DUST TACTICS

The Official FAQ
Version 1.1 – July 30, 2011

ERRATA

- ☠ The correct name of the *Panzer Killers* unit is the *Tank Killers*.

- ☠ The correct term for "Wiederbeleben Serum" is "Wiederbelebungsserum."

- ☠ There is no difference between the terms "deploy" and "enter." To be consistent, the term that *Dust Tactics* will use from this point forward is "enter." In every scenario, each unit "enters" the game as explained in the rulebook.

RULES

### Q: In what situations will a squad benefit from "corner cover"?

A: A targeted squad receives corner cover when the imaginary line of the attacking unit's line of sight passes through the corner of a space that blocks the attacking unit's line of sight. If a targeted squad is adjacent to a terrain feature or vehicle that blocks the attacking unit's line of sight, and if the imaginary line passes through the corner of a space that contains that terrain feature or vehicle, then the targeted squad benefits from corner cover.

Corner cover only applies if the attack is at a 45 degree angle from the attacker to the target.

See the following series of examples that portray several situations where a squad may or may not benefit from corner cover:

EXAMPLE: The *BBQ Squad* does not benefit from corner cover when attacked by the *Kommandotrupp* because the imaginary line does not cross the corner of the terrain square. The *BBQ Squad* cannot be targeted by the *Luther* because the *Hot Dog* blocks Line of Sight.
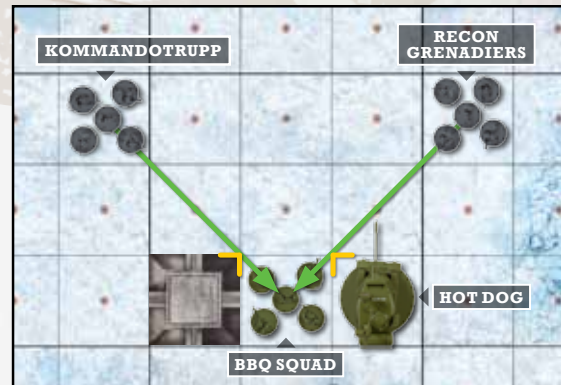
EXAMPLE: The *BBQ Squad* benefits from corner cover when attacked by the *Kommandotrupp* because of the adjacent terrain square. The *BBQ Squad* also benefits from corner cover when attacked by the *Recon Grenadiers* because of the adjacent *Hot Dog* vehicle.
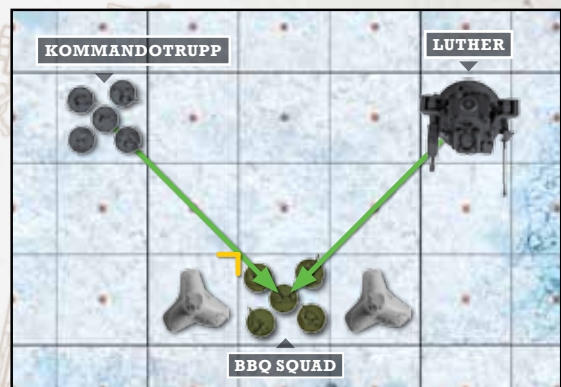
EXAMPLE: The *BBQ Squad* benefits from corner cover when attacked by the *Kommandotrupp* because of the adjacent anti-tank trap. However, the *BBQ Squad* **does not** gain corner cover when attacked by the *Luther* because the anti-tank trap does not block Line of Sight against vehicles.

EXAMPLE: The *BBQ Squad* benefits from corner cover when attacked by the *Kommandotrupp* because squads block line of sight when attacked by other squads. The *BBQ Squad* also benefits from cover when attacked by the *Luther* because of the adjacent *Hot Dog*.

Q: How can a unit "split fire" to target different units during the same activation?

A: The unit card displays a weapon line for each type of weapon that the unit carries. Each weapon line can be assigned to **one target within that weapon's range**. Let's look at a sample unit card:

The *Recon Grenadiers* have four weapon lines:

1. StG 47

2. MG 48 (1)

3. Panzerfaust

4. Knife & Grenade

It is possible for the *Recon Grenadiers* to "split their fire" across four different targets, as is depicted in the following example. Remember that the player chooses the order in which weapon lines fire. Also, all actions, targets, and attacks (including close-combat weapons) must be declared **before** any dice are rolled.

EXAMPLE: The Axis player activates a squad of five *Recon Grenadiers*. The player targets *The Gunners* squad with the StG 47 weapon line. All weapons of the same type must fire at the same target, so all four soldiers who are carrying this weapon fire on *The Gunners*. The Axis player rolls one die per weapon, so he rolls a total of four dice against the *The Gunners*.

Next, the Axis player targets a *BBQ Squad* with the MG 48. The weapon line shows a "(1)" after the weapon name, which means that only one soldier in the squad is carrying this type of weapon. The Axis player rolls four dice per weapon, so he rolls a total of four dice against the *BBQ Squad*.

The Axis player then targets a *Pounder* with the Panzerfaust. All weapons of the same type must fire at the same target. The player chooses to expend all three Panzerfausts, so all three soldiers who are carrying the weapon fire on the *Pounder*. The Axis player rolls one die per weapon, so he rolls a total of three dice against the *Pounder*.

Finally, the Axis player targets the adjacent *Recon Boys* squad with the Knife & Grenade. All weapons of the same type must be used against the same target, so all five soldiers engage in hand-to-hand combat with the *Recon Boys*. The Axis player rolls one die per weapon, so he rolls a total of five dice against the *Recon Boys*.

Q: Do close-combat weapons ignore cover?

A: Yes, close-combat weapons (Range C) ignore all types of cover.

Q: Does a unit using Reactive Fire attack with all of its weapon lines, including close-combat attacks such as Knife & Grenade?

A: Yes, a unit using Reactive Fire (including Advanced and Superior Reactive Fire) attacks with **all** of its weapon lines that have sufficient range to the target unit (i.e the unit that triggered the Reactive Fire). In the case of a close-combat attack, the target unit must be adjacent to the attacking unit. Remember that during a Reactive Fire attack, all weapon lines must fire at the unit that triggered the Reactive Fire attempt.

Q: How do close-combat weapons work with Reactive Fire?

A: If a unit uses a close-combat weapon as part of a Reactive Fire attack, all other weapon lines are resolved first, then both units attack simultaneously with their close-combat weapons.

EXAMPLE: The Allied player activates *The Gunners* squad and performs a move action that brings them adjacent to an unactivated squad of *Recon Grenadiers*. The Axis player decides to interupt *The Gunners* movement and attempts to use Reactive Fire against them. He rolls one die and obtains a ⊕. The Reactive Fire attempt is a success so he immediately activates the *Recon Grenadiers* and performs a single attack action with all weapon lines that have sufficient range. After resolving the first three weapon lines, both units simultaneously attack each other with their Knife & Grenade weapon lines. At this point, the Reactive Fire action is complete. The *Recon Grenadiers* squad is deactivated and *The Gunners* can resume their move action.

Q: When are casualties removed?

A: When a unit attacks with a ranged weapon (any range except for Range C), the defending player removes casualties **immediately** after the attacking player resolves each attack. (The defending player normally chooses which figures to remove from his own squad – some special abilities, like Sniper, may change this.)

When a unit attacks with a close-combat weapon (Range C only), each player simultaneously removes casualties from his own squad.

EXAMPLE: The Axis player activates a full squad of *Recon Grenadiers*. He moves them one square, putting them adjacent to a full squad of *The Gunners*. He declares that the *Recon Grenadiers* are attacking *The Gunners* with the StG 47, MG 48, and Knife & Grenade weapon lines.

The Axis player performs the StG attack by rolling four dice (one for each figure carrying a StG). He obtains one ⊕ and three ▪. The Allied player chooses to remove one figure from *The Gunners* squad as a casualty.

The Axis player performs the MG 48 attack by rolling four dice. He obtains two ⊕ and two ▪. The Allied player chooses to remove two figures from *The Gunners* squad as casualties.

The Axis player and the Allied player both perform their close-combat attack simultaneously. The *Recon Grenadiers* roll five dice (one for each figure in the squad), and *The Gunners* roll two dice (also one for each figure in the squad). The *Recon Grenadiers* obtain two ⊕ and three ▪; *The Gunners* obtain one ⊕ and one ▪. The Axis player chooses to remove one figure from the *Recon Grenadiers* squad as a casualty. The Allied player removes both remaining figures as casualties, which destroys *The Gunners* squad.

Q: The *Ludwig*'s figure physically shows two cannons, but the unit card only shows one weapon line. Does the *Ludwig* roll double the amount of dice shown on the weapon line when firing with both cannons?

A: No, the *Ludwig* only rolls the number of dice shown on the weapon line. The *Ludwig* always fires both cannons together at the same time, so it cannot split its fire either.

Q: When a unit with an Artillery weapon fires at a squad, can the squad gain cover?

A: No. Artillery weapons ignore all types of cover, including corner cover.

EXAMPLE: In the example above, the *BBQ Squad* would not benefit from cover against the *Lothar's* Nebelwerfer 42 and would take the full brunt of the Artillery weapon.

Q: On page 8 of the Core Set rulebook, it makes mention of "victory points." How do players calculate victory points?

A: This answer replaces the section "End of the Game" on page 8 of the Core Set rulebook.

The final round is triggered when one of the following events happens:

- All of one player's units have been eliminated.
- One of the two players has fulfilled his scenario objective.
- The time limit (number of rounds) ends. Calculate each side's victory points to determine the winner (see below).
- Neither player can fulfill their objective any longer (because all objectives were destroyed, for instance). Players can either calculate victory points to determine a winner or continue fighting until there is only one side standing!

Regardless of what triggers the final round, the game always ends at the end of a round. Even though one player may be in a good position to win, he still needs to prevent his opponent from accomplishing his objective.

Calculating Victory Points

To determine how many victory points each player has earned, calculate the total AP value of all **enemy units** each player destroyed during the scenario. Some scenarios provide bonus victory points for holding a certain objective or accomplishing a specific task during the scenario. If a player successfully fulfills the condition, add the number of victory points specified in the scenario to that players total. The player who earned the most victory points wins the game.

EXAMPLE: The Axis player lost one Heavy Laser Grenadiers squad and one Hans (30 + 24 = 54) . As a result, the Allied player earns 54 victory points.

The Allied player lost one Hell Boys squad and one Death Dealers squad (34 + 23 = 57).

As a result, the Axis player earns 57 victory points. The Axis player earned 57 victory points, which is more than the 54 earned by the Allied player. The Axis player wins the game!

Q: The structure rules on page 11 of *Operation "Seelöwe"* **state that Soldiers (Armor 🏃) are considered to be in Soft Cover when inside a building. But the Core Rules state that Heroes (also Armor 🏃) do not benefit from cover. What is the correct rule?**

A: The rule in *Operation "Seelöwe"* is incorrect. The correct rules are:

- 💀 **Squads** are considered to be in **SOFT COVER** when they are **inside** a building and it is targeted by an enemy unit that is **also inside** the structure.

- 💀 **Squads** are considered to be in **HARD COVER** when they are **inside** a building and it is targeted by an enemy unit that is **outside** the structure.

The only way a Hero can benefit from cover inside a structure is if that Hero has joined a squad.

Q: The first scenario of *Operation "Blue Thunder"* **says that "there is no cover for this mission." What does this mean?**

A: It means no 3-D terrain pieces (cover elements) are used in this scenario. Normal cover rules (i.e. Hard and Soft Cover, corner cover, etc.) still apply.

WEAPONS AND SKILLS

Q: How do laser weapons interact with the sustained attack action?

**A:** When a unit with laser weapons performs a sustained attack, reroll once all ⬛ obtained from the first roll of the dice only. This is for the sustained attack. Then, continue rerolling all ⊕ (including those obtained from the sustained attack) for the laser weapons.

EXAMPLE: The Axis player declares that his *Laser Grenadiers* squad is performing a sustained attack against a *BBQ Squad*. The *Laser Grenadiers* roll five dice against the *BBQ Squad* and obtain three ⊕ and two ⬛. The Axis player sets the three dice showing ⊕ to the side. Then, because the *Laser Grenadiers are* performing a sustained attack, he rerolls the two dice showing ⬛ and obtains one ⊕ and one ⬛. Now, because they are using laser weapons, the Axis player takes the three dice he set aside earlier as well as the one ⊕ obtained from the sustained attack and rerolls them. He obtains two more ⊕. He then rolls those two dice and obtains one more ⊕. Again, he rolls that one remaining die and obtains a ⬛, ending the attack. All together, the *Laser Grenadiers* scored seven total ⊕ against the *BBQ Squad.*

Q: Does *Joe's* **Grenade Launcher ignore cover?**

A: Yes. At the bottom of *Joe's* unit card there is an ability called "Grenade Launcher: Grenade Weapon." This weapon is classified as a type of UGL, so when *Joe* attacks with this weapon he also ignores cover.

Q: Hot Dog's Napalm Thrower has a range of two. Which targets can be hit by this flamethrower weapon?

A: Flamethrower weapons that fire farther than one space **inflict damage on all units in spaces between the attacking unit and the target unit – even if the spaces are occupied by friendly units**. Flamethrowers do not continue beyond spaces that block line of sight.

When a unit fires a flamethrower weapon with a range greater than one, the controlling player chooses the spaces where the flames spread. The attacking unit must still be able to see each target following normal Line of Sight rules.

EXAMPLE: In this situation, the Allied player can choose which spaces the *Hot Dog's* Napalm Thrower affects, as long as it has clear line of sight. In this example it may target either:

- 💀 The *Laser Grenadiers* and the *Recon Grenadiers*.
- 💀 The *Laser Grenadiers* and the *Luther*.
- 💀 The *Recon* Grenadiers and the *Luther*.
- 💀 The *Laser Grenadiers* and the *Lothar*.

The *Hot Dog* cannot target the *Kommandotrupp*. They are behind the *Lothar* blocks line of sight.

Q: Must the special ability Berserk be declared before rolling dice for the attack?

A: Yes.

Q: How does the special ability Berserk work with the sustained attack action?

A: First, reroll once all ■ obtained from the initial roll of the dice. Then, reroll all remaining ■ for Berserk.

EXAMPLE: *Sigrid* has joined a *Laser Grenadiers* unit. During the game, they perform a Sustained Attack, combined with *Sigrid's* Berserk skill, against the *Recon Boys* who are two spaces away from the Axis squad. The Axis player rolls eight total dice (three for *Sigrid's* Laser-Pistole-B and one for each Laser Gewehr and Laser Werfer in the *Laser Grenadiers* squad).

The first roll produces one ⊕ and seven ■! The Axis player sets aside the one ⊕, and due to the Sustained Attack, rerolls the seven ■. This results in two more ⊕ and five ■. Because the Axis player declared that he is using *Sigrid's* Berserk skill, he may now reroll all current ■ results before resolving the laser weapon's effect. The Axis player rerolls the remaining five ■, producing two ⊕ and three ■, for a total of five ⊕.

Because the squad is using laser weapons, the Axis player rerolls all five ⊕ to see if the attack causes further damage. He obtains two ⊕ and three ■. He rerolls the two ⊕ and both result in ■. Overall, this attack causes seven points of damage, which is more than enough to eliminate the entire *Recon Boys* squad.

Q: Does the special ability Black Ops work during the first round?

A: Yes.

Q: How does the Fighting Spirit ability work?

A: Currently there is no unit in the game that has this ability.

Q: If both an observer and a unit with an Artillery weapon have line of sight to a target, can the observer use its Artillery Strike skill to activate the unit with the Artillery weapon to fire a direct shot instead of an indirect shot?

A: No. If an artillery unit has line of sight to the target, it must fire the direct shot on its own activation.

Q: How do Burst Weapons work?

A: When firing a burst weapon at a target that has not performed a **move action** during this round, double the number of dice rolled.

UNITS

Q: The soldiers in *The Gunners* squad have UGLs on their rifles, but the *Tank Killers* unit card does not include a "UGL" weapon line. Likewise, soldiers in the *Battle Grenadiers* squad are armed with Panzerfausts, but the *Tank Killers* unit card does not include a "Panzerfaust" weapon line. Can these units use these weapon types that the figures are carrying, even if the unit card doesn't show that weapon line?

A: Normally, if a figure is holding the weapon, then he can use that weapon. However, if any figures are holding weapons that are not included on the unit card, they cannot use those weapons.

Q: When fielding a *Bot Hunters* or *Tank Killers squad*, which figure gets replaced by the extra bazooka/panzershreck figure?

A: The figure on the far right of each picture is the figure that you exchange with the extra bazooka/panzershreck figure.

Q: When heroes are alone, do they get a cover save?

A: No, heroes do not get a cover save when they are alone. Their unit cards do not show any cover value. The only way for a hero to get a cover save is when it joins a squad.

Q: When a hero joins a squad with a different movement value than the hero, which movement value does the combined unit use?

A: The combined unit's movement value is equal to the **fastest** movement value of the two units.