Dust Storm 2017 v1.2

Unofficial Tournament document for DUST 1947

By Dust-Vikings, based heavily on the Official Dust 1947 Tournament rules by Dust Studio, Steamroller by Privateer Press and the old Dust Tactics Tournament Rules by FFG. Those high quality documents have been used without permission. No challenge to their status is intended. All artwork is copyright of Dust Studio. Red text are news and changes in this edition.

In *Dust Storm* tournaments, players face off in a series of Dust 1947 battles and pit their skills against opponents to determine who will emerge victorious. *Dust Storm* is ideal for groups of 8 to 128 players and promotes fast and furious play while stressing the ability to adapt to a variety of scenarios.

Player Responsibilities

Logistics
Players participating in a Dust Storm event must bring all their own models, stat cards, dice, markers, tokens, etc. required for play.

Army Lists
Players must bring two copies of their army list(s), complete with point costs. Army list point totals cannot exceed the point size chosen for the game, but remember that a "Faction Force" receives a 10% bonus that can be spent on Heroes. So, in a 100 AP event a "Faction Force" can be up to 110 AP (see page 38 of the Dust 1947 Rulebook).

Options and Restrictions for Army lists
- **Second list:** Players can bring a second army list if they choose. If they do, both lists must be from the same Bloc (Allies/Axis/SSU/Mercenaries).
- **Heroes:** Players cannot include the same version of a Hero model in more than one list. So, if a certain Hero is in one list it cannot also be in that player's second list (if any, see above)). Different incarnations of a character do **not** count as the same version of a model. So for example, two different versions of Sigrid cannot be in the same list, but a player **can** have one in his first list and the other in his second list.
- **Vehicles:** Each Army list can include a maximum of three **identical** Vehicles (i.e three Pounders or three Ludwigs etc.). This restriction does not apply to Small Vehicles (vehicles with "Small" on their card).
- **Aircraft:** Each Army list can include a maximum of three Aircraft in total.
- **Platoons and their Units:** If an army contains one or more Platoons, the player must specify in the army list which Units are included in the platoon(s) and which the Command Unit is. A Unit may **not** be part of more than one Platoon in an army. A Unit may **not** change Platoons during a tournament.

Modeling and Painting
Dust-Vikings encourages players to have a fully painted force on the table. Games with painted armies are more interesting to watch and generally enhance the experience for all. Although painting is not required, players are encouraged to show off all aspects of the hobby.

All models used in *Dust Storm* events must be official DUST miniatures or appropriate models for those units that have official cards but are not yet released by Dust Studio (i.e. Kommandowagen, Nordwind, etc.). The miniatures must be fully assembled. The use of unassembled miniatures is not permitted.

At his discretion, an Event Organizer can make exceptions to these rules to approve any fan-made units, as long as the cards and rules for those units are provided to all participants in due time prior to the event.

Model Conversions

Players must be unambiguous about model representation. The following rules apply to the use of converted models in *Dust Storm* events. These rules are meant not to limit a player's modeling options but rather to allow creativity without generating an environment that could become confusing during game play.

At his discretion, an Event Organizer can make exceptions to these rules to approve any reasonable conversion.

A converted model must contain a majority of parts from the DUST model for which the rules were written. For example, a Lavrentiy Beria conversion must be composed mostly of parts from the Lavrentiy Beria model. The end result of any conversion must be <u>clearly identifiable as the intended miniature</u> and must accurately represent its weapons and equipment as listed in its rules. Any conversions must be clearly pointed out to the opponent before the game to avoid confusion.

Any feature relating to a weapon's specific rules must be maintained to avoid confusion on the tabletop. For example, a weapon with Grenade must still be modeled as a Grenade-style weapon. Weapons cannot be swapped on Vehicle models. Since many of the Vehicles utilize the same chassis, the weapons are often the most identifiable part of the model when looking across the tabletop. Converting Vehicles is still encouraged, but the aesthetics of the weapons must be maintained. Modifying weapons is permitted as long as the end result is easily identifiable as the Vehicle's proper weapon.

Sportsmanship

A fair and honest in-game environment is required in order for everyone to have fun. Players must accurately execute the rules of the game and fully cooperate with opponents to honestly answer any questions that arise before and during the game. Players are also responsible for holding their opponents to the same standards.

The EO will not be able to observe every game. If a player is made uncomfortable by something his opponent is doing—stalling, bending the rules, or outright cheating, for example—he should tell the opponent about it and explain what the opponent can do to remedy the situation in order to maintain a fair, honest, and fun in-game environment. If the behavior continues or a dispute arises, the players should call the EO and explain the situation. The EO **ALWAYS** has the final word on rules questions or debates. Players must accept all rulings made by the EO whether or not they agree.

Players must present a mature and polite demeanor to their opponents and the EO. Failure to do so will result in immediate disqualification. An EO can also disqualify a player for any incident that is deemed unsporting. This includes offensive or abusive conduct, bullying, cheating, constant rules arguments, improper play, stalling, and other inappropriate actions. Disqualified players are not eligible for any awards or prizes and are barred from further participation in the event and any other related events.

Occasionally circumstances will prompt a player to concede a game during a tournament. Concessions are not recommended since there is almost always a chance for victory. In the case of a concession, the winning player is awarded a win, half the Victory points (rounding up) for a scenario victory, and Army points destroyed using the current table conditions +50% (up to a maximum of 125% of the Army Total), unless the winner already has more points. If the winner has more Victory points and/or Army points destroyed he keeps those points as is. The player

who conceded receives a loss and no points in any category. An EO can disqualify a player from a tournament if a concession is deemed unsporting.

Event Organizer Responsibilities

Logistics

When estimating the overall length of a tournament, an EO should add extra time for each round to allow time to do pairings, get people to their new tables, and start the next round. The EO should ensure that all required materials for the planned scenarios are prepared ahead of time to avoid delays.

Number of Rounds

The event normally runs until one player has more tournament points than any other player at the end of a round. Once this condition is met, the event ends without additional games. Players participate in a timed format, with all players participating in every round. The number of players in the tournament determines the maximum number of rounds usually required to determine a winner, as shown in the following table.

Players	Rounds
8 or fewer	3-round event
9 to 16	4-round event
17 to 32	5-round event
33 to 64	6-round event

Pairings

We recommend using the excellent Tiebreak online software when running a Dust Storm event. This can be found on the website www.tiebreak.co.uk.

If you don't use the Tiebreak software you can use any other software you like, or do everything manually.

First-Round Manual Pairings

To make manual pairings, do the following procedure: Shuffle all the tournament record sheets together. Take the top two sheets and set them aside as the first pairing. Without shuffling the pile again, remove the next two sheets as the second pairing, and repeat the process until all players have an opponent. If there is an odd number of players, see "Byes and Odd Number of Players" below. Once the pairings are completed, write the opposing player's name on each player's sheet under "Opponent's Name." When the round ends, record the tournament points (3 for a win, 1 for a tie and 0 for a loss), Victory points, and Army points destroyed scores for each player.

Subsequent Manual Pairings

After the first round, all pairings and ranks are based on tournament point subtotals and pairings from previous rounds. Once all games in the previous round have been completed, sort the tournament record sheets into piles based on the number of tournament points. Shuffle each pile.

Take the top sheet of the pile with the greatest number of tournament points and pair that player with the first opponent in the pile whom he has not already played. Set this pair aside and repeat the process. When the first pile is done, move to the next pile. If a pile has an odd number of players, pair the last player against someone from the pile with the next-highest tournament points. Do not do this with any individual player more than once per event. Again, once all the pairings are completed, write the opposing player's name in the appropriate column on each player's sheet. It might take several attempts to find pairings that avoid duplicating match-ups.

Byes and Odd Number of Players

In the case of an odd number of players, one player receives a bye each round. A player who receives a bye does not play in the current round. Instead, he receives 3 tournament points, half the Victory points (rounded up) for a scenario victory, and half the Army point level (rounded up) for the event. In the first round, the EO randomly determines which player receives the bye. In subsequent rounds, the EO randomly selects a player from those with the lowest tournament point totals. The EO should ensure that the same player does not receive a bye more than once per event.

Game Timing

The time for each round is determined by the Event Organizer. As a guide, use the point size of the event, as shown in the following table.

Event Point Size	Suggested Round Length (minutes)
60	75
80	90
100	105
120	120
140	135
160	150
180	165
200	180

When there's 15 minutes remaining of the Round the EO should make a "Last Call" to all participants. Do not start a new turn in your game, unless both players are certain to finish it.

When the round time has expired, the EO calls "**Dust Up!**" If a player is currently within an Activation of a Unit he can finish that Activation, then the game ends. Determine the winner and record all Victory points and Army points destroyed for both players. Report the game results to the EO.

Scenario Selection

Dust Storm 2017 contains six scenarios. The EO chooses the scenarios and the order in which they are played. Alternately, the EO can use the following random scenario table to select scenarios (roll 2 DUST dice to determine the scenario).

Dice roll	Scenario
🛡 ⊕	1. Target of Opportunity
🛡 ★	2. Frontal Assault
⊕ ★	3. Supply Drop
🛡 🛡	4. War on two fronts
⊕ ⊕	5. Anvil & Hammer
★ ★	6. Rally Point

The EO should choose scenarios before a tournament to ensure he has the required materials for those scenarios. A scenario should not be repeated. All players play the same scenario each round, and the EO should not announce the scenario until the start of the round.

During each round the EO should provide at least one copy of the scenario for every two tables in the event. The EO should answer questions concerning the scenario before the round begins. Players are responsible for making sure they understand the scenario. The EO should stress that it is important for all players to pursue both the scenario objective and to gain Army destruction points during the game.

Terrain

Terrain is a key element in DUST 1947 and should be relatively balanced on a table. Terrain pieces should present meaningful choices for the players when choosing sides and throughout each game. For example, if one side of the table contains a Building, some Wood, and a Ruined Wall, the other side should contain terrain that provides similar cover, elevation, and blocking of Line of Sight as well, but the terrain may be positioned in a more advantageous defensive position.

As a general rule, an average table should have six to twelve pieces of terrain placed closely enough to eliminate large open areas without unduly constricting movement. The size of terrain pieces is also important. For example, no piece of Ruined Wall should be insignificantly small, and no Building should be extremely large; pieces from 1 square up to about 2x3 squares are best.

The exact number, type, and placement of terrain pieces is up to the EO, but the following terrain rules apply when setting up tables.

- Around 20-30% of each board should be covered by terrain.
- Do not place terrain so that Large or Huge Vehicles cannot enter the board on the first turn.
- Do not place terrain so that Large or Huge Vehicles cannot enter the board as Reserves.

Starting the Game

A player can ask to see his opponent's lists at any time, including before list selection, before the start of the game, and during play. A player must take care not to disrupt the flow of the game while doing this. All models and their cards in each list must be presented to an opponent upon request before list selection.

After the pairings and scenarios for the game have been announced but before the roll to choose table sides, each player secretly chooses one of his lists by placing it face down on the table (or some other unambiguous manner). A player cannot change lists after making this selection. Both players simultaneously reveal their lists.

Then both players roll three DUST dice for choice of table side. The player that rolls the most ✪ wins the roll and chooses which side of the table he will attack from (he must, of course, follow the rules for the scenario!). In case of a tie, the player with the most ⊕ wins the roll. If it is still a tie, both players re-roll all of their dice.

Game Results

At the end of a game both players are required to enter the following information on their player record sheets. Each player records the name of his opponent, his own result in the game (Win/Loss/Tie), the list he played, the number of Victory points he scored, and the number of Army points that were destroyed for **both** players. Calculate the number of army points destroyed using the 2nd tiebreaker rules from the Scenario Reference Sheet. Don't forget to count any Reserves that might have been destroyed twice (or more) during the game.

Once this information is recorded, report the results of the game to the EO. Note that when scoring the game, a player cannot earn more Victory points than are required to win the scenario.

Final Standings

We recommend using the Tiebreak online software (found on www.tiebreak.co.uk) to calculate all standings.

Players score tournament points based on the outcome of each game. A player gains 3 tournament points for a win, 1 for a tie and 0 for a loss. Tournament points determine a player's current standing in a tournament. In the case of two players with the same number of tournament points, the player who accrued the most Victory points throughout the tournament earns the higher rank. If this is also the same, determine which one ranks higher by calculating each player's AP difference. To do so, sum up the Army points destroyed, and subtract Army points lost for each tied player. The player who have the higher AP difference earns the higher rank.

Optional but recommended First Tiebreaker: Strength of Schedule (see Tournament Variants on page 10).

DUST 1947 Tournament Variants

Dust Storm 2017 (DS2017) provides a format for Event Organizers (EOs) of Dust 1947 events. We realize that not all communities are the same, so this appendix is compiled to provide variants to specific areas of the DS2017 document.

These variants can be used to alter a single rule, or they can be combined to form a more casual or competitive format based on the preferences of the players, the needs of the venue, or event time constraints.

Variant rules are available for the following sections of the DS2017 rules:

1. Army Lists
2. Painting
3. Number of Rounds
4. Game Timing
5. Scenarios
6. Victory
7. Final Standings

Using Variants

This document revisits several rules areas of the DS2017 document. In each case, a review of the baseline version of the rule is listed first, followed by variant keyword(s) and the description of the variant(s). Not all sections of the DS2017 rules document have variant options. For example, players must always practice good sportsmanship, so no variants are available for the sportsmanship parameters set forth in the baseline rules.

DS2017 variants make it easy for EOs to tailor events to the needs of player communities. By using the appropriate variant keywords, players can reference this document for details, which will help keep pre-tournament announcements concise.

1. Army List Variants

BASELINE – Second list optional. All lists are subject to the same point constraints and must be from the same faction. Players cannot include the same version of a Hero or Unique model in more than one list.

[X] List(s) Required – Players must bring exactly X army lists and must play each army list at least once during the event. In the case of a bye, the player chooses a list to mark as played.

Divide and Conquer [X] – Each list must be played at least X times during the tournament. In the case of a bye, the player chooses a list to mark as played. The goal of this variant is to challenge players to use their lists equally prior to the final round so that a list decision is available. If this goal is not achievable based on the expected number of rounds, Divide and Conquer is not recommended.

Platoon formation Required – Players must use one or more Platoons in all lists. In this format Platoons are considered Unique. So, if a player brings more than one army list, each specific Platoon cannot be included in more than one list. Heroes and Unique units can be included in more than one list if they are <u>required</u> in more than one Platoon (i.e. not only Supporting it).

2. Painting Variants

BASELINE – Painted armies are not required.

Basic Painting Required – All models must be primed and basecoated. Players must present the intended final color scheme on all parts of the model. Bases can be unfinished.

Hardcore Painting Required – All models must be completely painted and based. This means that every model must be painted with a reasonable diversity of color and that individual elements of the miniature must be distinguishable by color and shading. Bases must be finished with sand or flock or otherwise modeled and painted.

3. Number of Rounds Variants

BASELINE – All players participate in every round. Players play the number of rounds required to determine a clear winner.

[X] Round Event – This tournament will have X rounds regardless of the number of players. This type of event can end with two or more players scoring the same number of wins. As normal, Tie-breakers will be used to determine who gains the higher rank if that is the case.

[Maximum X] Round Event – This tournament will have no more than X rounds regardless of the number of players. This type of event can end before X rounds if there is one player with more tournament points than any other player at the end of a round.

4. Game Timing Variants

BASELINE – Round times are set depending on the size of players' forces (see p. 4). "*Dust Up"* is called when round time is complete.

Casual Time Limits – Use the baseline round length of an event one size higher.

Relaxed Time Limits – Use the baseline round length of an event two sizes higher.

Hardcore Time Limits – Use the baseline round length of an event one size lower.

Frenzy Time Limits – Use the baseline round length of an event two sizes lower.

Death Clock – "*Dust Up*" is not called. Instead, chess clocks are used. A clock with each player's individual total time (player clock, as shown in the following table) replaces the overall round time , and the sum of both player clocks determines the expected end time for each round.

Event Point Size	Player Clock (minutes)
60	35
80	40
100	45
120	55
140	60
160	65
180	70
200	75

When army lists, table sides, Scenario Set Up and the first Initiative roll has been resolved, both players can place their selected armies on the table outside their respective table edge. Upon notification by the EO the first player starts his clock and begins activating his first unit (or pass if eligible). When his first activation is finished, the player taps his clock and the second player takes his first activation. The game continues like this until one player wins or the time of either player runs out.

Players must use at least 10 seconds per Activation. Opponents are responsible for enforcing the minimum activation time during the course of the game and must announce when this requirement is met. When player clocks are below 5 minutes combined, players can request assistance from the EO in enforcing minimum activation time.

When first players begin their first activation, the judge/EO records the expected end time for the round based on the sum of both players' clocks. In order to maintain the event schedule, players cannot pause the chess clock at any time. If a judge's call is required, the judge, at his own discretion, can pause the chess clock when he arrives at the table. If the judge pauses the clock, he restarts it when his call is complete. A player who pauses his chess clock receives one warning. Upon a second infraction he loses the game.

When a player performs a Reactive Attack, rolls dice, marks damage, or takes time to make decisions during the other player's Activation, the player who's Activation it is has the option of switching the clock to his opponent's time while these actions are resolved. **This rule is present for the sake of time equity versus action and should not be abused.** A player should call a judge if he is concerned about an opponent's use of this rule.

When scenario victory conditions are verified by both players, a player can immediately end his activation. He can do this even if fewer than 10 seconds have been used on the activation.

If only one player has units left to activate in a turn and that player's clock runs out and a scoring of the current game state would result in that player achieving a scenario victory, the scenario is scored immediately and the player wins via scenario.

If scoring the scenario would *not* result in a scenario victory, if the players cannot agree that the current game state was achieved before the clock expired or if a player's clock runs out at any other time he loses the game, and the loss is scored as an Annihilation victory for his opponent using current table conditions.

When the expected end time for the round arrives, the judge checks on all remaining active games. Games with less than 5 minutes combined on both player clocks are played to completion. Games with more than 5 minutes combined on both player clocks are declared a tie.

No Time Limits – Games are untimed. A round continues until all players have completed their games.

5. Scenario Variants

BASELINE – For each round, the EO selects a scenario that all players will play. The EO keeps scenarios secret until the start of each round.

Scenario(s) [X] – The scenarios to be played at the event are revealed to all players prior to the event. This information can also include the order in which the scenarios will be played.

6. Victory Variants

BASELINE – Annihilation victory, scenario victory, Victory points tiebreaker (1st), army points destroyed tiebreaker (2nd) and army points remaining tiebreaker (3rd).

No Tiebreakers – This event does not use tiebreakers. If time expires the game is a tie.

7. Final Standings Variants

BASELINE – If there are two or more players with the same number of wins at the end of the tournament, break the tie based first on Victory points, then on "army points destroyed".

Strength of Schedule – If there are two or more players with the same number of wins at the end of the tournament, break the tie based first on Strength of Schedule. To do this, count the tournament points scored by each opponent

of the tied players. The player whose opponents have the highest total score has the best strength of schedule score and earns the higher rank. If strength of schedule is the same for both players, the player who accrued the most Victory points throughout the tournament earns the higher rank. If Victory points are also the same for both players, the player who accrued the most "army points destroyed" throughout the tournament earns the higher rank.

Destruction Scoring – If there are two or more players with the same number of wins at the end of the tournament, break the tie based first on the "army points destroyed", then on Victory points, then on strength of schedule.

Finals Tables – When creating match-ups for the final round of an event, the EO pairs the current top four players on two "finals tables." The first finals table matches the current first-ranked player against the current second-ranked player. The second finals table matches the current third-ranked player against the current fourth-ranked player.

The winner of the first finals table wins the event, and his opponent wins second place. The winner of the second finals table wins third place. Standings beyond third place are calculated using strength of schedule, followed by Victory points in the case of a tie.

The Finals Tables variant should be used only in events that are planned for the number of rounds recommended in the DS2017 rules based on player attendance, and it cannot be combined with any other final standings variant. Note that this is **not** a preferred variant, as it places the luck of the draw (as to when someone lost to the champion) above game related scoring metrics such as opponent difficulty, control points, AP difference etc.

Large Event Scoring – Players dropping out of an event can adversely affect their opponents' strength of schedule.

Large event scoring calculates a player's strength of schedule using fractions instead of raw tournament points and makes adjustments for a player who drops out with no wins to mitigate the impact on their opponent's rating.

The top number of the fraction is the number of games the player won during the event, and the bottom number is the number of rounds in the event. For a player who drops out, the top number is the number of wins at the time of drop, or 1 if a player has no wins. The bottom number is still the total number of rounds in the event.

Example: In a five-round event, Dwight's opponents were Trevor, who went 4-1 (4/5 = 0.8); Jay, who went 3-2 (3/5 = 0.6); Scott, who dropped out with 2 wins (2/5 = 0.4); and Steve, who dropped out with 0 wins, which is adjusted to 1 win (1/5 = 0.2).

Dwight's strength of schedule is 0.8 + 0.6 +0.4 + 0.2 = 2.

Dust Storm 2017 Scenarios

Dust Storm 2017 contains six scenarios. The EO chooses the scenarios and the order in which they are played. Alternately, the EO can use the table on page 5 to randomly select scenarios.

Scenario Keywords

Set Up

This section describes how to set up the specific scenario. Refer to the diagram in each scenario. Unless specified otherwise the game boards should be placed with their long edges touching. Terrain should cover around 20-30% of the board and be placed to present meaningful choices for the payers. In a tournament this should be done by the EO before the start of the event.

Roll Off

In most scenarios the players "Roll off" to see who chooses where the armies enter the table. A "Roll off" is resolved by rolling three Dust Dice, exactly as when rolling for Initiative at the beginning of a turn. The Black Ops Skill may **not** be used in a Roll Off.

Deployment

Each player's table edge, entry area, reserves area and any Objectives or Zones are shown in the diagram for each scenario. Some scenarios have additional special rules for how forces are deployed.

Scenario Elements

Zones and Objectives are scenario elements. They cannot be attacked or targeted by weapons or abilities in any way. Also, Zones and Objectives cannot be damaged, moved, or removed from play. A unit standing on an Objective or in a Zone can be attacked as normal. Scenario element are always placed on ground level when playing with 3D terrain..

Winning the Game

This section describes what each player needs to do to win the game.

Own

Players own the models in their fielded army list and any models created, revived or resurrected by abilities of models in the army list.

Contest

A player must own at least one model within a Zone or within Range 1 of an Objective to contest that Zone or Objective (unless the scenario specifically says otherwise). A Vehicle that is abandoned by its Hero Pilot, and that is not Large or Huge, cannot contest a Zone or Objective. Mindless Zombies **can** contest Zones and Objectives. Aircraft **cannot** contest Zones and Objectives.

Control

A player controls a Zone if he owns one or more models within it and no opponent contests it. A player controls an Objective if he owns one or more models in the Objective's square and no opponent contests it. A Vehicle that is abandoned by its Hero Pilot, and that is not Large or Huge, cannot control a Zone or Objective. Mindless Zombies and Aircraft **cannot** control Zones or Objectives, and therefore they can never score any Victory Points for the owning player.

Annihilation Victory

If only one player owns all remaining models in play at the end of a turn, on or after turn three, that player immediately wins the game. Conduct Victory point scoring upon an annihilation victory. This scoring does not change game results (i.e., it cannot lead to a scenario victory) but it does affect the scoring of the game.

If all remaining models are simultaneously destroyed (in a close combat for example), the game ends and victory is determined using tiebreakers. Additionally, count army points destroyed for each player in accordance with the 2nd tiebreaker.

Scenario Victory

When a player has fulfilled the victory conditions described in the scenario, that player immediately wins the game. Additionally, count army points destroyed in accordance with the 2nd tiebreaker.

Tiebreakers

If the time runs out or the maximum number of game rounds is reached before either player wins the game, determine the winner by checking the tiebreakers in order.

1st Tiebreaker: Victory points

The player who has the most Victory Points wins the game. If both players have the same number of Victory Points, use the 2nd tiebreaker to determine the winner.

2nd Tiebreaker: Army Points Destroyed

Tally each player's army points that have been destroyed as described below. The player who destroyed more of his opponent's army in points wins the game.

• Units are worth their army point value.

• Count only units that are completely destroyed. No points are earned for a unit that has one or more models still on the table at the end of the game. Wrecks are **not** considered to be "models on the table".

When calculating model value, use the values printed on the unit's card even if that unit was a Captured Vehicle or received a discount during army building. Remember that any Reserves or Reinforcements counts as a separate unit.

3rd Tiebreaker: Army Points Remaining

If both players destroyed the same number of Army points, tally the point cost of the remaining units on the table owned by each player. Double the value of units within the areas designated by the scenario (i.e. units in an Objective Square or Zone).

The player with more army point's worth of models remaining wins the game. When calculating unit value, use the values printed on the unit's card even if that unit was a Captured Vehicle or received a discount during army building.

If both players have the same number of army points on the table, the game is a tie.

Scenario 1 – Target of Opportunity

"Sir! We have discovered a possible weakness in the enemy's defenses. Our troops are not fully coordinated, but we must use this opportunity to strike fast and hard before the enemy recognizes their mistake."

Set Up

Place two Objectives on ground level according to the map below. The Objective squares should not contain terrain that are impassable for **all** Ground Units (but it **can** be a square with a Tank Trap or in a building for example, since those squares are not impassable for all Ground Units). Any such terrain should be moved to an adjacent square agreed by the players. If you cannot agree, ask a judge to help you.

Roll off and choose entry area. Note that the player who wins the roll can choose **any** half of either long edge of the board. The opponent automatically enters from the diagonally opposite long edge half.

Deployment

On the first turn of the game only half the number of units in each force (rounded **up**) may Activate and enter the table. The exact units to Activate is <u>not</u> specified before the game, but the players should state to their opponent how many Activations they have on the first turn. Each player's force enters the table by the squares along half of their long table edge as indicated by the map below.

During the second turn all units Activate as normal and may enter the table if they are not already there (unless, of course, they were destroyed during the 1st turn, in which case they may not enter the table again).

Winning the game

At the end of a turn, on or after turn two, a player scores one victory point for each objective they Control. A player Controls an objective by having a unit on an objective square, providing there are no enemy units within Range 1. A player wins by gaining a total of five victory points. A player cannot score more than five victory points in total.

Reserves

There are no Reserves in this scenario.

Game Length

The game lasts for a maximum of 8 turns.

Scenario 2 – Frontal Assault

"The plan is simple: we attack from the front in two strong waves and break the enemy with overwhelming force."

Set Up
Roll off and choose entry area. The player who wins the roll can choose either of the short table edges. The opponent automatically gets the opposite short table edge.

Starting with the player who chose his entry area, both players place one Objective each. These must be in the player's own half of the table and on ground level, but not within two squares of a table edge. An Objective cannot be placed in a Square containing terrain that are Impassable for **all** Ground Units (but it **can** be placed in a square with a Tank Trap or in a building for example, since those squares are not impassable for all Ground Units).

Deployment
Before the first turn, each player deploys half the number of units in his force (rounded **down**). Starting with the player who chose his entry area, the players alternate to place units on ground level within Range 3 of their table edge. A Unit may not be placed in terrain that is impassable for that Unit. Any Unit not placed on the table will enter the battlefield from the player's table edge during the first turn as normal.

Units with the *Airborne* Skill cannot be placed before the first turn as described above, but arrive as normal during the first turn of the game (see the *Airborne* Skill on page 147 of the rulebook).

Winning the Game
At the end of a turn, on or after turn two, a player scores one victory point and wins the game if he Controls the Objective in the opponent's half of the table and there are no enemy Units within **Range 1** of the Objective. If both players score at the same time, use tiebreakers to determine the winner (see page 12).

Reserves
There are no Reserves in this scenario.

Game Length
The game lasts for a maximum of 8 turns.
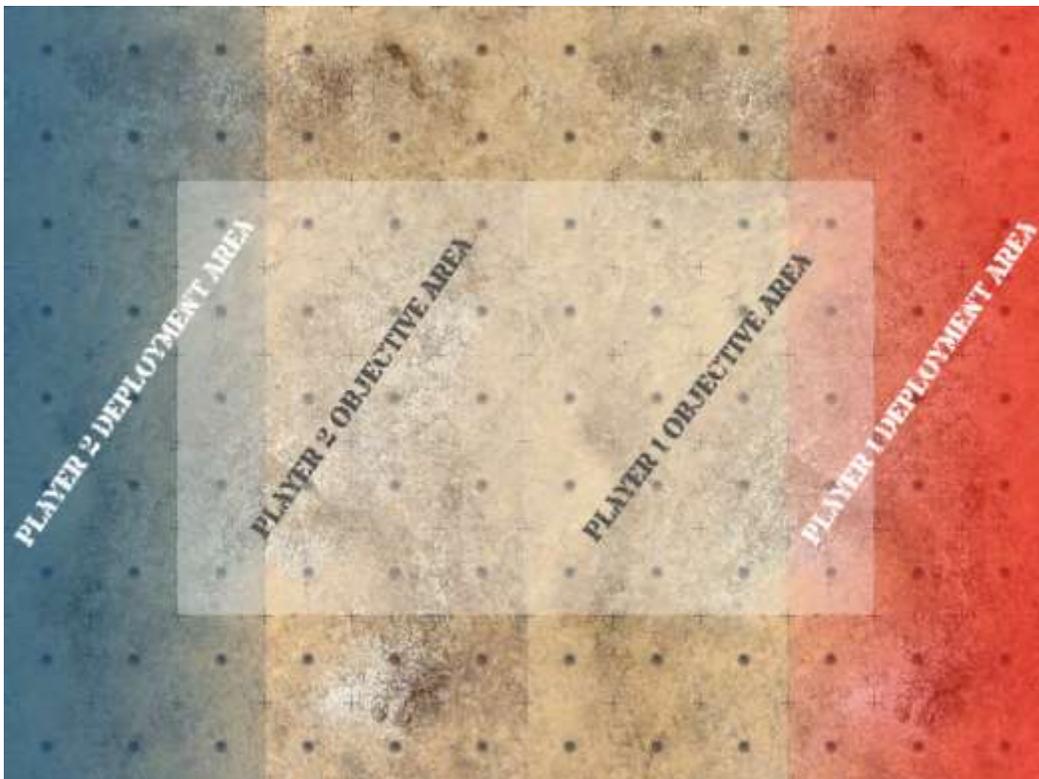
Scenario 3 – Supply Drop!

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

Set Up

Roll off and choose entry area. The player who wins the roll can choose either of the long tale edges. The opponent automatically enters from the opposite long table edge.

Starting with the player who chose his entry area, both players place one Objective each. These must be in the player's own half of the table and on ground level, but not within two squares of a table edge. An Objective cannot be placed in a Square containing terrain that are Impassable for **all** Ground Units (but it **can** be placed in a square with a Tank Trap or in a building for example, since those squares are not impassable for all Ground Units).

Deployment

No Units start on the table. Each player's force enters the table by the squares along their long table edge.

Winning the Game

If a player Controls an objective by having a unit (other than Aircraft or Mindless Zombies) on an objective square at the end of a turn, on or after turn **two**, providing there are no enemy units within Range 1, they gain victory points for each turn they hold it. A player gains two victory points for holding the objective on their opponent's half of the table, or one victory point for the one in their own table half. A player wins by gaining a total of five victory points. A player cannot score more than five victory points in total.

Reserves

Each player may place one eliminated **Infantry** Unit and one eliminated **Vehicle** Unit in reserve. A Vehicle with an Armor Class higher than 4 may **not** be placed in Reserve.

Game Length

The game lasts for a maximum of 8 turns.
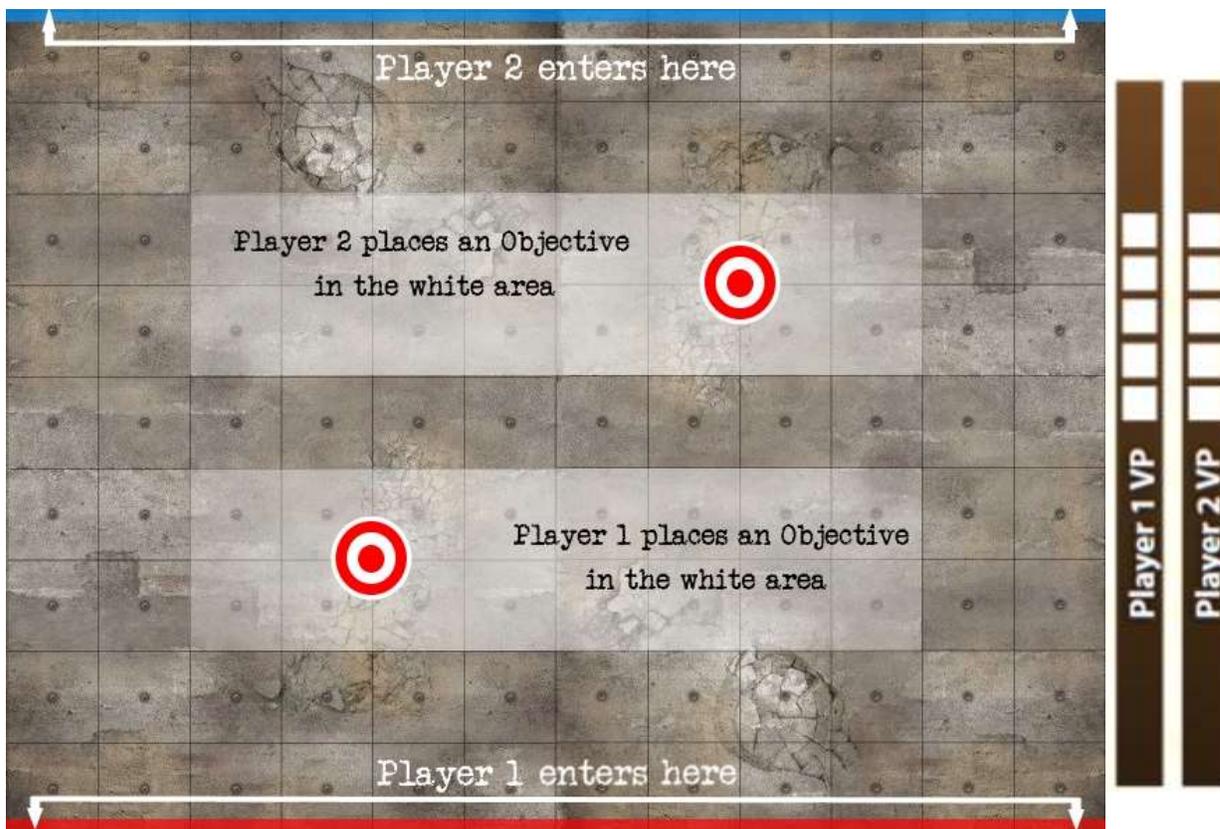
Scenario 4 – War on Two Fronts

"This passage may prove to be vital to our supply lines. Thanks to our brave Recon units we have the opportunity to secure the area and gain an advantage. The enemy will try to counter attack, and to be successful we must therefore act quickly, and make a coordinated strike against two separate locations. "

Set Up

Roll off and choose entry area. Note that the player who wins the roll can choose **any** corner. The opponent automatically enters from the diagonally opposite long edge half.

Place two Objectives on ground level according to the map below, depending on the chosen entry areas. The Objective squares should not contain terrain that are Impassable for **all** Ground Units (but it **can** be a square with a Tank Trap or in a building for example, since those squares are not impassable for all Ground Units). Any such terrain should be moved to an adjacent square agreed by the players. If you cannot agree, ask a judge to help you.

Deployment

No Units start on the table. Each player's force enters the table from his designated entry area on the first turn.

Winning the Game

At the end of a turn, on or after turn **two**, a player gains victory points if he Controls one or both Objectives and there are no enemy Units within **Range 1** of the Objective(s). If a player Controls one Objective he gains 1 victory point that turn. If a player Controls both Objectives at the same time he gains 3 victory points that turn. A player wins by gaining a total of five victory points. A player cannot score more than five victory points in total.

Reserves

Each player may place one eliminated **Infantry** Unit and one eliminated **Vehicle** Unit in reserve. A Vehicle with an Armor Class higher than 4 may **not** be placed in Reserve.

Game Length

The game lasts for a maximum of 8 turns.

Scenario 5 – Anvil and Hammer

"The Enemy is attacking one of our bases. We must defend it at all costs and launch a surprise counter attack on their flank."

Set Up

Roll off and choose entry area. Note that the player who wins the roll can choose **any** corner. The opponent automatically enters from the diagonally opposite long edge half.

Place two Objectives on ground level according to the map below, depending on the chosen entry areas. The Objective squares should not contain terrain that are Impassable for **all** Ground Units (but it **can** be a square with a Tank Trap or in a building for example, since those squares are not impassable for all Ground Units). Any such terrain should be moved to an adjacent square agreed by the players. If you cannot agree, ask a judge to help you.

Deployment

No Units start on the table. Each player's force enters the table from his designated entry area on the first turn.

Winning the Game

At the end of a turn, on or after turn **two**, a player scores one victory point and wins the game if he Controls the Objective in the opponent's corner and there are no enemy Units within **Range 1** of the Objective. If both players score at the same time, use tiebreakers to determine the winner (see page 12).

Reserves

Each player may place one eliminated **Infantry** Unit and one eliminated **Vehicle** Unit in reserve. A Vehicle with an Armor Class higher than 4 may **not** be placed in Reserve.

Game Length

The game lasts for a maximum of 8 turns.

Scenario 6 – Rally Point!

"The enemy is pushing through our lines! We must act quickly to rally our troops, restore order and prepare for a counter assault. The area chosen by High Command as our rally point must be defended at all costs."

Set Up

The Rally Point is the zone marked in green on the map. No terrain should be placed in the Rally Point zone, but cover elements (Ammo Crates and Tank Traps) **can** be placed in the zone. Any terrain in the zone should be moved to a different square agreed by the players. If you cannot agree, ask a judge to help you.

Roll off and choose entry area. The player who wins the roll can choose either of the short tale edges. The opponent automatically gets the opposite short table edge.

Deployment

No Units start on the table. Each player's force enters the table from his designated entry area on the first turn.

Winning the Game

At the end of a turn, on or after turn **three**, a player can control the zone. To control the zone a player must have one or more units in it, and no enemy units in it. A player controlling the zone scores 1 Victory Point for each unit he owns that is within the zone. Mindless Zombies, Aircraft units and units inside a transport or piloting a vehicle does not score any points. Heroes joined to a unit counts as a separate unit. A Large or Huge vehicle needs only to be within (not completely within) the zone to score or contest.
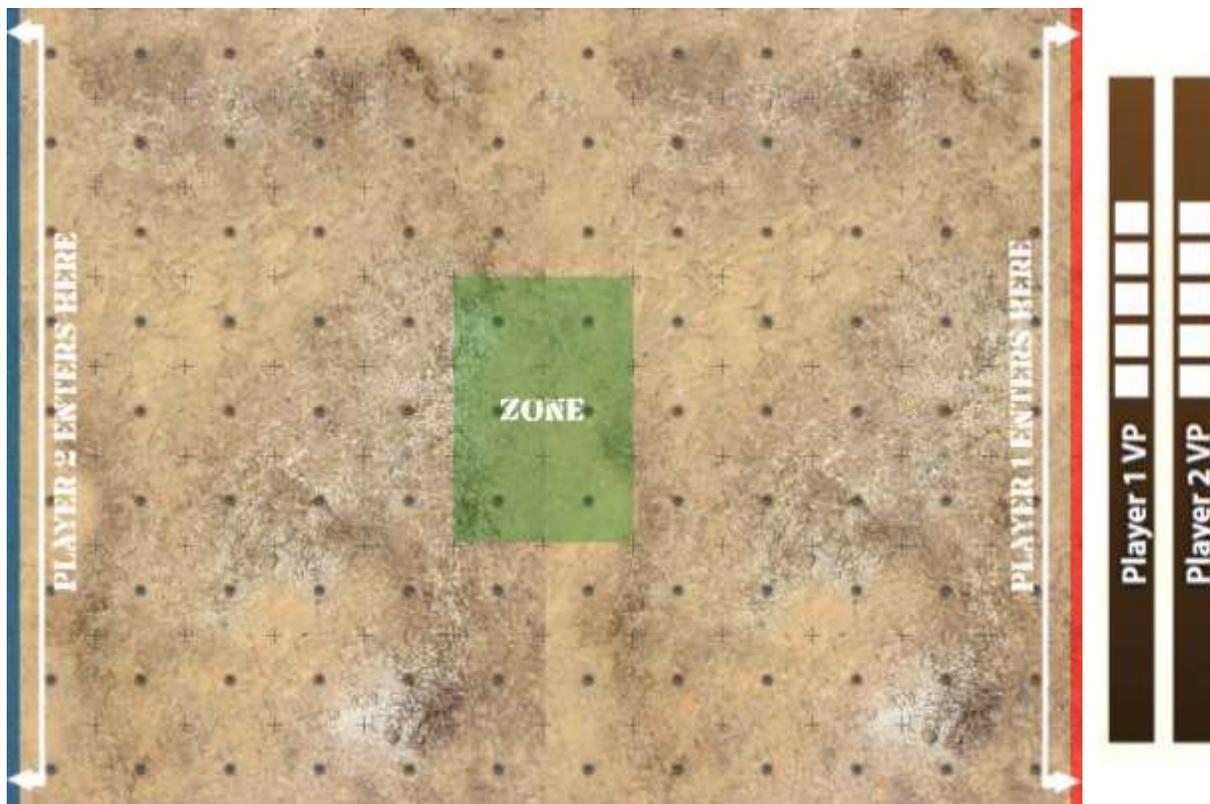
A player wins the game by gaining a total of five victory points. A player cannot score more than five victory points in total.

Reserves

Each player may place one eliminated **Infantry** Unit and one eliminated **Vehicle** Unit in reserve. A Vehicle with an Armor Class higher than 4 may **not** be placed in Reserve.

Game Length

The game lasts for a maximum of 8 turns.

APPENDIX

Sometimes timing and exact order is important. This appendix includes the sequences used when playing a Dust Storm Tournament. All steps with numbers/letters in a sequence are individual steps that are resolved in order. All "bullet points" are reminders and extra information connected to the step above them. See the full rules for more details on each individual step.

Please also note that some Special Rules might change specific details in a sequence (like *Advanced Reactive Fire* for example). In those cases, the Special Rules always takes precedence.

TURN SEQUENCE

1) Roll for Initiative (see page 15 of the Rulebook)
2) Weather Effects (skip this step if not used in the Scenario being played)
   - If no Weather is in play, Initiative winner rolls to start Weather
   - If Weather is already in play, Initiative loser rolls to end Weather.
3) Initiative winner decides which player will be First Player this Turn.
4) The First Player chooses one of his Units to Activate (or chooses to Pass, see page 15 of the Rulebook).
   - The chosen Unit must not have Activated earlier this Turn.
5) Resolve the chosen Units Activation (see Activation Sequence below).
6) The Second Player chooses one of his Units to Activate (or chooses to Pass, see page 15 of the Rulebook).
   - The chosen Unit must not have Activated earlier this Turn.
7) Resolve the chosen Units Activation (see Activation Sequence below).
8) Repeat step 4 and 5 until all Units have Activated this Turn.
9) End of the Turn.
   a. Score Victory/Objective points, check Scenario Victory conditions.
      - If either player meets the Victory conditions, the game ends.
   b. Check Scenario Turn Limit.
      - If the Turn Limit is reached the game ends.
   c. Resolve End of Turn effects like removing Smoke etc.

ACTIVATION SEQUENCE

All decisions and all dice rolls for a Unit are made by the player controlling that Unit.

1) Unit Activation begins.
   a. Roll to remove Under Fire/Suppression tokens.
   b. Roll for Skills that might give an extra Action (*Ace Pilot, Infantry Ace* etc.).
2) Choose and declare all Actions for the Activated Unit.
   - All Actions and their sequential order must be declared.
   - Any Targets for Attacks or Skills are **not** declared at this moment.
   - Declare use of any Skill that affects the Unit's Activation (*Charge, Move and Fire* etc.).
3) Resolve the Unit's first Action.
   - Remember to declare all Targets for Attacks before rolling any dice.
   - Remember to declare the use of Limited Ammo if applicable before rolling any dice.
   - For some Skills the Target must also be declared before rolling any dice.
4) Repeat step 3 until the Unit has performed all but its last Action.
5) If the Active Unit performs a Triggering Action combination (see page 34 of the Rulebook), then an enemy Unit can React to it now, otherwise continue to step 6.
   a. Check conditions for a potential Reacting Unit (see page 34 of the Rulebook).
      - Has the Unit Activated this Turn or not?
      - Is/was the Active Unit within Range 4 this Activation?
      - Up to one enemy Unit can React to each Triggering Action combination.

b. Choose a Unit to React (if any) and Activate it.
- A Unit chosen to React is Activated for the Turn, regardless of the final outcome of the Reaction.

c. Roll to remove Under Fire/Suppression tokens from the Reacting Unit.

d. Roll dice to determine how many Actions the Reacting Unit gets.
- Roll one die if the Unit is Stunned and/or Suppressed.
- Roll two dice if the Unit is not Stunned and not Suppressed.
- Each [Symbol] grants a Reacting Unit one Action.

e. Roll for Skills that might give an extra Action (*Ace Pilot, Infantry Ace* etc.).

f. If the Reacting Unit was Stunned, remove the Stunned token.

g. If the Reacting Unit gets no Actions, end its Activation now (go to step 6).

h. If the Reacting Unit gets at least one Action, declare the Action(s).
- A Reacting Unit with one Action can Attack or "Turn on the Spot"
- A Reacting Unit with two Actions can Sustain Attack, or "Turn on the Spot" and Attack (in any order).
- A Reacting Unit with three Actions can "Turn on the Spot" and Sustain Attack (in any order).
- No other Actions may be performed during a Reaction.

i. Resolve the Reacting Unit's Actions.
- No Unit can React to a Reaction.
- Remember to declare the use of Skills or Limited Ammo if applicable.
- An Activated Unit that is Suppressed by a Reactive Attack does not count as Suppressed until the end of its Activation.

j. End the Reacting Unit's Activation

6) Resolve the Activated Unit's last Action (unless the Unit was destroyed by a Reactive Attack).
- Remember to declare all Targets for Attacks before rolling any dice.
- Remember to declare the use of Limited Ammo if applicable before rolling any dice.
- For some Skills the Target must also be declared before rolling any dice.

7) End the Activated Unit's Activation.

ATTACK SEQUENCE

1) Check Range (see page 25 of the Rulebook).
2) Check Fire Arc (see page 26 of the Rulebook).
3) Check Line of Sight (see page 27 of the Rulebook).
- Discuss with opponent and agree on Cover for potential Target Units.
4) Declare Target Units (see page 29 of the Rulebook).
- Declare the use of Equipment, Skills and Limited Ammo if applicable.
5) Roll to Hit Target Units (see page 29 of the Rulebook).
6) Target Units roll Saves (see page 30 of the Rulebook).
7) Target Units take Damage (see page 31 of the Rulebook).
8) Target Units take Suppression (see page 31 of the Rulebook).
9) Resolve Close-Combat (see page 33 of the Rulebook).
- A Suppressed Unit cannot initiate Close-Combat (but it can defend itself if attacked).
- A Stunned Unit cannot fight in Close-Combat at all.