



# DUST WARFARE: GLOSSARY

"In war-time, truth is so precious that she should always be attended by a bodyguard of lies."

—Winston Churchill

This is the **Dust Warfare** glossary. This collection of terms serves as a quick reference guide for common game-related terms in **Dust Warfare**.

**1st Section:** A mandatory section of a platoon containing one unit from the 1st Section list provided by the platoon entry in the rulebook.

**2nd Section:** An optional section of a platoon containing one unit from the 2nd Section list provided by the platoon entry in the rulebook.

**3rd Section:** An optional section of a platoon containing one unit from the 3rd Section list provided by the platoon entry in the rulebook.

**4th Section:** An optional section of a platoon containing one unit from the 4th Section list provided by the platoon entry in the rulebook.

**Action:** A process executed by an activated unit, such as moving, attacking, and using other abilities.

**Activation:** A process by which a unit is designated to take one or more Actions during the unit phase.

**Aircraft:** A unit consisting of Aircraft miniatures.

**Armor:** A value determining a unit's ability to deflect damage from an attack.

**Armor Roll:** A roll made by a defending player after an attack that has generated successful hits.

**Army Point (AP):** The approximate measure of a unit's power. Typically, games are played with a predetermined Army Point limit. The combined Army Point value of all units in an army may not exceed this number.

**Artillery Range Weapon (A):** A type of weapon capable of direct or indirect fire, the latter having an infinite maximum range, and both having a minimum range of 12".

**Attack Action:** A type of action in which all miniatures in a unit fire on a target within range and line of sight.

**Attack Roll:** A roll made by a player when attacking.

**Attacking Unit:** Any unit that is performing an Attack action.

**Back Up:** A Vehicle Move action made in the direction of its rear arc.

**Base:** The disk on which the figure of a miniature is mounted, and from which movement distances and weapon ranges are measured.

**Base Cost:** The Army Point (AP) cost of a unit, without any bonuses or additions applied.

**Basic Unit:** The miniatures that make up a unit, without any bonuses or additions applied.

**Battlefield:** The area in which a Dust Warfare battle is fought.

**Blocked Line Of Sight:** A line of sight between an attacking miniature and its target that is completely obstructed, making an Attack action impossible.

**Burst Weapon:** A weapon type that negates the damage reducing effects of Cover.

**Casualty:** Any miniature that has been removed from play.

**Clear Line of Sight:** A line of sight between an attacking miniature and its target which is not obstructed or blocked by terrain.

**Close Combat Weapon (C):** A weapon type with special properties and rules that has a range of 3".

**Combat Dice:** The custom six-sided dice used in Dust Warfare to resolve combat.

**Command Phase:** The second and third phases of a turn in which each player issues Orders to his units equal to the number of  $\oplus$  rolled in the Initiative phase.

**Command Pool:** The number of dice rolled by each player in the Initiative phase. This number is equal to the number of units in each player's force that is currently on the battlefield.

**Command Radius:** A 12" radius extending from a Command Section, within which units may be issued Orders during the Command phase.

**Command Section:** A mandatory section of a platoon containing one unit from the Command Section list provided by that platoon's entry in the rulebook. Command Sections are the means by which the Command Radius is determined.

**Conditions:** A set of variables that determine various elements of the battle, such as dangerous conditions, weather, and visibility.

**Controlling Player:** The player who determines the actions of a particular unit.

**Cover:** A defensive bonus awarded to units by various characteristics of the battlefield.

**Damage:** The basic unit of harm a miniature suffers by a successful Attack roll.

**Damage Capacity (DC):** The amount of damage that must be done to a miniature in order to eliminate it.



**Density:** The measure of a minefield's lethality. Density determines the number of dice rolled when resolving an automatic minefield attack.

**Deployment:** The process by which each player places his units on the battlefield.

**Difficult Terrain:** A terrain type which reduces a unit's move distance to 3".

**Direct Fire:** A standard Attack action with a range of 36" and a minimum range of 12", available to Artillery weapons.

**Double Attack:** See "Sustained Attack."

**Double Move:** See "March Move."

**End Phase:** The final phase of a turn in which suppression is reduced, Reaction markers are removed, and special End phase actions, as specified by the Scenario rules, are taken.

**Enemy Unit:** Any unit controlled by a player's opponent.

**Extended Command Range:** An enlargement of a unit's Command Radius afforded by certain situations, special abilities, or applied bonuses.

**Facing Arc:** Any one of a Vehicle miniature's four distinct movement and firing arcs, each encompassing 90°. For Vehicles and Aircraft, this arc is measured from the center of the base. For heavy walkers, it is measured from the hull.

**Figure:** The small model of a soldier or vehicle, typically attached to a base.

**Firing Arc:** The 90° arc to which a unit's Attack action is limited.

**Force:** A term encompassing all units fielded by a player.

**Fortification:** An element placed on the battlefield by the players that can grant defensive or offensive bonuses to units.

**Friendly Unit:** Any unit controlled by a player who is not an opponent.

**Front Arc (F):** An arc measuring 90° from a miniature's front. For Vehicles and Aircraft, this arc is measured from the center of the base. For heavy walkers, it is measured from the hull.

**Game Turn:** A unit of game time consisting of several phases in which players issue orders and resolve actions.

**Hard Cover:** One of two types of cover. A unit benefitting from Hard cover is granted two additional  $\oplus$  during its Armor roll.

**Hero:** A valuable soldier miniature typically having special abilities and an increased Damage Capacity. Heroes are immune to suppression and can be deployed as a unit or as part of an existing unit.

**Hero Command Section:** A Command Section led by a Hero with the Leader ability.

**Hit:** The result applied whenever a rolled Combat Die shows a  $\oplus$ .

**Impassable Terrain:** A terrain type that blocks all basic movement and can only be scaled by special movement abilities.

**Indirect Fire:** A Sustained Attack by an Artillery weapon for which line of sight and range from the firing miniature is ignored.

**Initiating Player:** The player who rolled the fewest  $\ominus$  in the Initiative phase.

**Initiative Phase:** The first phase of a turn in which each player rolls his Command Pool to determine how many Orders he can issue in the Command phase and the order in which the players perform actions for the remainder of the turn.

**Large Force:** Any force with a combined value of 401 or more Army Points.

**Leadership Range:** A radius of 6" from a unit's Leader inside of which miniatures belonging to the unit must remain.

**Left Arc (Lt):** An arc measuring 90° from a miniature's left side. For Vehicles and Aircraft, this arc is measured from the center of the base. For heavy walkers, it is measured from the hull.

**Line Of Sight:** The ability of an attacking miniature to see its target.

**March Move:** A Move action which allows a unit to move twice as far as it normally would, ignoring any difficult terrain.

**Medium Force:** Any force with a combined value of between 201 and 400 Army Points.

**Miniature:** A small model, typically consisting of a figure and a base, that represents an individual Soldier, Vehicle, or Aircraft.

**Minimum Range Weapons:** A range specification given to certain weapons, inside of which units cannot be targeted.

**Miss:** The result applied whenever a rolled Combat Die shows a  $\ominus$ .

**Move Action:** An action by which miniatures move across the battlefield.

**Objective:** Modifiable goals representing victory conditions during a game of Dust Warfare.

**Obscured Line Of Sight:** A line of sight between an attacking miniature and its target which is partially obstructed by terrain, and which grants a cover bonus to the target.

**Obstacles:** A type of terrain placed by the players which obstructs or inconveniences units.

**Off-Table Units:** Units that have not yet been deployed to the battlefield, and which can be deployed once the game has begun.



**Open Terrain:** Any part of the battlefield that is not an area of terrain.

**Order:** A command issued during a player's Command phase.

**Overrun:** A Move action which permits a Vehicle to move through enemy Soldier units, often displacing and suppressing them.

**Partially Impassable Terrain:** A type of terrain containing both impassable terrain and clear or difficult terrain, applying most often to buildings in which a window is passable but its surrounding stone wall is not.

**Platoon:** A group of units making up a part of a player's force. A player's force may contain several platoons.

**Platoon Upgrades:** A bonus which can be purchased by spending Army Points and which can then be applied to a platoon.

**Pre-Measuring:** The allowed act of measuring a distance prior to taking an action.

**Promotion:** The act by which a miniature in a unit becomes its Unit Leader, occurring most often after that unit's Leader is eliminated.

**Range:** The measure of a weapon's effective distance.

**Reaction:** An action taken by a unit in response to an enemy unit's Movement or Attack action.

**Reaction Marker:** A marker given to units that make a reaction. Units with a Reaction marker take one less action than normal when activated.

**Rear Arc (R):** An arc measuring 90° from a miniature's rear. For Vehicles and Aircraft, this arc is measured from the center of the base. For heavy walkers, it is measured from the hull.

**Regroup Order:** An order issued by a Command Section in the Command phase which removes Suppression and Reaction markers from the ordered unit, promotes a new Unit Leader, and moves some miniatures in a unit up to 6".

**Reload Weapons:** A type of weapon which gets a single shot, after which it cannot be fired again until taking a Reload action.

**Responding Player:** The player whose turn follows the Initiating Player's.

**Retreat:** A state of forced movement which arises when a unit gains more Suppression markers than it has miniatures remaining, during which a unit must make a Move action in the direction of the nearest table edge.

**Right Arc (Rt):** An arc measuring 90° from a miniature's right side. For Vehicles and Aircraft, this arc is measured from the center of the base. For heavy walkers, it is measured from the hull.

**Scenario Goal:** The victory conditions of any game of Dust Warfare.

**Scenario Point:** Points spent by the players prior to play which determine a scenario's Objectives, Deployment, and Conditions.

**Small Force:** Any force with a combined value of 200 or fewer Army Points.

**Soft Cover:** One of two types of cover. A unit benefitting from Soft cover is granted one additional  $\oplus$  during its Armor roll.

**Soldier Unit:** A unit made up of Soldier miniatures.

**Special Abilities:** A skill possessed by a unit or miniature.

**Special Action:** A type of action allowed by particular weapons and miniatures, such as Reload actions and Repair actions.

**Special Weapon Ability:** Any trait possessed by a particular weapon.

**Spot Turning:** A process by which a Vehicle changes its facing without changing its placement on the battlefield.

**Spray Weapon:** A weapon type that allows the attacking player to roll one Combat Die for each miniature in the targeted unit.

**Squad:** A term referring to any unit consisting solely of Soldier miniatures.

**Support Unit:** A type of unit often consisting of Vehicles or specialist infantry. A platoon may field one Support unit for every two sections it includes.

**Suppression:** A condition typically caused by a unit taking incoming fire, which results in a unit making fewer actions during the Unit phase and improving its cover.

**Suppression Marker:** A marker used to track the degree to which a unit is suppressed.

**Sustained Attack:** An attack which uses two actions during a unit's activation and allows the player to reroll Combat Dice to achieve a more favorable result.

**Table Edge:** The outermost borders of the battlefield.

**Take Action Order:** A type of order issued by a Command Section in the Command phase which allows the ordered unit to take a single Action, ignoring any of its Suppression or Reaction markers.

**Tank Killer Weapons:** A weapon type which allows the attacking player to invert die results in order to produce a more favorable result on the Vehicle Damage Table.

**Target Unit:** Any unit that is the recipient of an attack or special ability.

**Terrain:** The physical elements of a battlefield.

**Turret Mounted Weapon:** A type of vehicle weapon with a 360° firing arc.

**Unit:** A group of miniatures which moves, attacks, and takes special actions together, typically consisting of several miniatures, but occasionally (as with Vehicles and Heroes) consisting of only one.

**Unit Formation:** A state wherein all of a unit's miniatures are within the Unit Leader's Leadership Range.

**Unit Leader:** A mandatory element of a unit, by which its other miniatures coordinate their actions.

**Unit Phase:** The fourth and fifth phases of a turn, during which each player's units activate and perform actions.

**Unit Type:** A designation of a unit, of which there are three types: Soldier units, Vehicle units, and Aircraft units.

**Vehicle Unit:** A unit consisting of Vehicle miniatures.

**Vehicle Damage Table:** A table consulted when dealing damage to a Vehicle.

**Vertical Movement:** Any Move action in which a miniature changes its elevation, typically limited to 3".

