



Dust Brothers

... it's about Dust Tactics & Battlefield



DDI Poland
Member Blog

Operation „ Control over the VRIL artefact”

War was very ferocious in March 1947. It was time then every fraction looked for very rare hidden treasures.

One morning Free Ukraine battalion met AXIS recon troops on a glade near the forest. Both officers, Nikolai and Stefan, wanted to gain control over mysterious old house. Some said that there was hidden VRIL artefacts.

It had to finish another Dust battle.

Map:

12x12 square field. Obstacles: 4 two fields forest sections, 2 one field forest sections, 4 infantry covers, 2 anti-tank traps, 2 bunkers. Fully red boxes are treated as antitank traps fields. Red docs boxes are treated as infantry covers.

Armies:

100 points armies. Each army has be led by hero with officer abilities. Additionally only one officer squad is allowed. There are no other restrictions concerning armies deployment.

Deployment:

Each player's force enters the table by the squares on the opposite side marked yellow lines.

Objective:

Starting from 3rd turn, at the end of turn player has to take control over at least one fully red field under following conditions:

- Field can be controlled only by infantry unit (but not the hero)
- Any of adjacent fields (marked red dots and opposite fully red box) has to be free from any infantry units of the opponent.

Game Length:

Maximum 8 turns, unless one opponent achieve mission objective. If game takes all 8 turns then the winner is player who eliminates more enemy units (victory points have to be calculated).

