm | 4" |
| 2 | 20cm | 8" |
| 3 | 30cm | 12" |
| 4 | 40cm | 16" |
| 5 | 50cm | 20" |
| 6 | 60cm | 24" |
| 7 | 70cm | 28" |
| 8 | 80cm | 32" |
| 12 | 120cm | 48" |
| 24 | 240cm | 96" |



**Move and March Move Actions**
*A Ludwig has a Move rating of 2 and a March Move rating of 4. This means that it can take a Move of up to 20cm or 8" and perform a second action, or take a March Move action of 40cm or 8".*

*In this case, the Ludwig decides to take a Move action, followed by a Shoot action targeting the Pounder in the woods.*

POUNDER

LUDWIG

*The Ludwig can face in any direction at the end of its movement, as long as the rotation does not increase the distance moved.*

## Infantry Stick Together

Infantry Units must end their movement with all of their miniatures within 15cm (approximately 6") of every other miniature in the Unit. In other words, the whole Unit must be placed so that every miniature is at least partly under a Blast template (there is a Blast template for you to photocopy at the back of the book).



**Infantry Stick Together**
*As an Infantry unit, The Ghosts must always end their movement with all of their miniatures within 15cm of each other. They can be in any formation within this limitation.*

**15CM**

**15CM**

⚔ THE GHOSTS

*The Ghosts start their movement in a loose formation, and finish their movement in a skirmish line, taking cover behind the anti-tank traps.*

## Moving Through Other Units

A miniature cannot end its movement with its base on or overlapping another miniature's base, nor any other part of the miniature resting on another miniature.

Infantry and Vehicle miniatures cannot pass through enemy Infantry or Vehicle miniatures, but can move under an enemy Aircraft.

A Vehicle cannot pass through a friendly Vehicle, but other than that, any miniature may pass through a friendly miniature.



**No Moving Through Enemy Units**
*The Hotdog cannot move through an enemy unit like The Cursed, so cannot move up the side street.*

⚔ THE CURSED

★ THE GUNNERS

HOTDOG

**Moving Through Friendly Infantry**
*The Hotdog can move through friendly infantry, so it can move through The Gunners and along the street, as long as it does not end its movement on top of them.*

**Moving Through Terrain**
*The Pounder has a Move rating of 3. The Allied player wants it to move through the woods and out the other side to engage the Karl Marx super heavy tank. Since miniatures are slowed to a Move rating of 2 (20 cm or 8") when moving through terrain, it cannot reach the far side of the woods unless it performs a March Move Action. The player decides to use a March Move Action to move to the edge of the woods and halt in cover before engaging the Karl Marx next turn.*

**POUNDER**

**Tracked Vehicles Moving Through Terrain**
*After trying to destroy the Pounder with an Attack action, the Karl Marx performs a Move Action to back into the woods and out of sight.*

*As a Tracked vehicle, it must roll a die when moving in terrain. It scores a ⊕, getting stuck on a tree stump or some other obstacle, forcing it to stop moving where it is. If it had rolled a ☭ or 🛡, it would have been able to move into the woods unhindered.*

**KARL MARX**

## Moving Through Terrain

Miniatures can only move up to Move rating 2 (20cm or 8") or March Move rating 4 (40cm or 16") when moving into, through, or out of Terrain features such as trees, hedges, standing crops, hills, gullies, streams, rivers, and swamps, piles of crates, rubble, and the interior of buildings. If a miniature has already moved more than this when it reaches a Terrain feature, it halts instead of entering the Terrain, and must wait until its next Activation to continue.

### Tracked Vehicles in Terrain

A Tracked Vehicle rolls a die when attempting to move into, through, or out of Terrain. On a score of ✪ or 🛡, the Vehicle is free to complete its movement. On a score of ⊕, the Vehicle becomes stuck and ceases moving until the end of its Activation.

### Half-tracked and Wheeled Vehicles in Terrain

A Half-tracked or Wheeled Vehicle rolls a die when attempting to move into, through, or out of Terrain. On a score of ✪, the Vehicle is free to complete its movement. On a score of ⊕ or 🛡, the Vehicle becomes stuck and ceases moving until the end of its Activation.

### Area Terrain

Woods and similar Terrain features are represented as Area Terrain, with a base representing the area covered by the Terrain and models of tress scattered across the base. Players can move the trees and other terrain models around the base to allow their models to move across the base and through the woods.

## Impassable Terrain

Some Terrain features like the walls of buildings, cliffs, and deep water are Impassable terrain. Units cannot move through Impassable terrain.

### Anti-tank Traps

Anti-tank traps are unusual terrain, being Impassable to Vehicles, but only slow down Infantry Units like normal terrain.

## Walls and Buildings

Units cannot move through the wall of a building, but may move through doorways and other openings that are large enough to fit them. Infantry Units may move through windows, but Vehicles cannot.

### Moving Vertically

Infantry Units can move up and down between floors in a building. To do this simply add the vertical distance climbed to the horizontal distance moved.

## Aircraft Move Over Terrain

Aircraft fly over the battlefield, so can move across any terrain and buildings. They can end their movement anywhere within their movement distance, as long as their base can be placed reasonably flat on the tabletop.

Aircraft can never enter terrain or buildings and are placed above them rather than in them.

## Attack and Sustained Attack Actions

**To perform an attack, follow these steps in order:**

*1 – Check Field of Fire* (page 46)
*2 – Check Range* (page 47)
*3 – Check Line of Sight* (page 48)
*4 – Declare Targets* (page 50)
*5 – Roll To Hit* (page 51)
*6 – Roll Saves* (page 54)
*7 – Apply Damage* (page 56)

### 1) Check Field of Fire

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

Vehicle and Aircraft weapons have four possible Fields of Fire:
- Turret-mounted weapons can attack targets in any direction.
- Front-mounted weapons can only attack targets up to 45 degrees on either side of the direction the Vehicle or Aircraft is facing.
- Side-mounted weapons can only attack targets in the 180 degrees to the side of the Vehicle (excluding the area directly ahead of or behind it).
- Rear-mounted weapons can only attack targets up to 45 degrees on either side of the rear of the Vehicle's or Aircraft's facing.

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

### Check Field of Fire

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

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



*Ludwig can Shoot into the White Area with its Dual 8.8cm FpKZw guns*

POUNDER

LUDWIG
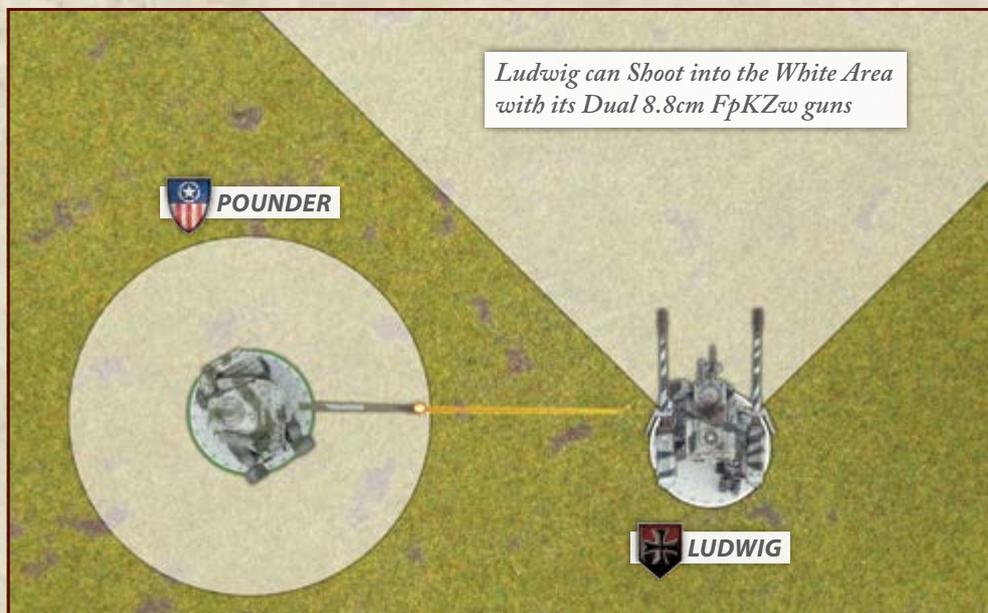
### Range

This shows the maximum range at which that the weapon can shoot.

### Weapons Chart

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



| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **A** | 1x DUAL 8.8cm FPKZW GUNS | | | | | | | | | | | | | FRONT |
| 14 | ✊/2 | ✊/1 | ✊/1 | ✊/1 | 2/☠ | 2/☠ | 2/5 | 2/4 | 2/4 | 1/3 | 1/3 | – | – | – |
| **B** | 1x MG 44 | | | | | | | | | | | | | TURRET |
| 6 | 7/1 | 6/1 | 4/1 | 3/1 | 4/1 | 2/1 | – | – | – | – | – | 2/1 | 2/1 | |

### Field of Fire

A weapon's field of fire describes its arc of fire.
- Turret weapons shoot in any direction.
- Front weapons shoot 45 degrees either side of straight ahead.
- Side weapons shoot 180 degrees to one side of the vehicle.
- Rear weapons shoot 45 degrees either side of straight behind.

### Combat Dice and Damage

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

### Number of Dice

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

## 2) Check Range

A weapon can only attack a target that is within its Range. Look up the Range for each weapon on the Weapons Chart of the Unit Card and cross reference it with the Attack Range table to see how far a weapon can shoot.

Range is measured from each attacking miniature to the nearest miniature in the target Unit. This could mean that some miniatures in an Unit are in range to attack a particular enemy Unit, while others are not and will have to attack a different Unit or not attack at all.

Measurements to Infantry are made to and from the edge of the base. Measurements to Vehicles and Aircraft are made to and from the miniature's body, hull, or turret.

### Minimum Range (#–#)

Mortars and artillery lob their shells high into the air, the huge shells arcing down to blast the target with a massive explosion. They can't bring their fire down too close as they'd risk accidentally hitting themselves. These weapons have their Range given as a minimum range and a maximum range separated by a dash.
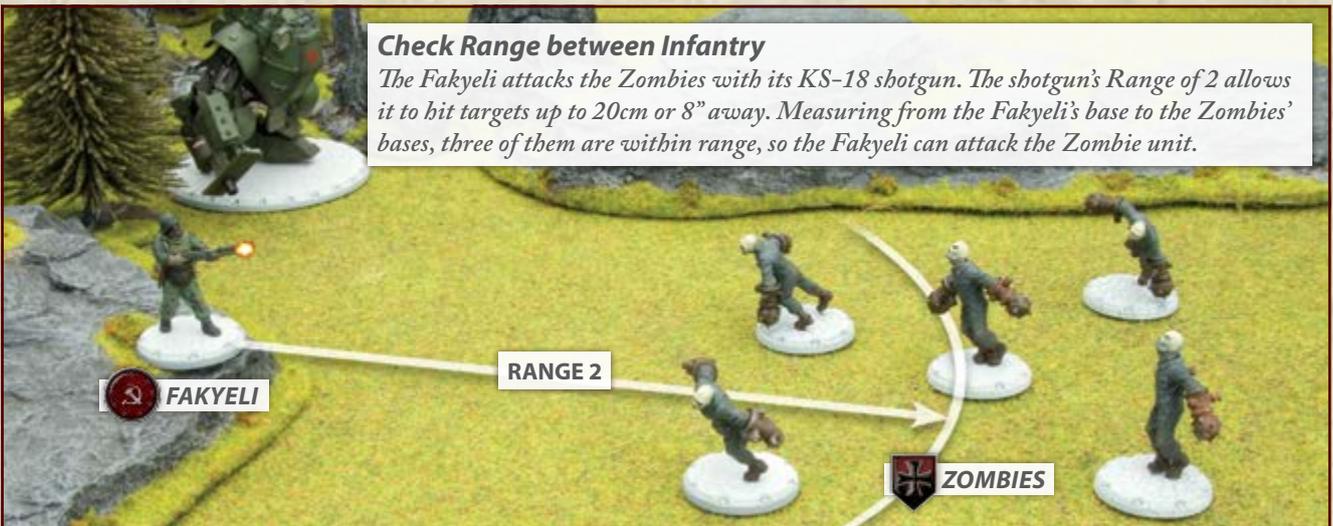
### Close-Combat (C)

Close-Combat weapons can only be used against targets in close combat, and are identified as Range C. Other types of weapons are referred to as Ranged Weapons. The rules for Close-Combat Weapons are on page 59.

### Attack Range

Each point of Range rating gives a weapon a range of 10cm or 4" (depending on the measurement system used in your area). The following table converts ratings into Range measurements.

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



**Check Range between Infantry**
*The Fakyeli attacks the Zombies with its KS-18 shotgun. The shotgun's Range of 2 allows it to hit targets up to 20cm or 8" away. Measuring from the Fakyeli's base to the Zombies' bases, three of them are within range, so the Fakyeli can attack the Zombie unit.*

RANGE 2

FAKYELI

ZOMBIES



**Check Range between Vehicles**
*The Hermann attacks the Babushka with its laser. The range is measured from the closes part of its body (ignoring the protruding laser) to the closest part of the Babushka's body (also ignoring its protruding Gatling guns.*

HERMANN

**Check Range between Vehicles and Infantry**
*Measure the range from the closest point on the body of the walker to the closest point on the base of the Steel Tornado.*

STEEL TORNADO

BABUSHKA

**Check Line of Sight**
The Pounder cannot target the Ludwig because the building hides its body, leaving only the gun visible.

LUDWIG

The Pounder can target The Ghosts because it can draw an uninterrupted line to the head or body of at least one miniature.

FLAK BOYS

THE GHOSTS

POUNDER

The Pounder can target the Flak Boys squad because it can trace an uninterrupted line between its turret and the squad's miniatures.

## 3) Check Line of Sight

A weapon can only attack a target that is within its Line of Sight. To establish Line of Sight, a player must trace an imaginary line from any point on the attacking miniature's body, head, hull, or turret to any point on the body, head, hull, or turret of a miniature in the target Unit. The best way to do this is to get down to the level of the miniature and see what it could see.

If all of these imaginary lines from the attacking miniature to the target miniatures pass through or touch terrain, a Vehicle, or an Aircraft, then the Line of Sight is blocked. This can mean that some miniatures in a Unit have Line of Sight to a Unit, while others don't and will have to attack another Unit or not attack at all.

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

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

### Line of Sight Through Units

An Infantry miniature does not block Line of Sight, but a Vehicle or Aircraft does block Line of Sight.



**Line of Sight Through Units**
The Flak Boys can target Koshka as they have a line of sight to her head and shoulders over the Vladimir Lenin tank. They do not have a line of sight to the Nadya walker as it cannot see its body with the tank in the way.

VLADIMIR LENIN

NADYA

KOSHKA

RED THUNDER
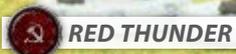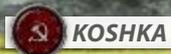
FLAK BOYS

Although the Red Thunder squad is between the Flak Boys and Koshka, they do not block line of sight as they hit the dirt to get out of the way.

**Line of Sight and Woods**

*The Luther has line of sight to the Red Thunder squad in the woods as they are within 10cm or 4" of the nearer edge. It can also see the Steel Death snipers behind the tree line because they are less than 10cm or 4" through the trees.*

*The Ludwig cannot see the Nadya or Melor KV-47 walkers because they are too far behind the tree line and the edge of the woods.*

LUTHER
MELOR
RED THUNDER
STEEL DEATH
NADYA

## Line of Sight Through Woods

Woods and other trees are Area Terrain. Line of Sight between a Unit outside a wood and a Unit inside or through the wood is blocked unless one or both Units are within Range 1 (4" or 10cm) of the edge along the Line of Sight. Line of Sight within a large wood is blocked after Range 3 (at 12" or 30cm).

## Line of Sight Through Buildings

Buildings are also Area Terrain. 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 (4" or 10cm) of the wall along the Line of Sight. Line of Sight within a large building is blocked after Range 3 (at 12" or 30cm).

## Line of Sight Through Smoke

Smoke is Area Terrain. Line of Sight between a Unit outside a Smoke Screen and a Unit inside or through the Smoke Screen is blocked unless one or both Units are within Range 1 (4" or 10cm) of the edge along the Line of Sight.

## Line of Sight to Aircraft

Aircraft fly low to avoid deadly new anti-aircraft weapons, using their vectored thrust to dodge and weave around terrain. Aircraft are treated in the same way as Vehicles, except that they sit above the table on their flying stand.



**Line of Sight and Buildings**

*The Steel Death snipers can see the Flak Boys through the windows of the building (although one is out of line of sight as its head and body are hidden). They cannot see The Ghosts at the back of the building as they are more than 10cm or 4" from the nearer edge of the building.*

STEEL DEATH
FLAK BOYS
THE GHOSTS
STEEL FIST
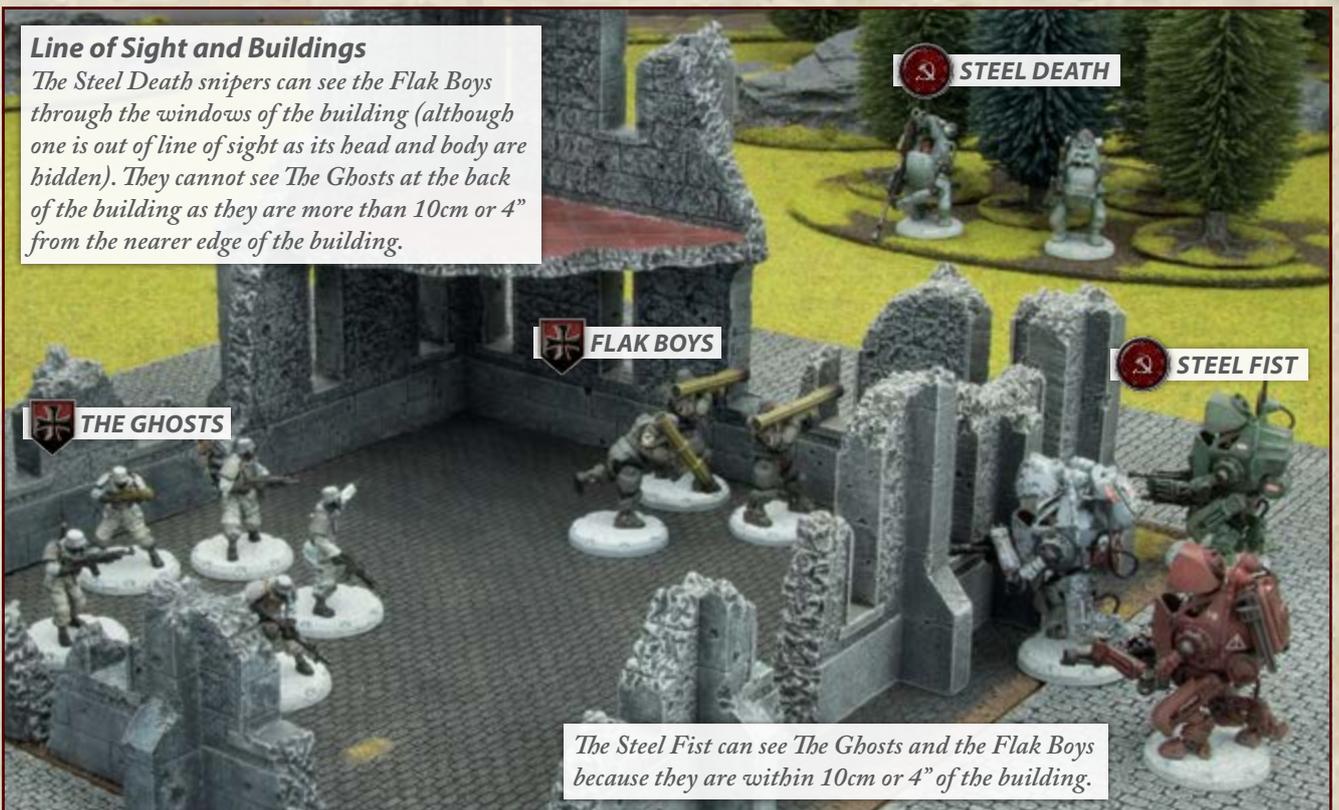
*The Steel Fist can see The Ghosts and the Flak Boys because they are within 10cm or 4" of the building.*

## 4) Declare Targets

After checking the Range and Line of Sight to potential targets, a player must declare each weapon's target. In addition, they must declare any Skills that they will use. A Unit may elect not to use some of its weapons or Skills.

When performing attacks, they are all considered simultaneous. If a player declares a Unit is firing all its weapons against the same target but destroys it with the first weapon, the other weapons are still used in the attack. If a player declares that a Unit is using a Limited-Ammo Weapon (such as a Panzerfaust), they use that ammo, even if the other weapons destroy the target Unit first.

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

### Soldiers with Several Weapons

Each surviving soldier in an Infantry Squad can only use one Ranged Weapon and one Close-Combat Weapon (see page 59) in each Attack Action. If they have several Ranged Weapons available to them, they must choose which one they will use for each Attack Action.

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

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

### Vehicle Crews

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

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

## Units with Multiple Weapons

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



### Units with Multiple Weapons

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

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

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



### Vehicle Crews

*The Red Fury could fire its 100mm BS-3S gun and three crew armed with PPSh-48 submachine-guns. Rather than firing a Blast template with its main gun, the player elects to attack with the crew's submachine-guns instead. As it has already taken a point of damage and only has two points left, it can only fire two PPSh-48 submachine-guns at The Cursed.*

## Roll to Hit Infantry

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

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

**RED THUNDER**

**THE GHOSTS**
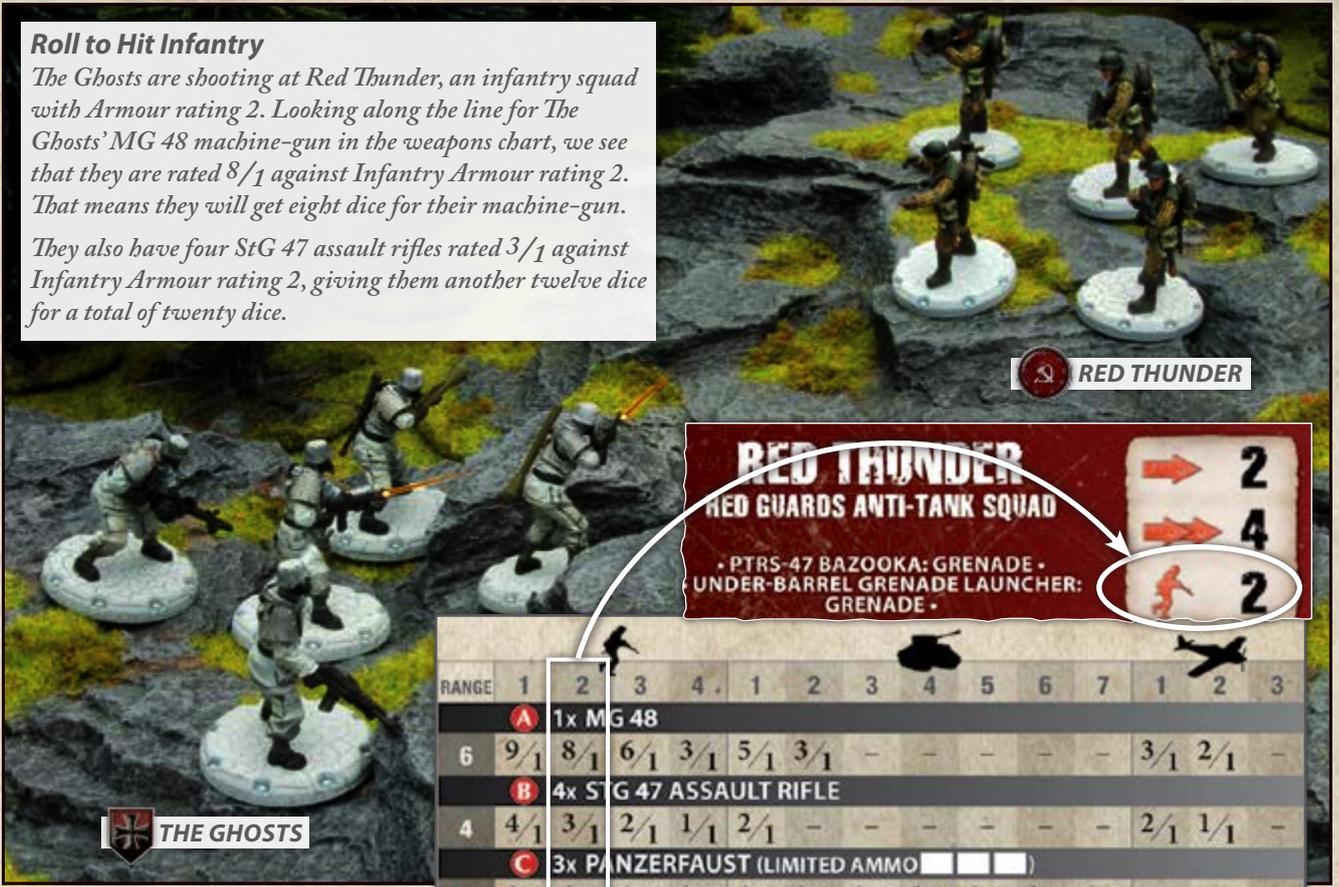
**RED THUNDER**
**RED GUARDS ANTI-TANK SQUAD**
• PTRS-47 BAZOOKA: GRENADE •
• UNDER-BARREL GRENADE LAUNCHER: GRENADE •

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **A** 1x MG 48 | | | | | | | | | | | | | | |
| 6 | 9/1 | 8/1 | 6/1 | 3/1 | 5/1 | 3/1 | – | – | – | – | – | 3/1 | 2/1 | – |
| **B** 4x STG 47 ASSAULT RIFLE | | | | | | | | | | | | | | |
| 4 | 4/1 | 3/1 | 2/1 | 1/1 | 2/1 | – | – | – | – | – | – | 2/1 | 1/1 | – |
| **C** 3x PANZERFAUST (LIMITED AMMO ☐ ☐ ☐ ) | | | | | | | | | | | | | | |
| 3 | 1/4 | 1/4 | 1/4 | 1/4 | 1/2 | 1/2 | 1/5 | 1/4 | 1/4 | 1/3 | 1/3 | – | – | – |

## 5) Roll To Hit

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

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

## Sustained Attack Action

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

## Roll to Hit a Vehicle

The Ghosts are shooting at Matrioshka, a vehicle with Armour rating 5. Both the MG 48 and the StG 47 have a dash in the Vehicle Armour rating 5 column, indicating they cannot hurt it. Their only option is to use their Panzerfaust anti-tank weapons, which are rated 1/4. If they elected to fire all three of their precious Panzerfausts, they would roll three dice.

**MATRIOSHKA**

**LUDWIG**

**THE GHOSTS**

## Sustained Attack

Later in the turn, the Ludwig activates and performs a Sustained Attack action. Its dual 8.8cm FpKZw guns roll two dice against the Matrioshka's Vehicle Armour 5. It hits with a roll of ✠, and misses with a ⊕. As it is performing a Sustained Attack, it can re-roll the die that did not hit. The re-roll is a ✠ scoring another hit, so the Ludwig scores two hits in total.

## Blast Weapons

Some weapons explode with a huge blast or spray burning fuel across an area. These weapons have a 🔥 before the slash.

When making an attack with a Blast weapon, the player places a Blast template (there is a Blast template for you to photocopy at the back of the book) with its centre positioned anywhere within the weapon's Field of Fire, Range, and Line of Sight.

Rather than rolling a set number of dice when a Blast Weapon attacks, roll one die for each miniature, including friendly miniatures, that has its base (if Infantry) or body, hull, or turret (if a Vehicle or Aircraft) at least partly under the Blast template. If the weapon shows multiple 🔥, roll one die per 🔥 for each miniature. Support weapons have multiple infantry miniatures mounted on a single base, so roll one die for each miniature on the base.

Miniatures that are not in Line of Sight of the centre of the Blast template cannot be hit and do not count as being under the template.

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 centre 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 must decide which they will use. They can either attack Infantry using the Blast template (leaving the Vehicle unharmed), or fire armour-piercing rounds against the Vehicle (leaving the Infantry unharmed).

### Blast Weapons

*The Hans fires its Paired Panzerwerfer at the Grim Reapers. The Axis player places the centre of the Blast template within the weapon's Range of 6 (24" or 60cm) and in line of sight of Hans. As all three Grim Reapers are under the Blast template, the player rolls three dice to hit them.*

*The Blast template also covers two of The Gunners, so the Axis player rolls two more dice to hit them as well.*

### Mixed Targets

*If the Hans had placed the Blast template over The Gunners, it could have caught the Steel Rain under the template. However, since the Paired Panzerwerfer has a rating of 3/6 against its Vehicle Armour rating of 4, rather than a 🔥, the Blast will not hurt it.*

*If the Hans wanted to attack the Steel Rain, it would need to target it directly, and would not then have a Blast effect against The Gunners.*

**FACELESS DEATH**

**HOTDOG**

**RANGE 2 AND 3 FLAME TEMPLATE**

**THE CURSED**

*The Flame template touches or covers two of the Faceless Death and three of The Cursed, so the Allied player rolls two dice to hit the Faceless Death and three more dice to hit The Cursed.*

### Flame Weapons
*The Hotdog fires its Napalm Thrower at the Faceless Death. The Allied player places the Range 2 Flame template touching the body of the Hotdog and across the Faceless Death.*

## Flame Weapons

Flame weapons shoot a jet of burning fuel, making them lethal, not just to their target, but to anything in the flame's path. Flame weapons (marked as Flame in the Special rules section of the Unit Card) are Blast Weapons that use the various Flame templates. There is a separate Flame template for Range 1 weapons and Range 2 and 3 Flame weapons.

When making an attack with a Flame weapon, place the Flame template touching the base of an attacking Infantry miniature, or the body, hull, or turret of an attacking Vehicle (or the end of the flame weapon if Range 3), so that the template points at the centre of the miniature, and the entire template is in the weapon's Field of Fire.



**HOTDOG**
**M3B MEDIUM COMBAT WALKER—NAPALM**

3
5
4

**· NAPALM THROWER: FLAME ·**

Unlike a normal Blast template, only miniatures in Line of Sight of the attacking miniature can be hit and count as being under the template. Those out of Line of Sight cannot be hit.

As with other Blast weapons, a Flame weapon rolls for each miniature under the template. However, unlike other Blast weapons, a Flame weapon cannot hit miniatures that are out of the attacking miniature's Line of Sight, so does not roll a die for these miniatures.

### Flame Weapons Cannot Shoot Around Corners
*The Fireball attacks the Steel Tornadoes with its Heavy Napalm Thrower. As the third Steel Tornado is behind the building, so not in the Fireball's line of sight, the Fireball cannot hit it. This leaves two valid targets under the template. The Heavy Napalm Thrower is rated ♨♨/4 against Infantry Armour rating 4, so the Allied player rolls four dice to hit (two for each Steel Guardsman it can hit).*

**FIREBALL**

**RANGE 2 AND 3 FLAME TEMPLATE**

**THE GUNNERS**

**STEEL TORNADO**

### Flame Weapons Hitting Friendly Troops
*Unfortunately, The Gunners are between the Fireball and the Steel Tornadoes, so the template covers one of them as well. As a result, the Allied player must attack The Gunners, rolling two dice to hit them as it is rated ♨♨/☠ against Infantry Armour rating 2.*

**Cover Saves**
*The Wildfire has hit The Panzers four times with its quadruple .50 cal machine-guns. Two of The Panzers have their bodies at least partly concealed by the building, so are in Cover. As this is at least half of the unit, the unit is in Cover and will get a Cover Save.*

⬡ **WILDFIRE**

*The Axis player rolls four dice (one for each hit), cancelling a hit for each ✠ or 🛡 rolled. They score ✠ ✠ 🛡 ⊕, cancelling three of the hits, so The Panzers only take one hit.*

✠ **THE PANZERS**

## 6) Roll Saves

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

### Cover Saves

A miniature is in Cover if the attacking miniature cannot draw a line from at least one point on its body, head, hull, or turret to all points in the target miniature's body, head, hull, or turret without passing through intervening Terrain or Smoke. If there is no Line of Sight to a miniature, that miniature is in Cover. An Infantry Unit is in Cover from an attacking miniature if at least half of the Unit is in Cover from that attacking miniature.

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

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

A Unit may be in Cover from some miniatures in the attacking Unit, but not from others. In this case, the attacking player needs to roll the combat dice separately for those miniatures for which the target Unit is in Cover from those for which it is not.



**Cover Saves from some of the Unit**
*Two of The Panzers survive and return fire on the Wildfire. One of the surviving Panzers has a clear line of sight to the Wildfire, while the building gives it Cover from the other.*

✠ **THE PANZERS**
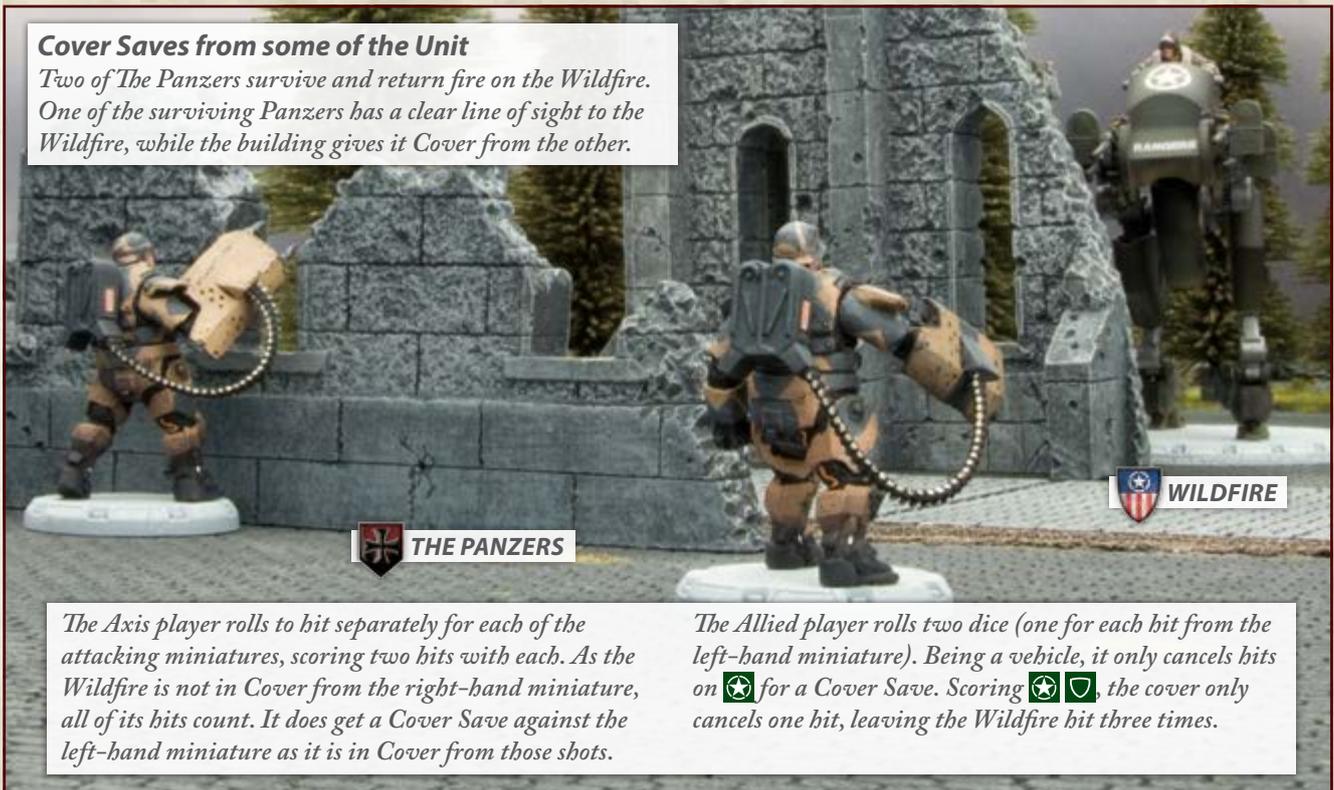
⬡ **WILDFIRE**

*The Axis player rolls to hit separately for each of the attacking miniatures, scoring two hits with each. As the Wildfire is not in Cover from the right-hand miniature, all of its hits count. It does get a Cover Save against the left-hand miniature as it is in Cover from those shots.*

*The Allied player rolls two dice (one for each hit from the left-hand miniature). Being a vehicle, it only cancels hits on ✪ for a Cover Save. Scoring ✪ 🛡, the cover only cancels one hit, leaving the Wildfire hit three times.*

**Cover Saves**
*This Flamm-Luther is not in Cover as its entire body is visible, even though its arms and legs are partly concealed.*

*This Flamm-luther is in Cover as the tree conceals part of its body.*

*This Flamm-luther is also in Cover as the rocks conceal the lower part of its body.*

FLAMM-LUTHER

## Cover in Area Terrain

A miniature at least partly in or behind Area Terrain is in Cover since the Terrain partly hides the unit.

## Cover From Blast Weapons

Blast weapons are treated like any other weapon in that a target Unit is in Cover if the attacking miniature cannot see all of its body, head, hull, and turret.

## Infantry Saves

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

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



**Saves Against Blast Weapons**
*The Nikita attacks with its dual quad 120mm grenade launchers using a Blast template. The template covers both the Grim Reapers and The Gunners, scoring three hits on each Unit.*

*The Grim Reapers are in Cover from the Nikita, so get a Cover Save, while The Gunners are not and just get an Infantry Save.*

NIKITA

GRIM REAPERS

BLAST TEMPLATE

**Infantry Saves**
*As The Gunners are not in Cover, they get an Infantry Save, cancel-ling hits on score of ⊕. With a roll of ⊕ ▽ ⊕, they would cancel one of the hits, leaving two hits on The Gunners.*

THE GUNNERS

**Damage to an Infantry Squad**
*After the Allied player had taken all of their saves, the Ludwig shooting at the Death Dealers has still scored one Hit with its dual 8.8cm FpKZw guns and two Hits with its MG 44 machine-gun. The Allied player removes three miniatures from the squad, leaving two miniatures of their choice behind.*

LUDWIG

DEATH DEALERS
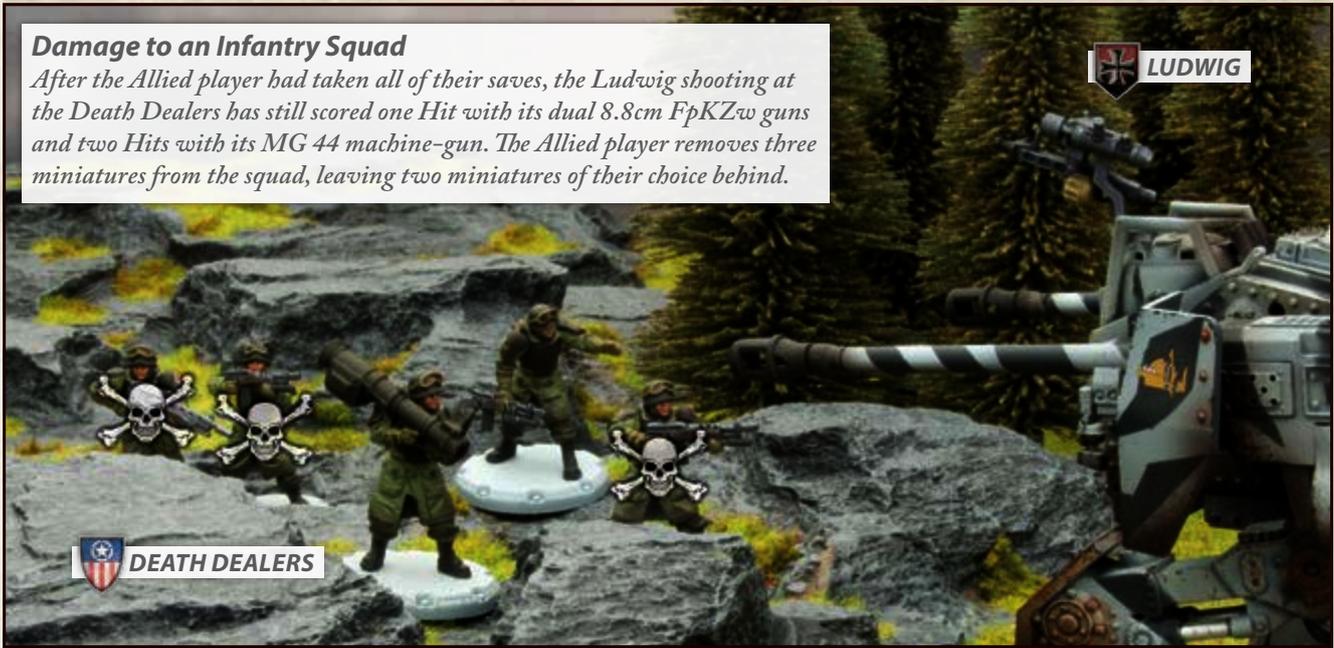
## 7) Apply Damage

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

### Effects of Hits on Infantry Squads

Each Hit assigned to a miniature from an Infantry Squad eliminates that miniature. The player controlling the Squad chooses which miniatures Hits are assigned to.

A Hit on an Infantry Squad can be assigned to any miniature in the Unit as another soldier is assumed to rush over and pick up an important weapon if necessary. If there are no miniatures left from the Unit that was hit that are valid targets (in the weapon's Field of Fire, Range, and Line of Sight, or under the template for a Blast or Flame weapon), any remaining Hits are ignored.

If a Unit scores Hits with both template weapons and other direct-fire weapons, the Hits from the template weapons must be allocated first.

### Effects of Hits on Support Weapons

Mark one cross off an Infantry Support Weapon's damage track for each Hit. When all the crosses are marked, the Support Weapon is eliminated.

**Allocating Hits to Infantry**
*The Steel Tornado squad scored three Hits on the Stormtroopers. As only two of the Stormtroopers are valid targets, the Axis player has a choice.*

*If they wanted to minimise their casualties and did not care about losing the Panzerschreck anti-tank weapon, they could allocate the first two Hits to the visible soldiers* **A** *and* **B** *. Then, since there are no more valid targets, the remaining Hit has no effect.*

*Alternatively, if they wanted to keep the Panzerschreck so that they can shoot at the Nastasia machine-gun walker, they could allocate the first Hit to the visible rifleman* **B** *, and the remaining two Hits to two of the riflemen around the corner marked* **C** *(presumably they run out to grab the Panzerschreck as the previous soldier using it dies).*

NASTASIA

STEEL TORNADO

STORMTROOPERS
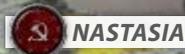
## Hits on Heroes

*The Babushka scores two Hits on Bazooka Joe and the Death Dealers. The Allied player decides to allocate the first Hit to Bazooka Joe. As the dual Maxim Gatling guns have a rating of 9/2 against Infantry Armour rating 2, the Allied player marks off two crosses from Bazooka Joe's damage track. Realising that a second Hit will eliminate Bazooka Joe, the Allied player allocates the second Hit to one of the Death Dealers, removing that miniature.*



**BABUSHKA**

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | 1x DUAL MAXIM GATLING GUNS | | | | | | | | | | FRONT | | | |
| 12 | 9/2 | 9/2 | 9/2 | 8/2 | 5/3 | 5/2 | 4/2 | 2/1 | – | – | – | 4/2 | 3/2 | 2/1 |

**DEATH DEALERS**

**BAZOOKA JOE**

HERO
✚ ✚ ❌ ❌    ✚4

## Effect of Hits on Heroes, Vehicles, and Aircraft

Hits on Heroes, Vehicles, and Aircraft cause an amount of damage that depends on the weapon used. Look up the amount of damage by cross-referencing the weapon that scored the Hit with the Armour rating of the target on the weapons chart. The number after the slash is the amount of damage caused. Mark one cross off a Hero, Vehicle, or Aircraft Unit's damage track for each point of damage caused. When all the crosses are marked, the Hero, Vehicle, or Aircraft is eliminated. Remove eliminated Heroes and Aircraft from the table, but leave eliminated Vehicles as wrecks. Mark the wreck with some cotton wool smoke, or in some other fashion to show that it has been destroyed.

## Vehicle Wrecks

Eliminated Vehicles are left on the table as wrecks, becoming a Terrain feature for the remainder of the game. Wrecks provide Cover for troops and slow down movement like any other Terrain feature.

## Automatic Kill Weapons

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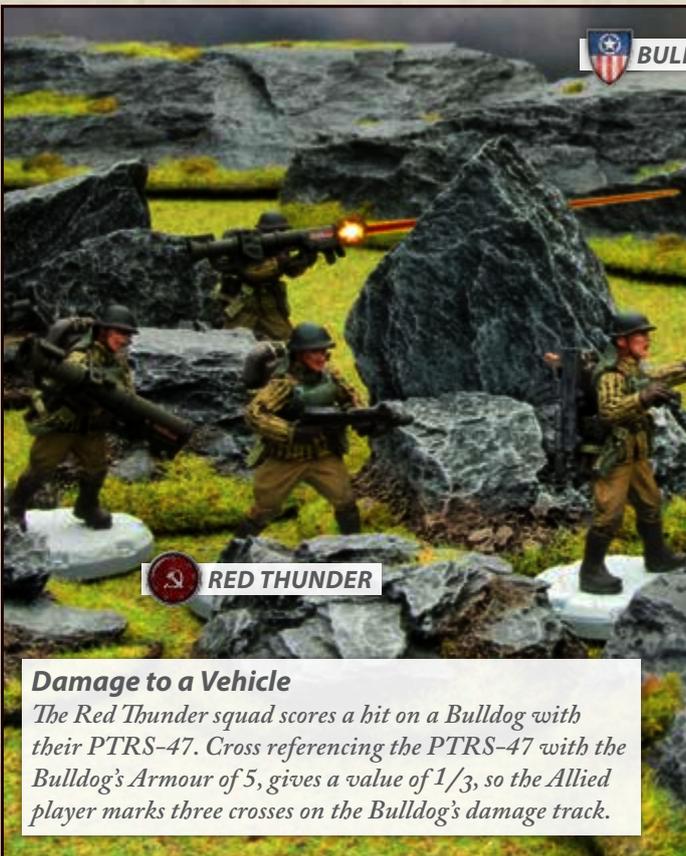
**BULLDOG**



**RED THUNDER**

## Damage to a Vehicle

*The Red Thunder squad scores a hit on a Bulldog with their PTRS-47. Cross referencing the PTRS-47 with the Bulldog's Armour of 5, gives a value of 1/3, so the Allied player marks three crosses on the Bulldog's damage track.*

**BULLDOG**
M5A HEAVY DESTROYER
WALKER–PHASER
• SMOKE LAUNCHERS ▮ •
• 180w RAPID-FIRE PHASER GUN: PHASER •

➡ 2
➡ 4
🔺 5

| RANGE | 1 | 2 | 3 | 4 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 2 | 3 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | 1x 180w RAPID-FIRE PHASER GUN | | | | | | | | | | TURRET | | | |
| 10 | 11/1 | 11/1 | 11/1 | 11/1 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | 2/6 | – | – | – | – |
| B | 1x .50 CAL MG | | | | | | | | | | TURRET | | | |
| 8 | 5/2 | 5/2 | 4/1 | 3/1 | 3/2 | 2/1 | 1/1 | – | – | – | – | 2/2 | 2/1 | 1/1 |
| C | 1x .30 CAL MG | | | | | | | | | | TURRET | | | |
| 6 | 7/1 | 6/1 | 4/1 | 3/1 | 4/1 | 2/1 | – | – | – | – | – | – | – | – |
| D | 1x .30 CAL MG | | | | | | | | | | FRONT | | | |
| 6 | 7/1 | 6/1 | 4/1 | 3/1 | 4/1 | 2/1 | – | – | – | – | – | – | – | – |

LARGE VEHICLE
✚ ✚ ✚ ✚ ❌ ❌ ❌    ✚7

**Suppressing Fire**
*The Königsluther has already taken a hit and has an Under Fire token when the Lavrentiy Beria scores a hit on it. The Königsluther survives, but having taken another hit, replaces the Under Fire token with a Suppressed token.*

KÖNIGSLUTHER

LAVRENTIY BERIA

THE CURSED

## Hits Suppress Units

Even elite soldiers value their lives and will take cover under heavy fire. This makes suppressing an enemy that you cannot destroy a valuable tactic.

Any Unit that was Hit by an Attack or Sustained Attack Action, even if the Hits were Saved, receives an Under Fire token. If it already has an Under Fire token, it replaces it with a Suppressed token instead. While a Unit has a Suppressed token, it cannot receive another.

### Ten Hits Automatically Suppress Units

If a Unit was Hit ten times in a single Attack or Sustained Attack Action, even if the Hits were Saved, it receives a Suppressed token (removing any Under Fire token it may have had).

### Effects of Being Under Fire

If a Unit has an Under Fire token when it Activates, roll two dice. If either die scores ⍟, remove the Under Fire token.

An Under Fire token has no effect on a Unit. It is simply a reminder that the Unit is under fire and close to being Suppressed.

### Effects of Suppression

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

Any time a Unit Activates while it has a Suppressed token, roll two dice. If both dice score ⍟, remove all Suppression tokens from Unit. If only one die scores ⍟, replace any Suppression tokens with an Under Fire token instead. If the Unit still has a Suppression token after rolling to remove it, the Unit must perform a Nothing Action as its first Action.

If a Unit with a Suppression token attempts a Reactive Attack, it rolls to remove the token as above. If it still has a Suppression token after rolling to remove it, the Unit rolls a single die rather than two to see if it can make a Reactive Attack.



**Effects of Suppression**
*When the Königsluther activates, the Axis player rolls two dice. Failing to score any ⊕, the walker remains Suppressed, forcing it to perform a Nothing Action.*

*With only one other Action available, the player decides to back out of sight behind the woods while the vehicle commander recovers his nerve.*

LAVRENTIY BERIA

KÖNIGSLUTHER

THE CURSED

# Close-Combat Weapons

Some weapons require the attacking miniature and the target miniature to be within 5cm or 2" of each other. These weapons are classified as Close-Combat Weapons (or hand-to-hand weapons), and they are identified as Range C.

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

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

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

### No Saves Against Close-Combat Weapons
Units hit by Close-Combat Weapons do not get any Cover or Infantry Saves.

### Sustained Attack and Close-Combat Weapons
A Unit performing a Sustained Attack Action must choose between using its Ranged Weapons or making Close-Combat attacks. If it uses its Close-Combat Weapons, the defending Unit still retaliates with its Close-Combat Weapons, but only performs an Attack Action.

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

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

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

### Close-Combat Attacks
*A Death Dealers squad attacks a squad of The Ghosts with their Ranged weapons, then with their Close Combat weapons.*

THE GHOSTS

DEATH DEALERS

### Resolve Ranged Attacks
*The Death Dealers use their M1 rifles, Bazooka, and Victory MG against The Ghosts scoring three hits. As The Ghosts get cover from the anti-tank trap, they roll Cover Saves, cancelling two hits, losing one soldier.*
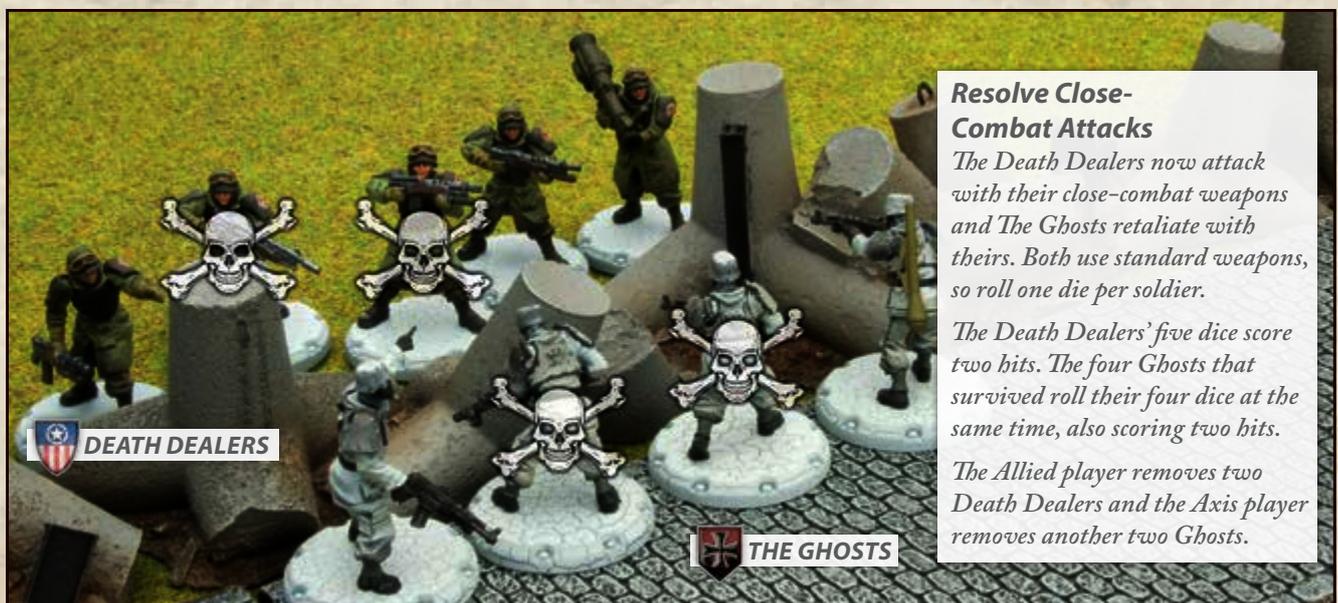
DEATH DEALERS

### Resolve Close-Combat Attacks
*The Death Dealers now attack with their close-combat weapons and The Ghosts retaliate with theirs. Both use standard weapons, so roll one die per soldier.*

*The Death Dealers' five dice score two hits. The four Ghosts that survived roll their four dice at the same time, also scoring two hits.*

*The Allied player removes two Death Dealers and the Axis player removes another two Ghosts.*

THE GHOSTS

# Reactive Attacks

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

Once the opposing player has completed their first Action, you can declare that one of your Units that has not yet Activated, and that is at Range 4 (40cm or 16") or less from the Activating Unit, will take a Reactive Attack Action in. A Reactive Attack Action must target the Unit that your opponent Activated, and no other Units. Having declared the Unit that will attempt a Reactive Attack, roll two dice after the opposing Unit has performed its first Action.

- On a roll of ⊕ ⊕, the Unit succeeds and will Activate for either a Sustained Attack Action, or a Move Action followed by an Attack Action. The Move Action can only be used to rotate the miniature (a Large Vehicle may not end the move further away from the attacking Unit than it started).

- On a single ⊕, the Unit succeeds and will Activate for an Attack Action.

- If both dice roll ⊕ or ▽, the Unit Activates for a Nothing Action.

- Once the reacting Unit finishes its Actions, the enemy Unit continues with its second Action.

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

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

### No Reacting to a Sustained Attack Action
You cannot declare a Reactive Attack against a Unit that is only taking a Sustained Attack Action.

### No Reacting to a Nothing Action
You cannot declare a Reactive Attack against a Unit that is taking a Nothing Action as its last Action.

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

### No Close-Combat Reactive Attacks
Units making a Reactive Attack cannot use Close-Combat Weapons (those with Range C) as part of this Action.

### Aircraft Cannot Make Reactive Attacks
Aircraft cannot make Reactive Attacks.



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

**2** *As the Matrioshka is within Range 4 (40cm or 16"), the SSU player can declare a Reactive Attack with it, trying to shoot the Hotdog before it gets away. They roll two dice and score a ☭ and a ⊕, so the Matrioshka will perform an Attack action.*

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

**1** *The Hotdog performs its Attack action, killing two of the Fakyeli.*

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

### Reacting to a Close-Combat Attack

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

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

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

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

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

FAKYELI

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

GRIM REAPERS

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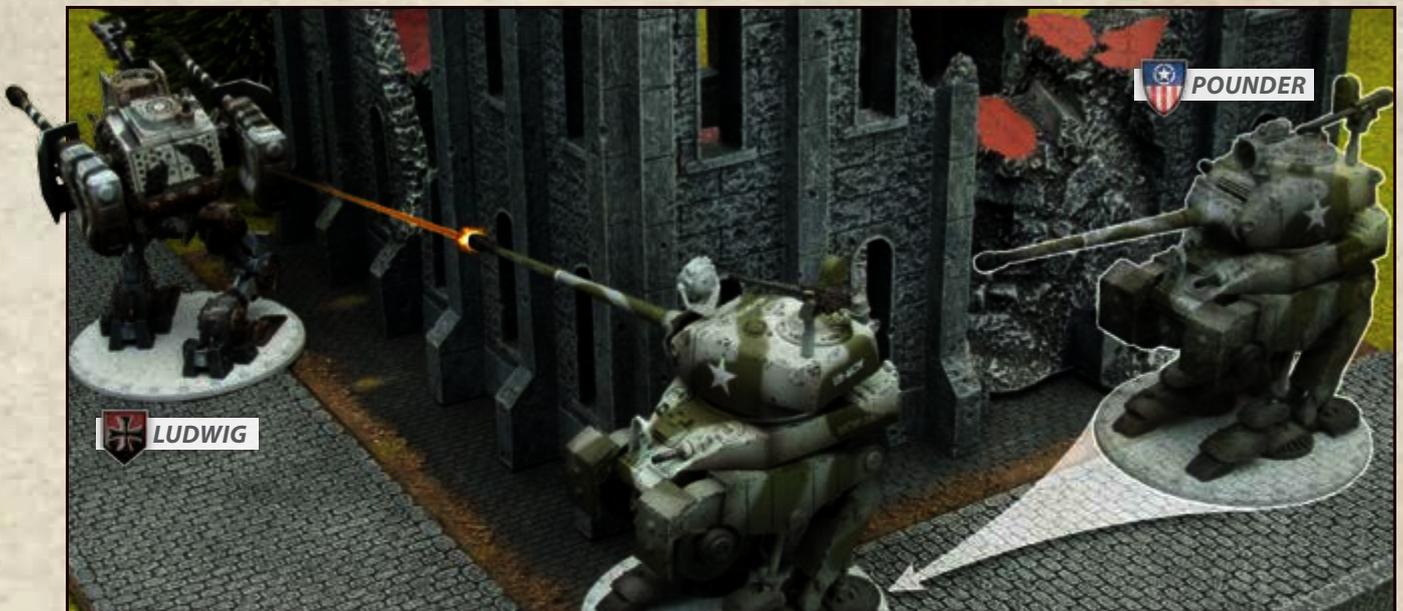
POUNDER

LUDWIG

### Reacting to a Flank Attack with a Walker

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

To make the choice more difficult, the Pounder is outside the field of fire of the Ludwig's dual 8.8cm FpKZw guns, so the Axis player will need to roll ✠✠ to allow it to rotate and then attack with its Reactive Attack. Any other roll won't let it shoot the Pounder with the forward-firing guns (it could use its hatch-mounted MG 44 on a ✠), but that will still use up its activation.

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