



## DUST WARFARE: FAQ

"No plan of operations extends with any certainty beyond the first contact with the main hostile force."

—Helmuth von Moltke the Elder

This is the living document that contains the FAQ and Errata for **Dust Warfare**. It is broken into two main parts: Errata, and the FAQ.

- Errata entries are listed separately from the FAQ, because they include changes to the **Dust Warfare Core Rulebook**. They are intended to overwrite what appears in the printed material.
- The FAQ provides answers to frequently asked questions, but does not constitute changes to the rules themselves. FAQ items provide a quick resolution to many of the complex situations that can arise during the course of tabletop play.

**FAQ VERSION 1.0**

**UPDATED MAY 18TH, 2012**



# ERRATA-CORE RULEBOOK FREQUENTLY ASKED QUESTIONS

## SPECIAL ABILITIES

### BLACK OPS (PAGE 53)

Black Ops should be listed as a shared ability.

## FORTIFICATIONS

### MINEFIELD COUNTERMEASURES (PAGE 69)

The Artillery countermeasure section should read as follows:

**Artillery:** Bombardment with high explosives, or just shooting at the ground nearby, can trigger mines prematurely. A weapon with the Artillery special weapon ability may attack a Minefield as if it were a Vehicle 2. If a Minefield marker is attacked, each ☉ scored against the Minefield reduces its Density by one. Place a Suppression marker to indicate each point of Density lost in this way. Dummy markers are removed automatically if at least one ☉ is scored.

## ALLIED ERRATA

### RECON RANGER SQUAD (PAGE 95)

The Recon Rangers should only be equipped with two UGLs, instead of four.

### HEAVY RANGER ATTACK SQUAD (PAGE 97)

The squad should be listed as equipped with 3 Dual .30 Cal Victory MGs.

### RHINO (PAGE 103)

Rhino's Move characteristic should be 12 instead of 6.

Rhino should be equipped with Heavy Rocket Punch (2) instead of Rocket Punch (2).

### OZZ 117 (PAGE 105)

Ozz 117's Move characteristic should be 12 instead of 6.

## AXIS ERRATA

### NEBELWERFER (PAGE 113)

The Spray Special Weapon Rule should read:

**Spray:** See page 58.

### STURMPIONIERS (PAGE 121)

The Sturmpioniere should have the Fast Special Ability.

### SIGRID VON THALER (PAGE 131)

In her summary chart, Sigrid Von Thaler's Damage Capacity should be 4 instead of 1. It is listed correctly in her unit entry.

## COMMAND PHASE

### CAN A TEMPORARY COMMAND SECTION ISSUE SPECIAL ORDERS?

Yes. When a force has no Command Sections left alive, and it is forced to name a new Command Section, the new, temporary Command Section has access to the special order associated with its platoon. However, solo non-Command Section Heroes (or other units purchased as part of the force, rather than as part of a platoon) do not have access to any special orders. If a Hero has joined another unit, both are considered to be part of the platoon to which the unit belongs.

### CAN A RANGERS COMMAND SQUAD FIRE THE 220MM LONG TOM AS A NORMAL WEAPON?

No, the Long Tom weapon line is provided as a reference. It may only be fired as part of a "Fire For Effect!" Order.

## UNIT PHASE

### CAN A UNIT TAKE THE SAME ACTION TWICE, INSTEAD OF TAKING A DOUBLE ACTION?

No, a unit can only take any action (including special actions, such as Medic) once during its activation in the Unit phase, but it may take a double action (such as March Move or Sustained Attack). If a unit wishes to take the same action twice in a turn, the first must be taken in the Command phase (by issuing a "Take Action!" order), and the second during its activation in the Unit phase.

## MOVE ACTIONS

### CAN A MINIATURE MOVE THROUGH WALLS?

No, a miniature cannot move through a wall, but it may move over it, if the wall is short enough. A miniature may only move vertically (up or down) a total of 3" during a Move action (or up or down one floor in the case of buildings with floors more than 3" apart).

It is important for players to determine terrain characteristics in advance to prevent confusion and disagreements during the game.



## ATTACK ACTIONS

### DOES A DEFENDING UNIT GAIN THE BENEFITS OF THE COVER IT OCCUPIES IF THE ATTACKING UNIT LEADER IS IN (OR TOUCHING) THE SAME AREA OF COVER?

No, if an attacking Unit Leader is in an area of terrain that is shared with an enemy unit, he ignores it for the purposes of obscured line of sight.

### IF AN ATTACKING MINIATURE CAN DRAW A LINE TO THE CENTER OF A DEFENDING MINIATURE'S BASE, AND THAT LINE DOES NOT PASS THROUGH AN AREA OF COVER, DOES THE DEFENDING UNIT BENEFIT FROM COVER IT IS TOUCHING?

No, a miniature only gains cover benefits when it is obscured by the terrain. A miniature is only obscured when the imaginary "center to center" line passes through an area of terrain that grants cover. Vehicles are a minor exception to this rule, as the line may be drawn from the center of the attacking Unit Leader's base to any point on the defending Vehicle miniature's base.

### CAN A CLOSE COMBAT ATTACK ACTION TARGET UNITS HIGH ABOVE (OR BELOW) AN ATTACKING UNIT?

Yes, in Dust Warfare ranges are measured horizontally to make accurate measurement easier. This means that the 3" range on attacks with Close Combat weapons technically has no vertical limit.

However, players who are using buildings tall enough to make this unrealistic should discuss the issue when deciding on terrain characteristics before the game begins. Players may wish to disallow attacks with Close Combat weapons from targeting units more than 3" (or one floor in a multi-level building) above or below the attacking unit. This approach is more intuitive and realistic, and it adds an interesting tactical aspect to jumping and climbing units.

In a competitive setting, the organizer should determine for the event if units can make attacks with Close Combat weapons at any height, or at this limited height, to avoid confusion.

## REACTIONS

### CAN A UNIT REACT EVEN AFTER IT HAS ACTIVATED IN THE PREVIOUS PHASE?

As long as a unit has no Suppression or Reaction markers, it may react as normal, even after it has activated. This means that a unit that activates in the Initiating Player's Unit phase may react during the Responding Player's Unit phase, effectively gaining an additional action during the turn (but only if the Responding Player provokes a reaction).

## SPECIAL ABILITIES

### IF A HERO WITH THE SNIPER SPECIAL ABILITY JOINS A UNIT (OR A HERO JOINS A UNIT WITH THE SNIPER SPECIAL ABILITY), DOES THE ENTIRE UNIT BENEFIT FROM THE SNIPER SPECIAL ABILITY?

Yes, the Sniper special ability functions if even one attacking miniature has it. This means that Angela may join a unit and it will benefit from her directions on where to fire. Likewise, Rosie can join a Sniper Team and gain all the benefits of the Sniper special ability with her M9-D Bazooka!

### CAN A UNIT IN A TRANSPORT TAKE ACTIONS ON THE TURN ITS TRANSPORT ENTERS PLAY?

Yes. The two units' activations are separate. Therefore, it is possible for a massive Punisher to be air dropped behind enemy lines, and for its passengers to disembark and attack.

### IF A MINIATURE IS FORCED TO DISEMBARK A TRANSPORT AND THE MINIATURE CANNOT BE PLACED WITHIN 3" OF THE VEHICLE, WHAT HAPPENS?

Any miniature that cannot be deployed is eliminated.

### IF A UNIT OF HEAVY FLAK GRENADIERS FIRES ITS FLIEGERFAUSTS USING THE BURST RULE, CAN THEY FIRE THEM AGAIN WITHOUT RELOADING BY CHOOSING NOT TO USE THE BURST RULE?

No, they must reload before firing again. If a Fliegerfaust is fired using the Burst rule, the Fliegerfaust takes on the qualities of a Reload Weapon, and the unit gains an Out of Ammo marker until the weapon is reloaded.

### CAN A UNIT WITH THE JUMP SPECIAL ABILITY MOVE OVER ENEMY UNITS?

Yes. However, the unit must still end its movement at least 1" away from an enemy miniature.

## FORCE SELECTION

### DOES A NON-COMMAND SECTION HERO COUNT AS PART OF A PLATOON?

No, a Hero is not considered to be part of a platoon unless the Hero was purchased—using the Leader special ability—to function as a Command Section for that platoon. If a Hero joins a unit, that unit is still considered to be part of its original platoon.

### DOES A COMMAND SECTION COUNT AS A SECTION FOR THE PURPOSE OF UNLOCKING SUPPORT UNITS?

Yes, a platoon that has purchased its mandatory Command and 1st Section may immediately purchase a single Support unit.