



DUST WARFARE: TOURNAMENT RULES

Only through the sacrifices of every hero. Only through the bravery of every soldier. Only through the destruction of every walker. Only through these things will we achieve victory. Only these things.

—Winter Child

This document is intended to support **Dust Warfare** tournaments of all types – from friendly match-ups and store tournaments to local competitions and massive national events.

With these tournament rules, a tournament organizer (TO) should have everything necessary to run a Swiss Style **Dust Warfare** Tournament.

VERSION 1.0

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OVERVIEW

A Dust Warfare tournament is a Swiss Style tournament. This means that players will be paired up against each other in a series of rounds. Each round, players will face an opponent who has the same number of Match Points, or as close an amount as possible. The player who performs the best will be declared the winner.

After each round players will report both their Match Points (earned through victory) and their Break Points (used for tie breakers when needed). The TO will record these points, and use them to calculate the next round's matches.

If the tournament is large enough, the TO will "cut to the top" after the third or fourth round. At this point, only those players with the best records will be paired against each other as they compete for ultimate victory.

PLANNING

When preparing to run a **Dust Warfare** tournament, there are several things that the Tournament Organizer (TO) must determine, to help ensure that players can prepare for the event, and that all the necessary materials are available.

NUMBER OF PLAYERS

The number of players the TO expects to attend is vital to the planning of any tournament. More players means that additional rounds must be played (otherwise, the TO may need to "cut to the top 4" for the last two rounds).

When possible, it is best to have an even number of players, and even better to have a number that is a power of 2 (4, 8, 16, 32, etc). An odd number of players will lead to a bye, which can be extremely disruptive to players' overall tournament experience. When planning a large event, it is therefore recommended to have player limits. Players should sign up in advance, with a wait list created for players who don't sign up until after the tournament is filled. This ensures a full tournament, and fairness when matching up opponents (discussed later).

ARMY POINT LIMIT

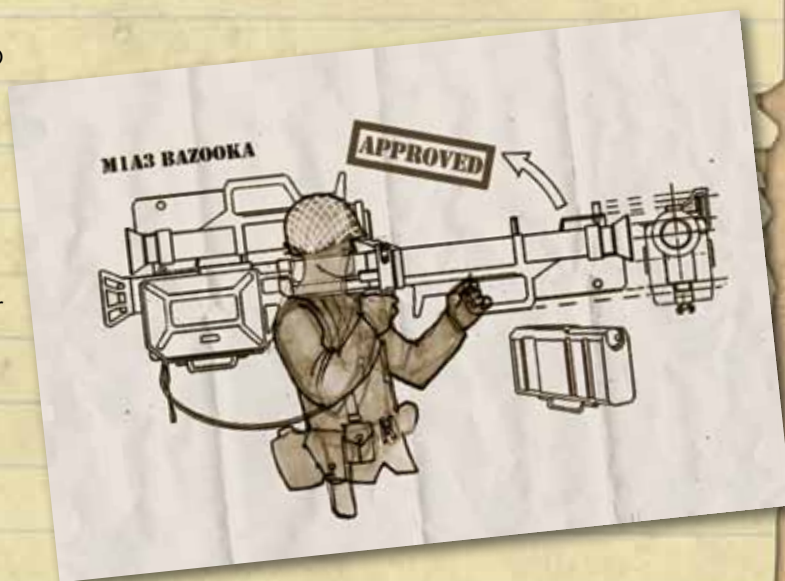
In addition to the number of players at an event, the Army Point total of the games being played will greatly influence the planning of a tournament.

In general, FFG recommends between 200 and 400 AP for a tournament. These games play relatively quickly, and allow players to compete with a variety of units, while requiring that they make strategic decisions about which units they will field during the tournament.

Larger tournaments, while possible, require special consideration by the TO. The Battle Builder presented in this document is specifically designed and balanced for tournament games of 400 points or lower. Games above 400 AP will cause a dramatic shift in the "metagame" that a TO needs to be prepared for. Above 400 points, the TO will also need to allow more time for each game.

TERRAIN TABLES

This may seem obvious, but it's important to ensure that a tournament has enough space and terrain tables to accommodate all of the players in attendance. For every two players at the event, the TO will need to secure a 6'x4' terrain table, as well as enough areas of terrain to fill a 2'x4' rectangle.



SCHEDULE

The tournament schedule is determined by the number of players, and the AP limit of the event. The amount of players/points in a tournament will directly affect how long it needs to last.

ROUND TIME

Each round consists of a single game of **Dust Warfare**. Round match-ups and scoring will be discussed later. Each round will need to be long enough to accommodate the number of units on the table. In general, each round should have a time limit of 30 minutes for every 100 AP (or fraction thereof) of the tournament's AP limit.

A 300 AP tournament, for instance, will need to have rounds that are one hour and thirty minutes long. A 400 AP tournament would require two hour rounds.

Every round should then be followed by a 15 minute break (for the TO to organize the next round). Players will also require a lunch break during the day. Depending on the distance of the location from local eateries, this could be anywhere from thirty minutes to one hour.

NUMBER OF ROUNDS

After each round, players will report their scores, and the TO will track each players win/loss record, as well as the number of Match Points and Break Points earned during the game. Break points are used by the TO as tiebreakers for regular match pairings and when determining who will progress to the next stage of the tournament when he "cuts to the top."

Use the table below to determine how many rounds will need to be played, and after which round the TO will "cut to the top" ("cutting to the top" is explained in the Round Procedures section).

| PLAYERS | ROUNDS | CUT TO | CUT ROUND |
|---------|--------|--------|-----------|
| 3-4 | 2 | - | - |
| 5-8 | 3 | - | - |
| 9-16 | 4 | - | - |
| 17-32 | 4 | TOP 2 | ROUND 3 |
| 33-64 | 5 | TOP 4 | ROUND 3 |
| 65-128 | 6 | TOP 8 | ROUND 3 |
| 129-256 | 8 | TOP 16 | ROUND 4 |

Once this has been determined, the TO will have everything he needs to inform his players of what to expect at his tournament. It's time to get the word out, and start spreading the excitement!

PLAYER RESPONSIBILITIES

The TO isn't the only one who needs to prepare for a tournament. It's important that each player understands that his preparedness for an event directly affects every other player in attendance.

Every player must be held to the same standards. A player who cannot meet his player responsibilities should be replaced with a player on the waiting list who can. There are an infinite number of reasons that a player may not be able to properly prepare for a tournament. However, it is not the responsibility of the TO to judge the merits of each case. While unfortunate, it is the only way to ensure fairness.

SUPPLIES

Players participating in a **Dust Warfare** Tournament must bring all their own miniatures, dice, measuring tape, and markers.

ARMY LISTS

Players are responsible for bringing two copies of their army lists – one for the TO, and one to show each of their opponents at the table.

In addition, this army list must be legible, noting the Section, AP, Name, and Unit Options of each purchased unit.

It is recommended that the TO enforce a strict "typed list" requirement. Players should not be allowed to make handwritten last minute changes to their list, to avoid possible abuse.

PAINTING, PROXIES, AND CONVERSIONS

Proxies (substitute miniatures) are not allowed under any circumstances. All miniatures must be **Dust Tactics** miniatures. Conversions (modifications to **Dust Tactics** miniatures) are acceptable as long as the converted unit can still be recognized for what it is; conversions must represent the miniature from which they are most obviously drawn. For example, a heavily converted Hot Dog miniature is not a substitute for a Luther miniature.

The TO will make the final call on whether or not any particular miniature or modification may be used.

TOURNAMENT PROCEDURE

The day of the tournament has arrived, and the TO has arrived early to set up and prepare for the event.

TABLE SET UP

The TO needs to prepare each table for the tournament games. Each 6'x4' table should be furnished with about 2'x3' of terrain (roughly one fourth of the table). The reality of tabletop terrain makes exact coverage unlikely, but an effort should be made to ensure that each table has 5 or more different areas of terrain, covering approximately one fourth of the table.

Dust Warfare assumes that players will set up the terrain on the table, so the TO does not need to disperse the terrain. This prevents players from moving terrain before their opponent arrives at the table, and also allows players to be assigned to the same table more than once during the tournament, simplifying the pairings process.

Each table will also need a copy of the Battle Builder for the tournament. The players will use this Battle Builder to determine their scenarios. A copy of the current season's Battle Builder is provided in this document. They will use this Battle Builder for the entire tournament.

PLAYER REGISTRATION

The TO should register the players as they arrive. He will prepare score sheets for each player and get a copy of their force lists for his records.

Some TOs may wish to track player data using a spreadsheet or other program. Sheets are provided with these rules to help make organization easier, whether tracking data by hand or by computer.

FIRST ROUND PAIRINGS

The player pairings for the first round will be randomly determined.

BYES & ODD NUMBERS OF PLAYERS

Sometimes there will be an odd number of players, making it impossible to create a pair for everyone participating. In this case, the player without a pair receives a bye. The player with the bye will be randomly determined from the players with the fewest match points (or randomly, in the first round).

SUBSEQUENT PAIRINGS

For each round after the first, all pairings will be based on the number of Match Points earned by the players. Each player will be matched with an opponent who has the same number of Match Points, or as close an amount as possible.

PAPER PROCESS

If using the Player Score Sheets provided, the process for determining match-ups is very simple. The TO sorts the Player Score Sheets by Match Points, from highest to lowest. When two players have the same number of Match Points, the player with the most Break Points is first.

From highest to lowest Match Points, each sheet is then paired. The two highest form a pair, then the second highest, and so on.

Each pair should be checked to ensure that no two players are matched up against one another more than once before the "cutting to the top." As each pair is formed, the TO checks to make sure that players have not already played one another. If they have, one of the players is moved down in the order two places, and match-ups continue until every player is paired with an opponent he has not played.

SCORING

After each round, players will turn in their Player Reporting Sheet, signed by both themselves and their opponent. This sheet is provided with these rules, and contains information that the TO will need to organize match-ups and determine an overall winner.

As Player Reporting Sheets are turned in, the TO must mark down the players' results on his Player Score Sheet.

MATCH POINTS

Each player earns a number of Match Points based on whether he won, tied, lost, or had the bye.

A Player who won earns 10 MP.

A player who tied earns 6 MP.

A player who lost earns 3 MP.

A player with a bye earns 10 MP.

BREAK POINTS

A player also earns a number of Break Points equal to the total AP value of all enemy units completely eliminated by the end of the game. Units that are damaged, or simply injured, are worth no Break Points.

CUT TO THE TOP

In larger tournaments the TO will "cut to the top" after round three or four. Players are ordered by Match Points from highest to lowest, with Break Points used to eliminate ties. The top players (determined by tournament size) then begin a new tournament (with new Player Score Sheets). Only these players will be paired in subsequent rounds.

After the "cut to the top," players are eliminated from the pairings once they have lost a game. Only those players who have won continue on to the next round. In the case of a tie, the player with the most Break Points in that match is the winner. If players tie on Break Points, total Break Points for the previous round are added to each player's total until one player has more Break Points than the other.

DECLARING A WINNER

The winner of the tournament is the player with the most Match Points. Ties are broken using Break Points.

In a tournament that "cuts to the top," the player who emerges victorious by not being eliminated is the winner.

OTHER AWARDS

Some TO's may wish to include other awards, such as Best Sportsman, or Best Army Appearance. This is highly encouraged, as it helps to produce a more enjoyable tournament for everyone.

These awards, however, should stand on their own, and not influence who is determined to be the overall tournament winner. This reduces complexity, ensures fairness, and ensures that players know what to expect from a **Dust Warfare** tournament.

The TO, however, should feel free to weight these other awards in any way he sees fit. If prize support is offered at the tournament, these awards could be worth an equal (or even larger) share of the prize pot!

TROUBLESHOOTING

It is an unfortunate necessity in a tournament to be prepared for problems to arise, such as suspected cheating, or incorrect point reporting. It is highly recommended that the TO adheres to a "no tolerance" policy regarding these issues.

IMPROPER PLAY

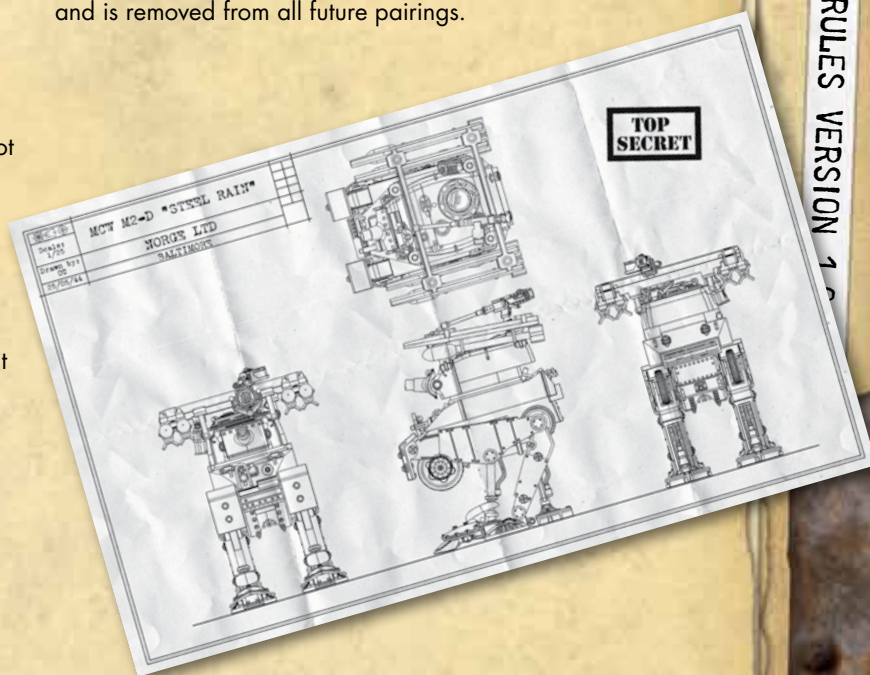
Proof of improper play is not the same as cheating. Intent is very important in determining whether a player has cheated, or simply made a mistake.

If proof of improper play becomes available that is shown to have influenced the outcome of the game (such as an incorrect unit being fielded, or too many points on the table), the offending player automatically forfeits the game. His opponent earns a number of Break Points equal to half of the offending player's total AP.

Mistakes happen, but, to ensure fairness for all, rules regarding improper play must be enforced when a clear breach is evident.

DISQUALIFYING ACTIONS

If the TO determines that a player's actions are more severe, he may disqualify the player and eject him from the tournament. A disqualified player forfeits his current match, and is removed from all future pairings.



TOURNAMENT BATTLE BUILDER

Players will setup their game each round with their opponent using the following Battle Builder steps:

1. **Exchange force lists:** Players should take a few minutes to look over each other's chosen units so that they are familiar with their opponent's capabilities.
2. **Build the scenario:** Use the Battle Builder provided to generate the unique conditions of the game.
3. **Set up terrain:** Players will deploy the terrain according to the Competitive Terrain Placement rules on page 67 of the *Dust Warfare* Core Rulebook.
4. **Deploy Forces:** Players now deploy their forces onto the battlefield as determined by the scenario.
5. **Play the game:** Players begin the game.

GAME LENGTH

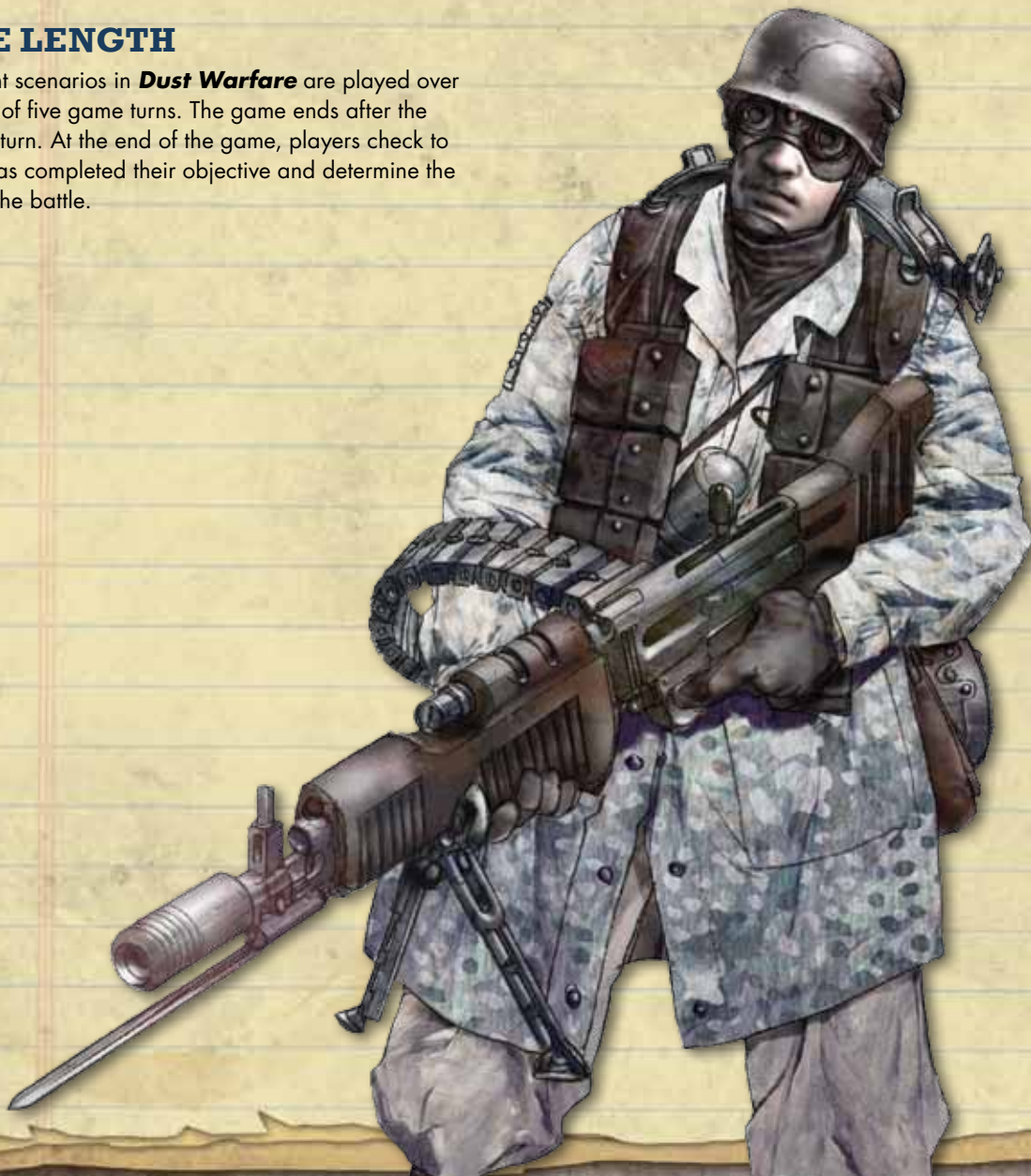
Tournament scenarios in *Dust Warfare* are played over the course of five game turns. The game ends after the fifth game turn. At the end of the game, players check to see who has completed their objective and determine the winner of the battle.

GENERATING THE SCENARIO

A competent General doesn't just know how to pick the location of a battle, he also wishes to control all the variables of an engagement. Using the Battle Builder, a scenario is created by the players using Scenario Points to adjust the Objectives, Deployment, or Conditions. Each player has **two** Scenario Points, and the players will take turns spending them on one of the three variables.

The players randomly determine who will be spending the first point. The players each roll five Combat Dice, and whoever scores the fewest ☉ must spend the first point. Players reroll all ties.

The players then alternate spending a single point in either Objective, Deployment, or Conditions on the Battle Builder chart. Once each player has committed both of his Scenario Points, the players consult the following list to determine the engagement's Objective, Deployment, and Condition based on the total number of points committed to each category. A player must spend a point before the other player and both players must spend both of their points. No variable may have more than three Scenario Points allocated to it.



OBJECTIVES

Each engagement has a unique objective that both sides are attempting to achieve. This is the game's victory condition, and will influence the way both players form their overall strategy.

KEY POSITIONS (0 SCENARIO POINTS)

Holding strategic terrain is key to victory on both sides. Each player secretly writes down two different pieces of terrain after both forces have deployed, but before the first turn. These will be the objectives they are fighting over.

This declaration should be as unambiguous as possible; players may decide to number each area of terrain in advance to prevent confusion in cases where many pieces of terrain are similar.

At the end of the game, these objectives are revealed, and each player earns one Superiority Point for each piece of objective terrain that he controls. If both players named the same piece of terrain as an objective, it is worth two Superiority Points. To control an area of terrain, a friendly Soldier unit must have its Unit Leader in base contact with the area of terrain. Units from either side may control the same area of terrain, but a player may only earn Superiority Points from each objective terrain once. The player with the most Superiority Points wins.

ELIMINATE THE ENEMY (1 SCENARIO POINT)

Each detachment is attempting to halt the enemy offensive permanently, killing as many soldiers and destroying as many vehicles as possible. Each player will score a Superiority Point for each enemy unit completely destroyed. The player with the most Superiority Points wins.

If a unit is led by a Hero, the Hero does not provide an additional Superiority Point if killed. He and the unit he joined are together worth one Superiority Point in total.

CRITICAL POSITIONS (1 SCENARIO POINT)

This critical battle revolves around holding onto critical terrain for as long as possible. Each player secretly writes down one piece of terrain after both forces have deployed, but before the first turn. A player may not nominate an area of terrain within his own deployment zone, or one in which any of his units is deployed (in the case of Fubar deployment). These will be the objectives they are fighting over.

This declaration should be as unambiguous as possible; players may decide to number each area of terrain in advance to prevent confusion in cases where many pieces of terrain are similar.

In the End phase of the first turn, both players reveal their critical positions. During the End phase of every turn after the first, each player scores a single Superiority Point for each Soldier unit with one or more miniatures completely within the area of terrain. If both players chose the same piece of terrain, it is still only worth one Superiority Point per Soldier unit per turn. The Player with the most Superiority Points wins.

ASSASSINATION (3 SCENARIO POINTS)

Whether it is to capture vital information or demoralize the enemy, one unit must be destroyed at all costs. Each player secretly writes down one of his own Command Section units after both forces have deployed, but before the first turn. This is the unit of secret importance that the enemy must destroy. If this unit is Reserved (or held for an Air Drop) the unit must enter play as soon as it is allowed (either on its first Activation, or at a time determined by the scenario).

At the end of the game, the players reveal their hidden target. The player who destroys his enemy's nominated Command Section, while keeping his own alive, is the winner. If both are dead at the end of the game, the player who destroyed the nominated Command Section worth the most AP is the winner. If no player killed a nominated Command Section worth more than the other player, the game ends in a tie.

BATTLE BUILDER

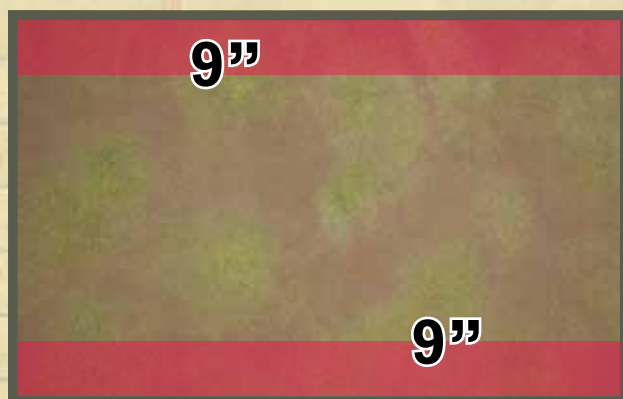
| | Objectives | Deployment | Conditions |
|---|---------------------|------------------|---------------------|
| 0 | Key Positions | Advancing Lines | Limited Visibility |
| 1 | Eliminate the Enemy | Force Collision | None |
| 2 | Critical Positions | Fubar | Radar Support |
| 3 | Assassination | Close Engagement | Off Target Shelling |

DEPLOYMENT

Forces don't always begin an engagement in optimal positions. Deployment determines each force's starting position on the game table, and can greatly alter the way each player chooses to commit his units to the game. During the Deployment step units must be deployed completely within the player's deployment zone. Players alternate turns (starting with the player who chose his deployment area) deploying one unit at a time. Heroes joining a unit are deployed with that unit.

▶ ADVANCING LINES (0 SCENARIO POINTS)

Forces have broken away from their marching columns to establish a firing line. The player who spent the first Scenario Point selects a long table edge as his own at the beginning of the Deployment step. His opponent gets the opposite long table edge. Each player must deploy his units within 9" of his long table edge. This will create a bar-shaped deployment zone, as depicted.



FORCE COLLISION (1 SCENARIO POINT)

Two forces rush to advance upon each other without time to deploy into strategic positions. The player who spent the first Scenario Point selects a table corner as his own at the beginning of the Deployment step. His opponent gets the opposite table corner. Each player must deploy his units within 24" of his corner. This will create a quarter circle-shaped deployment zone, as depicted.



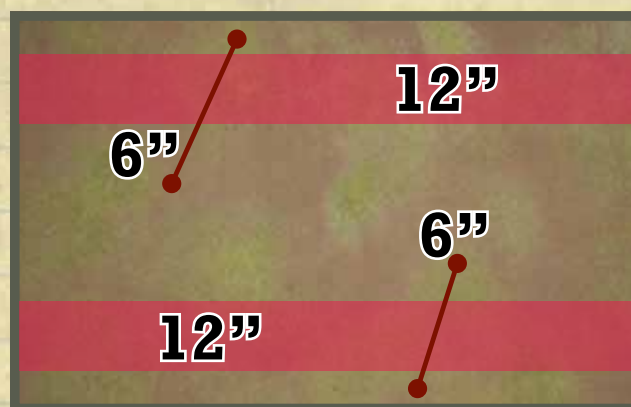
FUBAR (2 SCENARIO POINTS)

Nothing is as it should be; forces collide from multiple angles and emerge from hiding. Starting with the player who spent the first Scenario Point, the players alternate deploying units into areas of cover. Each player may deploy any one unit into any area of cover on the table. The unit must fit completely within the area of terrain. No other units (friend or foe) may be deployed into the same area of terrain as a unit that has already deployed.

After a unit has been deployed in every area of terrain, all other units gain the Reserve special ability and are held off table as Reserved units (unless they are held off table using another Special Ability, such as Air Drop).

CLOSE ENGAGEMENT (3 SCENARIO POINTS)

Advancing forces were caught unaware by each other's presence and must react quickly. The player who spent the first Scenario Point selects a long table edge as his own at the beginning of the Deployment step. His opponent gets the opposite long table edge. Each player must deploy his units in an area between 6" and 18" of his long table edge. This will create a bar-shaped deployment zone, as depicted.



CONDITIONS

It is a rare battle that takes place under optimal engagement parameters. Conditions represent some of the unique battlefield elements that can influence a fighting group's effectiveness.

LIMITED VISIBILITY (0 SCENARIO POINTS)

Whether it is due to low light conditions (such as at night) or high winds kicking up debris, the visibility on the battlefield is very limited. It is difficult to make out Soldier targets, but enemy Vehicles' silhouettes can still be discerned. Miniatures cannot draw line of sight to a Soldier miniature more than 16" away. Burst and Spray weapons are not affected by limited visibility.

NONE (1 SCENARIO POINT)

There are no additional battlefield conditions during this scenario.

RADAR SUPPORT (2 SCENARIO POINTS)

Mobile radar stations, hidden observation domes, and a variety of other observation gear litters the battlefield and the surrounding area. During each player's first command phase, he nominates a single unit. This unit gains the Artillery Strike special ability.

OFF TARGET SHELLING (3 SCENARIO POINTS)

Shelling from artillery or aircraft is off target and plasters this area randomly, rendering the battlefield a hell-storm of terrifying explosions. Soldiers are forced to take additional precautions to avoid a fiery death. Units do not remove Suppression markers during the End phase.



PLAYER SCORE SHEET FOR: _____

ROUND 1

OPPONENT

TOTAL MP

TOTAL BP

ROUND 2

OPPONENT

TOTAL MP

TOTAL BP

ROUND 3

OPPONENT

TOTAL MP

TOTAL BP

ROUND 4

OPPONENT

TOTAL MP

TOTAL BP

PLAYER SCORE SHEET FOR: _____

ROUND 1

OPPONENT

TOTAL MP

TOTAL BP

ROUND 2

OPPONENT

TOTAL MP

TOTAL BP

ROUND 3

OPPONENT

TOTAL MP

TOTAL BP

ROUND 4

OPPONENT

TOTAL MP

TOTAL BP

PLAYER REPORTING SHEET

Instructions: Starting from the bottom, fill out each round's results, making sure to include your opponent's signature. Then tear off the results section (along the black lines) and turn them in to the Tournament Organizer. Please Print Legibly!

MP Values: Win =10 MP, Tie = 6 MP, Loss =3 MP

YOUR NAME: _____ ROUND # _____

| | | |
|-----------------|-----------|-----------|
| OPPONENT'S NAME | EARNED MP | EARNED BP |
|-----------------|-----------|-----------|

| |
|----------------------|
| OPPONENT'S SIGNATURE |
|----------------------|

YOUR NAME: _____ ROUND # _____

| | | |
|-----------------|-----------|-----------|
| OPPONENT'S NAME | EARNED MP | EARNED BP |
|-----------------|-----------|-----------|

| |
|----------------------|
| OPPONENT'S SIGNATURE |
|----------------------|

YOUR NAME: _____ ROUND # _____

| | | |
|-----------------|-----------|-----------|
| OPPONENT'S NAME | EARNED MP | EARNED BP |
|-----------------|-----------|-----------|

| |
|----------------------|
| OPPONENT'S SIGNATURE |
|----------------------|

YOUR NAME: _____ ROUND # _____

| | | |
|-----------------|-----------|-----------|
| OPPONENT'S NAME | EARNED MP | EARNED BP |
|-----------------|-----------|-----------|

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| OPPONENT'S SIGNATURE |
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