

## DUST WARFARE - VETERAN SOLDIER REFERENCE MANUAL v1.3

A scenario sets the number of turns for the game. Each turn is divided into phases.

### GAME SETUP – BATTLE BUILDER

1. **Determine Army Point Total:** Agree on maximum Army Points for each player's forces.
2. **Choose Forces:** Build army list secretly, and reveal at the same time before battle.
3. **Build The Scenario:** Each player has two Scenario Points.
  - a. Players roll 5 dice. Whoever scores the fewest hits, spends the first point and then alternate (re-roll ties).
  - b. Points are spent on the Objective, Deployment or Conditions Consult charts found on pages 65-67 of the Core Rulebook (or in the Tournament Guide).
4. **Set Up Terrain:** Players roll 5 dice. Whoever scores the fewest hits, places the first piece of terrain. The next player places the next piece, at least 4" from other pieces of terrain.
5. **Buy Fortifications:** Purchase any fortifications dictated by the Scenario in step 3 (Pages 68-70 of the Core Rulebook).
6. **Deploy Forces:** Place your forces in the deployment area as dictated by the Scenario built in step 3. Fortifications are also placed during this step.

### THE INITIATIVE PHASE

The number of your units currently on the battlefield is your **Command Pool**. Both players roll their Command Pool. Reroll ties. The player with the lowest Hits rolled becomes the **Initiating Player** and their opponent becomes the **Responding Player**. The hits rolled are also each player's number of Orders they can issue during the Command Phase (to a minimum of 1).

### THE COMMAND PHASE

Units cannot react during this phase. The Initiating Player takes their Command Phase first, then the Responding Player.

A player may assign a **Take Action**, **Regroup** or **Special** order to as many units as Orders rolled during the Initiative phase, so long as each unit has at least 1 model within the Leadership range (usually 12") of the Command Section's Unit Leader (Hero units may receive an order regardless of distance). If the Command Section has one or more radiomen, one order per radioman, may be issued to a unit outside of the Command Range (including off table).

- **Take Action:** Regardless of any Suppression or Reaction tokens on a unit, the unit may take a single action and then receives a reaction token (if it did not already have one).
- **Regroup:** Remove all Suppression and Reaction tokens, assign a Unit Leader (if required) and move all models that are not the Unit Leader up to 6", if desired.
- **Special Orders:** Each Command Squad in a given Axis or Allied Platoon has access to a special order that can be issued. See each Platoon's entry for details

**NOTE:** If a player has lost the Unit Leaders of his Command Sections, he still rolls his Command Pool, but must spend 1 Order to promote a unit as a temporary Command Section and one model within it, to be Unit Leader (this unit may then be issued an Order during the Command Phase, if desired). This new Command Section has a Leadership range of 6". A Hero may act as a temporary Command Section without expending an order to do so.

### THE UNIT PHASE

The Initiating Player takes his Unit Phase first, activating all of his units completely, one at a time. Then the Responding player activates all of his units. When a unit is activated it follows these steps:

1. **Replace Lost Unit Leader:** Nominate a new Unit Leader from any other model in the unit. Give the Unit a Suppression token.
2. **Move Out Of Formation Models:** Models outside of Leadership range of the Unit Leader (usually 6") move the minimum distance directly towards the Unit Leader to be within Leadership range. This is not an action and does not trigger reactions or count against the unit's movement action.
3. **Remove Suppression:** Roll a die for each Suppression token on a Soldier unit. For each Hit, remove a Suppression token.
4. **Make Retreat Moves:** If a Unit has more Suppression tokens than there are models in the unit, each model in the unit must move directly towards the table edge closest to the Unit Leader. Any model that touched the table edge is removed as a casualty.
5. **Declare Actions:** A player must declare up to two actions it will take (not the target, direction or other variables), less one if it has a Reaction token and less one if it has any Suppression tokens. The action options are:
  - a. **Move:** Move inches equal to its Movement rating (see **MOVE** section).
  - b. **Attack:** Attack with its applicable weapons (see **ATTACK** section).
  - c. **Sustained Attack (takes 2 actions):** Attacks with its applicable weapons, but may reroll any number of dice one extra time.
  - d. **March Move (takes 2 actions):** Moves double the Movement rating for the model and ignores difficult, but not impassable terrain.
  - e. **Special Actions:** Take Unit specific actions.

**NOTE:** A unit may not take two Attack or two Move Actions. They become Sustained Attacks or March Moves instead.

### THE END PHASE

Take any required Scenario actions, then each unit removes 1 Suppression token and all Reaction tokens.

## MOVE ACTIONS

### General Rules

- A model cannot move or end its movement within 1" of an enemy unit.
- Models cannot move through friendly vehicles.
- A unit cannot end its movement more than 3" above or below where it started during its activation (excluding floors of a building).

### Soldier Units

- Models can turn and move freely in any direction, in inches, up to their movement stat, but must end movement within Leadership range.
- Soldier units can move through friendly soldier units.

### Vehicle Units

- Can only move into its front arc (90 degrees).
- May adjust its facing by 90 degrees either before or after moving.
- May forfeit movement to change facing to any direction desired.
- May not move through friendly soldier units, or any type of vehicle.
- Unit may move backwards into its back arc up to 3" (or 6" if performing a March Move), ignoring rough, but not impassable terrain.

**Vehicle Overruns:** Vehicles may move through enemy units ignoring the 1" rule. When its movement ends, any soldier units within 1" of the vehicle are moved the minimum distance to be 1" away from the vehicle. The moving vehicle then rolls a number of dice equal to its Vehicle type. The overrun unit gains one Suppression token for each hit rolled. Multiple affected units are rolled separately.

**Difficult Terrain:** When moving through difficult terrain the model's maximum movement is always reduced to 3" unless performing a March Move action.

**Soldiers Difficult Terrain:** Fences, Barbed Wire, Stone/Brick Walls, Deep Water.

**Vehicles Difficult Terrain:** Craters, Forest/Jungle, Hills, Barbed Wire, Rubble, Stone/Brick Walls, Swamp, Trenches, Vehicle Wreckage, Shallow Water.

**Vehicle Impassable Terrain:** Tank Obstacles, Deep Water.

## ATTACK ACTIONS

All models in an attacking unit may use all applicable weapons during the attack. Models with different weapons should be rolled separately. The Attack steps are:

1. **Pick a Target:** The unit may split its attacks amongst several targets, but must declare what weapons are targeting which enemies before rolling Combat Dice.
2. **Determine Range, Line of Sight (LOS) and Cover:**
  - A weapon of a model must be able to reach at least one model in the targeted unit for that model to contribute Combat Dice to the attack.
  - Line of sight is checked from the highest point at the center of the model.
  - If a model has no LOS to any model in the targeted unit, it cannot fire its weapons at that unit.

**Cover Checks For Soldiers:** Draw a LOS from the center of the Unit Leader's base in the attacking unit to each other model in the targeted unit. If target unit cannot be seen at all, the LOS is Blocked. If the target can be seen, but the LOS crosses any terrain area (not including any terrain the Unit Leader might already be in, or touching), then the target model is Obscured. If at least half of the models in a unit are Obscured than the unit will receive Cover benefits (either Soft or Hard – See Page 4).

Note:

- Models never Obscure other models in their own unit.
- Friendly models do not Obscure enemy models.
- Enemy soldiers Obscure LOS to soldiers in other units out to the edge of their base and up to the model's height (unless Suppressed, or attacker is a vehicle).
- Vehicles obscure any unit, treating the vehicle's base as an area of terrain.

**Cover Checks For Vehicles:** If a unit leader can draw LOS to any part of the target vehicle's base without crossing terrain, the vehicle is not Obscured.

3. **Roll Combat Dice:** Models with range or LOS to target unit roll a number of dice based on the stats of their weapons targeting the enemy unit. Weapons that do varying levels of damage should be rolled separately. Each hit is a potential point of damage.
4. **Make Armor Rolls:** The defending player rolls a number of dice equal to the Unit's Armour rating (not individual models). Each hit negates a single point of damage. Soft cover adds 1 hit to the unit's armor roll. Hard cover adds 2 hits to the unit's armor roll. If more than half of an attacking unit's bases are in the rear arc of a vehicle, the vehicle cannot make an armor roll (but will still benefit from cover).
  - **Soft Cover Terrain:** Other Unsuppressed Soliders, Craters, Fences, Forest/Jungle, Hedges, Hills, Rubble, Shallow Water.
  - **Hard Cover Terrain:** Vehicles Stone/Brick Walls, Tank Obstacles, Trenches, Vehicle Wreckage, Deep Water.

**Note:** Some Units are specified as Teams in their unit descriptions and are better at using cover, so a Team in Soft cover counts as being in Hard cover.

**Note:** Suppressed units upgrade their Cover status one step.

5. **Assign Damage:** Models that are not Obscured must be assigned damage before models that are Obscured. Models in a target unit that have Blocked LOS cannot be assigned damage. After damage is assigned, so long as one potential hit was rolled during Step 3, the target unit receives a Suppression token.

Vehicles do not gain suppression tokens, instead after taking damage, roll a number of dice equal to the damage dealt, before the Armor Roll, but less any cover bonuses. Then consult the Vehicle Damage Table (see end).

## NOTES ON SUPPRESSION

- If a unit becomes Suppressed *during* its activation, it does not lose any actions during that activation.
- Heroes operating independently do not receive Suppression tokens (those in a unit can).
- A unit with a Hero in it never retreats.
- A unit with a hero inverts the die results when rolling to remove Suppression tokens.

## NOTES ON REACTIONS

A unit can only react if it does not have a Reaction or Suppression token. When it reacts it may make a single Attack or Move action. The Reacting unit then takes a Reaction token.

**Attack Reactions:** A unit may react to an enemy within 12" that is attacking it. It must declare its Reaction before the activating unit rolls Combat Dice. If the Reaction is an attack, it is resolved at the same time as the triggering Attack action and must target the attacking unit. If the reaction is a move, it may take the targeted unit out of harm's way, causing the initial attack to be wasted.

*Note: If the Reacting unit is a soldier unit it may ignore the distance from the enemy unit it is Reacting to, to perform the Hit The Dirt! action when attacked. This automatically gives the unit a Suppression token in addition to the Reaction token, providing the unit with the benefit of improving its cover by 1 step (as per Suppression rules).*

**Move Reactions:** A unit may react to an enemy that begins or ends its movement within 12" of the reacting unit. The Reacting unit must declare and execute its Reaction either before or after the target unit has completely finished moving. If the Reaction is an Attack, it must be targeted at the moving unit only.

**Note:** Multiple units can react to an enemy unit taking an action. The controlling player determines the order in which the Reactions resolve.

**Note:** Units cannot react to a Reaction.

## NOTES ON UNITS

- All units must have a Unit Leader.
- In a single model unit, the single model itself is its own Unit Leader.
- All models in a unit must stay within the Unit Leaders Leadership range, which is typically 6".
- If a Unit with no Unit Leader is required to have a Unit Leader before the unit is activated (e.g. due to an enemy attack) – the enemy selects your unit leader for the purposes of that action only.
- A Hero may only join a unit with the same Movement and Armor value as the Hero.

## WEAPON TERMS

### **(C) Close Combat Weapon:**

- Has a range of 3".
- May only target one unit when attacking with (C).
- Cannot attack with non-(C) weapons during a (C) attack action.
- Cover does not negate damage from a (C) weapon.
- Target cannot react with a Move reaction or with a non-(C) weapon attack.

### **(A) Artillery Range Weapon:**

- Has range of 36" when directed with LOS towards a target (Direct Attack).
- If used in combination with Artillery Strike ability (Indirect Attack), has minimum range of 12" and no maximum range.

**Spray Weapons:** Roll a number of Combat Dice equal to the number of miniatures in the target unit.

<b>VEHICLE DAMAGE TABLE</b>	
<b>1 Hit</b>	<b>Blinded:</b> When taking a Sustained Attack action, vehicle can no longer reroll any Combat Dice.
<b>2 Hits</b>	<b>External Fire:</b> Vehicle suffers 1 damage at the end of its activations (do not roll on this table for that damage). Vehicle resolves a S/1 attack against any Soldier unit it overruns. Vehicle must spend an action to extinguish fire.
<b>3 Hits</b>	<b>Weapon Damaged:</b> One weapon is unusable for the rest of the game. The attacker rolls a Combat Die, on a hit he chooses the weapon, on a miss, the defender chooses.
<b>4 Hits</b>	<b>Drive System Damaged:</b> Vehicle may not take move actions.
<b>5 Hits</b>	<b>Ammunition Detonation:</b> One weapon is unusable for the rest of the game and all Soldier units with a model within 12" of the center of the vehicle suffer a 5/1 attack.
<b>6 Hits</b>	<b>Hull Breach:</b> Cannot make armor rolls. Weapons targeting this vehicle with a "-." against the vehicle are treated as "1/1"