



DUST

STRATEGY BOARD GAME

PREMIUM VERSION RULEBOOK

Established superpowers vie for newly discovered power sources to fuel their war machines. The Premium game is playable in two to three hours.

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THE STORY OF DUST

The Schwabenland Expedition

In the year 1938, the scientific ship *Schwabenland*, its German flag flapping in the fierce, cold wind, approached the remote Antarctic Circle on a secret mission. Even today, no one knows exactly what its original assignment was, but what it discovered dazed the entire world.

And the World Was Not the Same...

Returning to its homeland, the *Schwabenland* brought back the relics of an alien starship and a member of its crew... still alive! While the world continued to fall down its chasm of global conflict, a select team of scientists covertly studied the potential military applications of the Antarctic discovery. But their secret would not last long.

Nuclear Stop, Alien Tech

An underground war, parallel to the war in the open, was soon underway. Spies launched undercover operations, fighting to steal control and understanding of the alien technology. The brightest minds in the world pursued the new science, setting aside the research that might have led to atomic weapons.

Before long, occultists and experts in ancient religions joined the scientists in their inquiries. These fringe thinkers came to believe that the new discoveries were somehow linked to

the ancient tale of the "Vrill Kultur." But this mythic, supposedly advanced civilization had disappeared into the ancient past as nimbly as a deer in the woods.

The VK Mines

The alien traveler soon shed more light on the theorists' studies. Vrill Kultur, they came to understand, was not a civilization, but a massively powerful energy source. "VK," which could be mined only at certain locations around the globe, was so rare and precious that the alien had braved interstellar travel to claim it.

The New Weapons and the End of the Coalitions

By the time the locations of the VK deposits were discovered, and mining had begun, scientists had devised a multitude of ways to put it to use on the battlefield.

But the geographical distribution of the VK mines turned existing alliances and coalitions on their heads. The geopolitical balance of the entire planet stood on a knife edge.

The Dawn of Dust

History has been re-written.

Now, it's the dawn for a new era, with new strategies, new weapons, new armies.

It's the dawn of *Dust*.



RULES OF PLAY

Components

Dust comes with the following components:

Game Board

The game board consists of six jigsaw pieces which, when assembled, form a map of the world. The circles on the board are called **areas**, and are connected by lines that indicate which areas are adjacent to each other. Note that some of these lines connect areas near the western edge of the board with areas near its eastern edge.

Every area is either a **land area** or **sea area**. Note that the lines that connect a land area to a sea area are dotted rather than solid.

Six of the land areas are **capitals**; they are larger, maroon-colored circles. Finally, sixteen of the areas – some on land and some in the sea – are marked with a bull's-eye pattern. These are **power source areas**, or **power sources**.

The game board also has a **victory point track** along its bottom edge, used to record players' progress toward winning the game.

Military Units

The six different armies' **military units** are differentiated from each other by color. Each army has the following mix of units:

- 60 tanks
- 20 mechs
- 20 fighters
- 15 bombers
- 15 submarines

Players are prohibited from putting more units into play than these limits allow.

Production Centers

In addition to the plastic figures representing the player's armies, there are twenty-four production center figures. All production centers are a common color, and like military units, players may not place more production centers into play than the 24-piece component limit allows.

Cards

A deck of forty-five cards governs many aspects of play. Cards help players determine how much they can build on a



given turn, how far they can move, how many times they can attack, in what order they act, and which of several different special abilities they can use.

Dice

Dust uses special six-sided dice. Two faces of each die bear a “hit” symbol, while the other four sides are blank. The game comes with ten of these dice, but this is not a limit to the number that can be rolled in play. If players ever need to roll more than ten dice at a time, they should simply note the first ten results, then continue rolling the same dice again, as many times as are required.

Tokens

Three types of cardboard tokens help players keep track of the number of victory points they will score at the end of each turn. In addition, there are three blank tokens that can be used to replace any lost or missing tokens.

Power Source Tokens (16): These tokens correspond to the power source areas on the game board.



Capital Tokens (6): These tokens correspond to the six capital areas on the game board.



Majority Tokens (3): These tokens correspond to the three “majorities” that are tracked from turn to turn: the **production majority**, **sea majority**, and **land majority**.



Reference Sheets

Three identical reference sheets summarize important information to which players may want to refer during play.

Rulebook

The *Dust* rules of play are found in this rulebook.

Overview

After setup, the game is played over a number of rounds. Each **game round** begins with each player secretly choosing one card from his hand. All chosen cards are then simultaneously revealed. Each player's card determines when he will act in the coming round, how many of his units he will be able to move, how many attacks he will be able to launch, and which one of ten different special abilities he will be able to use. The chosen card also influences how many units he will be able to build.

Once cards have been revealed, players take their **player turns** in the order determined by their cards. Each player's turn consists of three phases: the **production phase**, the **movement phase**, and the **combat phase**. In his production phase, a player brings new units onto the board. During his movement phase, he moves units among friendly and unoccupied areas. During his combat phase, he attacks areas held by his enemies.

Finally, once all players have taken their turns, all players simultaneously score the **victory points** to which they are entitled, moving their markers along the victory point track along the bottom edge of the game board.

If no player has won the game at this point – **by achieving a particular victory point total based on the number of players in the game** – a new game round begins.

Setup

To prepare to play *Dust*, follow the steps listed below.

1. The Board

Assemble the game board in the center of the table.

2. The Deck

Shuffle the deck of cards and deal six to each player. Each player looks at his cards and secretly chooses one of them. All players' chosen cards are then revealed simultaneously.

The revealed cards are then used to determine the players' **setup order**. The player whose card's combat value is highest is the first player, the player whose combat value is next highest is the second player, and so on. (See "Card Breakdown" on page 11 for a guide to the elements printed on each card.) Combat value ties are broken by the cards' movement values. Further ties are broken by the number of stars at the bottom of the card.

Each player's remaining cards – of which there should be five – form the **hand** of cards with which he will start the game.

3. Capitals

Once the setup order has been determined, all players, acting in order, choose an army color, take all the units of that color from the box, and claim a capital by placing one of his tank figures on it.

If there are two, three, or four players, there are restrictions on how capitals may be claimed. These restrictions are based on the six capitals' pairings. Two capitals are a **pair** if they are adjacent to each other.

Two-player Game: The second player may not claim the capital that is paired with the capital the first player chose.

Three-player Game: No player may choose a capital that is paired with a capital chosen by an earlier player.

Four-player Game: Once capitals from two different pairs have been chosen, no player may choose a capital from the third

pairing. (That is, each player's capital will wind up adjacent to another player's capital, with the two unclaimed capitals also being an adjacent pair.)

Once all players have claimed capitals, each unclaimed capital is stocked with a **neutral** army. Place one tank figure of an unclaimed color, one mech figure of the same color, and one **production center** on each unclaimed capital.

Finally, each player places one of his tanks near the beginning of the victory point track. This figure will track his victory point score throughout the game.

4. Land Areas

Next, all players, acting in order, take turns placing single tanks on unoccupied land areas, until all land areas have been claimed in this way.

That is, the first player claims a single land area by placing a tank on it, then the second player claims a land area by placing a single tank on it, and so on. The first player follows the last player in sequence, until all land areas are occupied by a single tank.

Each time a player places a tank on a power source area, he should take one power source token, placing it in front of him on the table, near his unused units.

Tip: Power sources are very important to winning, because they provide victory points and limit the number of production facilities a player can use. It is usually wise to claim as many power sources as possible in this setup phase!

5. Production Centers

Next, all players, acting in order, take turns placing production centers on land areas where they have tanks, until each player has placed three production centers. Each player places one production center at a time, so this will result in three rounds of placement.

Multiple production centers may not be placed in the same area, and *production centers may not be placed on power source areas* at all.



Tip: When placing production centers, be aware that it is possible for your opponents to take over your production centers during play by invading the areas where they're located and eliminating all of your defending units. Losing production centers this way can hurt you a lot, so make sure you place your production centers in areas you will be able to vigorously defend.

8. Reinforcements

Next, all players select and place on the board a number of reinforcement units.

Each player builds a number of units whose total cost is equal to twelve plus the production value of the card he played in step two, above. *These units may be placed on any area or areas where the player placed a production center (or, for submarines, on sea areas adjacent to such spaces), according to the normal rules for building units. For more information on unit costs, and the legal placement of purchased units, see "The Production Phase" on page 12.*

Each player places all of his reinforcement units at once. The first player goes first, followed by the second player, and so on. Players may not place reinforcement units in areas already occupied by other players (which would only be possible in the case of sea areas adjacent to multiple factories owned by different players). Players also may not place reinforcement units in areas occupied by neutral units.

If submarine placement in this step results in a player claiming a sea area that is also a power source area, that player takes a corresponding power source token immediately, as players who claimed land-based power source areas earlier did.

Once the reinforcements setup step is complete, all players discard the card they chose in setup step two, and the first game round begins.

See pages 8–9 for a graphic depicting an example table, set for play.



Typical Table Setup (Four-player Game)

A player's starting
tokens and cards



A player's starting
tokens and cards



The game board
(unit placement does
not necessarily reflect a
legal game setup)



The dice



A score-keeping
tank unit for each
player





A player's starting
tokens and cards

The card deck

Unused token
stockpile

A player's starting tokens and
cards (cards shown faceup)

The Figures

The sections that follow describe the different plastic figures in *Dust*, both military units and production centers. The descriptions include the following statistics, which are all described in greater detail later in these rules:

Cost: The number of production points a player must pay to build one such figure.

Combat Value: The number of dice the unit allows its owner to roll in battle.

Tactical Supremacy: The number of points the unit contributes when tactical supremacy is calculated at the beginning of a battle.

The descriptions also specify whether a given unit is a **land unit**, **air unit**, or **sea unit**. These distinctions are described later.

Tanks



*Cost: 2 • Combat Value: 1
Tactical Supremacy: 0*

Tanks are the most basic military units. They are inexpensive, and capable of shielding mech units (which are both more capable and more expensive than tanks) from destruction when the two types of units fight together. Tanks are land units.

Mechs



*Cost: 5 • Combat Value: 2
Tactical Supremacy: 1*

Mechs are elite units with considerable power in battle. They are land units.

Fighters



*Cost: 3 • Combat Value: 1
Tactical Supremacy: 1*

Fighters are the most economical air units. In addition to contributing inexpensively to a side's tactical supremacy, they are capable of protecting bombers in the same way that tanks protect mechs. Fighters are air units.

Bombers



*Cost: 6 • Combat Value: 2
Tactical Supremacy: 1*

Bombers are the most expensive – and powerful – of all combat units. Their mobility is not restricted by many of the normal rules for movement (see “Strategic Bomber Movement” on page 15), and they are capable of making special attacks against submarines. Bombers are air units.

Submarines



*Cost: 4 • Combat Value: 1
Tactical Supremacy: —*

Each submarine figure represents a complete fleet of vessels of various types.

They allow players to convoy land units and air units across intervening sea areas (see “Amphibious Movement” on page 15), and can make special attacks against units occupying land areas to which they are adjacent (see “Special Submarine Attacks” on page 21). Submarines do not have a tactical supremacy value, because it is not relevant to naval battles. Submarines are sea units.

Production Centers



*Cost: 6 • Combat Value: —
Tactical Supremacy: —*

A production center is a factory complex capable of bringing military units onto the game board.

Production centers do not have combat values or tactical supremacy values *per se*, although a player defending an area where there is a production center rolls three additional combat dice in battle (see “Land Battles” on page 19). A production center is not a unit (and so is neither a land unit, air unit, nor sea unit).

Production centers may only be built on land areas, but may never be built on power sources.

Production centers are the only plastic figures that do not belong to a given player by virtue of their color. Rather, ownership



of a given production center is determined based on which player controls the area where the production center is located. Thus, ownership of a given production center can change over the course of the game as players battle to control the underlying area.

Although production centers can be built in the course of the game (until the supply of figures runs out), production centers can never be destroyed.

Production centers in uncontrolled areas are not controlled by any player, and cannot be used to bring new units onto the board.

In games with neutral armies, each neutral capital has a production center. These neutral production centers can be used by any player, to bring additional neutral units onto the board. See "Buying Neutral Units" on page 14.

The Cards

All the cards in *Dust* have a similar layout, and convey five different pieces of information. See the "Card Breakdown" insert for more information.

Each player begins the game with five cards in his hand. (Although six are dealt at the beginning of setup, each player uses one of the six in the setup process, leaving five.) Additional cards are drawn only when players purchase them during their production phase.

Each player has a hand limit of five cards. No player may purchase cards that would cause the number of cards in his hand to exceed this limit. A player may, however, choose to discard any number of cards from his hand before purchasing cards on a given turn. A player may not, however, discard and purchase cards in several waves. That is, all cards a player intends to get rid of on a given turn must be discarded before any cards are purchased. Similarly, a player must declare how many cards he will purchase before he draws any of them. That is, he may not draw and look at some cards before deciding whether to purchase additional cards that turn. See "The Production Phase" on page 12 for more information.

Card Breakdown



- 1 Combat Points:** The number of separate attacks the player may launch this turn.
- 2 Movement Points:** The number of movements the player may make this turn.
- 3 Production Points:** A contributing factor in the number of units the player may build this turn.
- 4 Tie-breaker Stars:** When players are otherwise tied in terms of which one acts first, the one with more stars in this area goes first.
- 5 Special Ability Illustration:** The character who appears in the card's illustration indicates which special ability the player may use this turn.

If drawing ever exhausts the deck of cards, the discard pile should be shuffled to form a new draw pile.

The Game Round

A game of *Dust* consists of several game rounds (or, simply, “rounds”). Each round has three major steps. First, all players choose a card in the initiative step. Second, each player takes his player turn, which consists of a number of individual phases. Finally, all players record victory points in the victory point step. In outline, the turn sequence looks like this:

1. Initiative Step
2. Player Turns
 - a. Production Phase
 - b. Movement Phase
 - c. Combat Phase
3. Victory Point Step

Each of these steps and phases is described in its own section of rules in the pages that follow.

Tip: A typical game of *Dust* lasts **five to seven** rounds. Don’t wait to begin attacking and expanding, or you may find the game over before your war machine can get rolling!

The Initiative Step

In the initiative step, each player secretly chooses a single card from his hand. When a player has chosen a card, he should hold it facedown in front of him. Once all players are holding cards in this manner, all are simultaneously revealed. Once revealed, the chosen cards remain faceup in front of their owners until the end of the game round, at which point they will be discarded.

The Player Turn

Once the initiative step is complete, player turns begin. In turn, each player will carry out his production phase, movement phase, and combat phase. Once a player has finished these three phases, the next player carries all three phases out, until all players have done so.

The order in which players take their player turns is determined by the cards they

played in the initiative step. The first player is the player whose card’s combat value was highest, followed by the player whose card’s combat value was second highest, and so on. Where different players are tied, their card’s movement values break ties. Where both combat values and movement values are tied, the player with the most tie-breaker stars acts first.

Note that since player order is determined based on the players’ card values, players *do not* take their turns in the order they are sitting around the table. Rather, the first player takes his player turn, then the second player takes his player turn, then the third player, and so on, until all players have taken their player turns.

Once all players have taken their player turns, the game round proceeds to the victory points step.

The Production Phase

During his production phase, a player purchases new units, production centers, and cards, placing them either on the board (for units and production centers) or in his hand (for cards).

Units, production centers, and cards are purchased using **production points** (sometimes abbreviated “PP”).

Before purchasing anything, a player calculates his production points for the turn. There are three sources of points.

Production Centers: For each production center a player controls, he receives three production points, *as long as he also controls at least that many power source areas*. If the player does not control that many power source areas, the production points he receives from production centers is capped at three times the number of power sources he controls.

Capitals: For each capital a player controls, he receives six production points.

Card: The player receives the number of production points listed on the card he played during that turn’s initiative step.

To summarize, a player receives production points as follows:



$$PP = (3 \times \text{production centers}^*) + 6 + \text{card value}$$

* limited by power sources

The minimum number of production points a player can receive in his production phase is six. If the regular calculation would result in him receiving fewer than six production points, he receives six points instead.

Once a player has calculated the production points available to him, he splits up that total to purchase units of his color, production centers, and cards according to the costs listed in the Production Costs Summary table.


Players should pay for and set aside all of the figures and cards they intend to purchase in a given turn before placing any of the figures on the board or looking at the faces of any of the cards, to avoid confusion. Once a player has set aside all of the figures and cards he intends to purchase...

- Newly purchased military units may be placed on any **friendly** area – i.e., an area where the player has at least one military unit – where there is a production center (for land and air units) or on any friendly sea area adjacent to a production center (for sea units). However, *no more than five new units may be built by the same production center*. Note that a player who has no production centers adjacent to sea areas can't build submarines.
- Newly purchased production centers may be played on any friendly area that is not a power source area, and that does not have a production center already.
- Newly purchased cards are added to the player's hand.

Note that this order of placement means that newly purchased military units may not be placed in areas where newly purchased production centers are placed.

Note that a player who does not control any production centers at the beginning of his production phase cannot place any

Production Costs Summary

Purchase	Cost
	2
	3
	4
	5
	6
	6
	1

military units on the board in the current turn, and so cannot buy any.

Production points may not be saved from turn to turn. That is, any points not spent in a given turn are lost.

Tip: It is essential to defend your production centers. Not only are they a critical source of production points, they are the only places where new military units can be brought into play. If you lose your last production center, you are in very bad shape!

Once a player is done placing his newly purchased units, his player turn proceeds to the movement phase.

Example: A player begins his production phase. It's the first turn of a six-player game, and he controls one capital as well

as the three production centers he placed during setup. He only controls two power sources, though, having been late in the setup order. The player played a card worth three production points this round, so he calculates that he is entitled to spend 15 PP. (He would receive three per factory, but he doesn't control three or more power sources, so his "income" from factories is capped at three times his power sources, or six. His capital is worth 6 PP in a six-player game. Thus, $6 + 6 + 3 = 15$.)

The player sets aside one new production center (6 PP), two tanks (4 PP), one submarine (4 PP), and a card (1 PP).

Next, he places his tanks in his capital (where he placed one of his production centers during setup), and places his submarine in the sea area adjacent to another production center he controls. Then, he places his new production center in a friendly area that does not already contain one. Finally, he adds the card to his hand.

His production phase is over, and he proceeds to his movement phase.

Buying Neutral Units

In a game with neutral capitals, players have one additional option when purchasing units: they may purchase neutral military units in order to bolster the fortifications of neutral capitals. Neutral units bear the same production point costs as friendly units, but are placed in the neutral capitals to which they correspond, rather than in areas friendly to the purchasing player. (Note that because neutral units are always placed in capitals, players may not buy neutral submarines.)

Upon purchasing and placing a neutral unit on the board, a player loses "control" of that unit. That is, the unit becomes a neutral unit in all respects: it will not move over the course of the game, instead remaining forever in the capital it occupies, and will only do battle in that area if it is attacked.

Tip: You will probably not buy very many – if any – neutral units in most games of *Dust*. However, because capitals are important sources of both victory and production points, you may want to buy neutral units in

order to better defend neutral capitals that might otherwise fall to your enemies.

The Movement Phase

In a player's movement phase, he moves his units around the board **among unoccupied areas and the areas he controls**. (Moving into areas controlled by other players is done later, in the combat phase.)

Movement is governed by **movement points**. On his turn, a player may spend the number of movement points indicated by the card he played in the initiative step. He need not spend all of the movement points available to him, but may not exceed that number.

Note that a player may only move friendly units with his movement points. No player may move neutral or enemy units.

There are four ways movement points can be spent: **land movement**, **sea movement**, **amphibious movement**, and **strategic bomber movement**.

Once a player has spent all of his movement points (or once he has elected to spend no more), his player turn proceeds to the combat phase. Note that a player who announces and begins to resolve a combat is stating that his movement phase is over. Even if such a player has movement points remaining, he loses the ability to use them once he begins combat.

Tip: Make sure you're done with all of your movement before announcing combat!

Land Movement

A player may spend one movement point to make a single land movement.

With a single land movement, the player may move as many land units and/or air units as he likes from *one single land area* to any other single land area. However, a continuous path of land areas that are either friendly **or unoccupied** must connect the starting area and the destination area. Additionally, the destination area must be either friendly or unoccupied.

Notes about land movement:



Land Movement Example



The red player can move as many units as he wishes along a chain of friendly (or unoccupied) land areas by spending a movement point.

- All of the units moved with a single land movement must "pick up" from the same area.
- All of the units moved with a single land movement must "drop off" in the same area.
- The path between the starting area and the destination area may not include sea areas or enemy areas.
- Land and air units may be moved together in a single land movement, as long as all of the normal restrictions are observed.
- The destination area may not be controlled by an enemy (but may be empty).

Sea Movement

A player may spend one movement point to make a single sea movement.

With a single sea movement, the player may move as many sea units as he likes from one single sea area to any other single sea area. However, a continuous path of sea areas that are either friendly or *unoccupied* must connect the starting area and the destination area. Additionally, the destination area must be either friendly or unoccupied.

Notes about sea movement:

- All of the units moved with a single sea movement must "pick up" from the same area.
- All of the units moved with a single sea movement must "drop off" in the same area.
- The path between the starting area and the destination area may not include land areas.
- The destination area may not be controlled by an enemy.

Amphibious Movement

A player may spend one movement point to make a single amphibious movement.

With a single amphibious movement, a player may move as many land units and/ or air units as he likes from one friendly, **coastal** land area to any other friendly or unoccupied coastal land area. (A coastal land area is a land area that is adjacent to a sea area.) However, this movement must be made across a continuous path of sea areas that connect the two coastal areas, and that are all friendly (i.e., occupied by sea units controlled by that player).

Notes about amphibious movement:

- All of the units moved with a single amphibious movement must "pick up" from the same area.
- All of the units moved with a single amphibious movement must "drop off" in the same area.
- Every sea area in the path between the starting area and the destination area must be friendly.
- The destination area may not be controlled by an enemy.

Strategic Bomber Movement

A player may spend one movement point to make a single strategic bomber movement.

With a single strategic bomber movement, a player may move as many bombers — *and only bombers* — from any friendly land area to any other friendly or unoccupied

land area, anywhere on the board, without further restriction.

Notes about strategic bomber movement:

- Only bombers may be moved with a strategic bomber movement.
- All of the units moved with a single strategic bomber movement must "pick up" from the same area.
- All of the units moved with a single strategic bomber movement must "drop off" in the same area.
- The destination area may not be controlled by an enemy.
- It is not necessary to take the path of movement into consideration when making a strategic bomber movement.
- Bombers are not prevented from making land movement and amphibious movement. Strategic bomber movement is simply an additional option open to bombers.

The Combat Phase

Once a player's movement phase is finished, he begins his combat phase. Similar to movement, the number of times a player can attack is limited by the number of combat points on the card he played in the initiative step.

To make one attack, the player designates any number of units in one friendly area (the **origin area**) as **attacking units**. He then designates one enemy area that is adjacent to that area as the **target area** of his attack. All of the units in the target area become **defending units**.

There is one exception to the need for the origin area and target area to be adjacent: a player may make an **amphibious attack** between land areas that are separated by a path of one or more sea areas. However, to make an amphibious attack, the path of areas between the origin area and the target area must not contain any land areas. Furthermore, every sea area in that path must be controlled by a sea unit of the player's color.

For all attacks – amphibious or otherwise – if there are units in the origin area that are not designated as attacking units, the

attacking player should push the attacking units partway down the line that connects the origin area and the target area, to make it clear which units are which.

There are a number of additional restrictions on how units may attack:

- Land units and air units may not attack sea areas. (Exception: Special bomber attacks; see "Special Bomber Attacks" on page 21.)
- Sea units may not attack land areas. (Exception: Special submarine attacks; see "Special Submarine Attacks" on page 21.)

Once the attacking and defending units have been defined, the battle is resolved according to the rules under "Battle," on page 18. After the first battle has been resolved as those rules specify, any additional combat points available to the player whose turn it is may be spent in the same way.

Additional combats are restricted, however, in that a player may not make *the same attack* more than once in his player turn. That is, he may not make multiple attacks from the same origin area to the same target area.

A player *may*, however, make multiple attacks targeting the same area as long as they originate in different areas. Similarly, a player *may* make multiple attacks from the same area, as long as they target different areas.

Note, furthermore, that the same unit could theoretically be involved in several battles, by surviving its initial combats and then moving on other fights that originate in earlier battles' target areas.

Unoccupied areas may never be the targets of attack.

Tip: If you designate all of the units in an origin area as attacking units, the origin area will most likely be left empty after the attack, even if you win. Don't accidentally lose control of vital power sources or production centers this way! If you want to retain control of the origin area, make sure you leave at least one unit behind.



Amphibious Attack Example



The blue player can launch an amphibious attack across sea spaces occupied by friendly sea units against a coastal target area. He may designate any number of units from the origin area as his attacking units.

First-turn Restrictions

During the first game round, players may not attack power sources, capitals, or any areas containing production centers.

Attacking Capitals

A player may not attack any opponent's capital until he has scored **victory points equal to half the total number of victory points needed to win the game** (see "Victory" on page 18). However, once *any* player attacks *any* capital, all other players may then attack any enemy capitals they wish, regardless of their current victory point scores.

Neutral Units

Since a player may only attack with units originating in a friendly area, neutral units can never launch attacks (even if they were purchased by a player). They can, however, be involved in battle as defending units. See "Battle" on page 18 for more information.

The Victory Point Phase

Once every player has taken his player turn, all players simultaneously count victory points and record them by moving the tank

figures they set aside during setup along the victory point track. In this way, every player's current victory point total is always visible to all players.

There are three ways victory points are scored: for controlling capitals, for controlling power sources, and for holding majorities. Each is described in detail below, but the following formula summarizes each player's victory points calculation for the turn:

$$\text{VP} = 1 \text{ per capital} + 1 \text{ per power source} + 1 \text{ per majority}$$

In order to make record-keeping in the victory point phase speedy, tokens for each capital, power source, and majority in the game are provided. As capitals and power sources change hands during the player phases, the corresponding tokens should be passed among the players. (Majorities should not be passed during the player turns, however – see "Majorities," below, for more information.) That way, once majorities have been tallied and allocated, each player can simply count the total number of tokens before him and score that many victory

points. Once this is done, the next game round begins.

Capitals

Each player scores one victory point for every capital he controls. (Note that even though neutral forces hold capitals in some games, they never score victory points.)

Power Sources

Each player scores one victory point for every power source area he controls.

Majorities

Each player scores one victory point for every majority token — production, sea, and land — he holds.

To determine which player holds a given majority in a given turn, each player counts the quantity of relevant figures or areas he controls. For the production majority, production centers are counted. For the sea and land majorities, sea areas and land areas are counted, respectively. The player with the largest number in each case takes the appropriate majority token.

In the event of a tie for a given majority, there are two possibilities. If one of the tying players held the majority in question during the previous turn's victory point phase, that player keeps it. However, if some other player held that majority during the previous turn, or if no player held it (as will be the on the first turn of the game, for example), that majority will not be held by any player this turn.

Victory

A Premium version game of *Dust* is played to a number of victory points based on the number of players in the game:

Number of Players	Victory Points Needed to Win
2	50
3–4	40
5–6	30

If, at the end of a given victory point phase, any player exceeds this threshold, that player wins the game if he controls at least one capital. If more than one player exceeds the threshold and controls at least one capital, the player among them with the highest total number of victory points wins. If more than one such player is tied for the highest victory point total, the player among them who controls the most capitals wins the game. If more than one such player is tied for the most capitals, the player among them who controls the most total areas (land + sea) wins the game. If such players are still tied, they share the victory.

If no player wins the game at the end of a given victory point phase, a new game round begins.

Tip: Once it becomes clear that a player will exceed the game's victory point threshold in the current game round's victory point phase, your only chance to prevent him from winning is usually to take his capital.

Battle

When a player attacks another player as described under "The Combat Phase" on page 16, a battle begins. (The terms "battle" and "combat" are used interchangeably in these rules.) As defined in that section, a battle consists of some number of attacking units and some number of defending units. The attacking units have come from an origin area, and are attacking a target area.

Although all battles are resolved in a similar way, there are three distinct types of battles: land battles, sea battles, and amphibious battles.

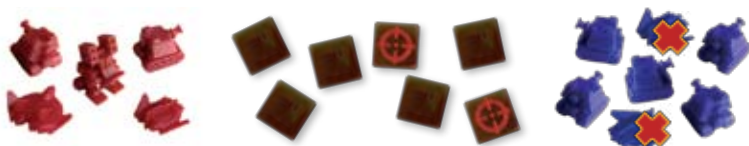
A land battle takes place when the origin area and the target area are adjacent land areas. Similarly, a sea battle takes place when both areas are adjacent sea areas. An amphibious battle is a special case, where the origin area and target are both land areas, but they are separated by a path of one or more sea areas. See "The Combat Phase" on page 16 for more information.



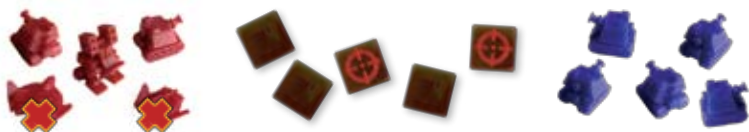
Battle Example

The red player attacks. He has fewer units, but his mech, fighter, and bomber give him tactical superiority over his opponents pair of fighters.

The red player sums his units' combat values and rolls seven dice. He score two hits and chooses to eliminate both of the blue player's fighters.



Then, the blue player adds up his remaining units' combat values and rolls five dice. He scores two hits. He can't choose to eliminate the red player's mech because he must eliminate all enemy tanks before choosing mechs, so he instead chooses to destroy the red player's fighter and bomber. (Destroying the bomber is legal once the fighter is gone.)



Land Battles

When a land battle begins, players first determine which of them has tactical supremacy. If the target area is a capital, the defending player automatically has tactical supremacy. If the target is not a capital, each player adds the tactical supremacy values of all of his involved units, and the player with the higher total has tactical supremacy. If both sides are tied, the defender has tactical supremacy.

Next, the player with tactical supremacy collects a number of dice equal to the sum of his involved units' combat values. Players defending capitals and/or areas where production centers are located also receive a number of bonus dice: five dice for a capital or three dice for a production center. (These bonuses are not cumulative. Only five bonus dice are rolled when a defending capital also contains a production center.)

Once a player has collected all of the dice to which he is entitled, he rolls them.

Every hit symbol he rolls destroys one of his opponent's involved units.

The player who rolled chooses which of his opponent's units are destroyed, subject to the following restrictions:

- A bomber may not be destroyed if a fighter could be chosen instead.
- A mech may not be destroyed if a tank could be chosen instead.

Once units have been destroyed equal to the number of hits rolled, it is the other player's turn to roll the dice, following the same procedure of rolling and then choosing which of his opponent's units to destroy. Note, however, that previously destroyed units do not contribute their combat values to the number of dice rolled.

Tip: Tactical supremacy is important! If you don't have tactical supremacy, it's possible that all of your units will be destroyed before you have a chance to roll any dice. Make sure you have tactical

supremacy whenever possible when launching attacks, and be mindful of your units' tactical supremacy totals in areas where you may be attacked.

Any time a player could roll dice, he may elect to retreat up to half of his units (round up) of his choice from the battle before rolling. The exception is that the defender may not retreat before his first die roll, whether he has tactical supremacy or not. See "Retreating" on page 20 for more information on how retreats are resolved.

If the players roll dice three times in succession and no hits are rolled (for example, if the attacker rolls no hits, and then the defender rolls no hits, and then the attacker again rolls no hits), this is called a **cease-fire**, and *all* of the attacking units are *forced* to retreat. See "Retreating" on page 20 for more information.

Retreating units leave the battle entirely, and are placed in some area other than the target area. This may end the battle if one side retreats the last of his involved units. But barring a retreat or cease-fire, players continue alternating rolling the dice until one side or the other is eliminated.

If all of the attacker's units are eliminated or retreat, the combat simply ends, and the attacking player may move on to launch other attacks, if he has sufficient combat points. (If he does not, play continues with either the next player's player turn, or moves on to the victory point phase.) On the other hand, if all of the defender's units are eliminated or retreat, all of the remaining attacking units are moved into the target area. If there is a production center in the area, the attacking player assumes control of it. Then, as above, play continues, with the attacker either launching additional attacks, or play proceeding to a new player turn, or the victory point phase. Note that, as described above, the victorious units from the just-resolved battle may legally launch additional attacks – assuming that their player has more combat points to spend – from the conquered area.

Sea Battles

Sea battles are resolved in the same way as land battles, with one major exception: tactical supremacy is not calculated. Instead, both players simultaneously calculate their combat values, roll their dice simultaneously, and remove each other's casualties simultaneously.

A cease-fire occurs only if three *pairs* of rolls result in no hits. (That is, if both the attacker and defender both roll the dice together three times, and all six of those rolls result in no hits.)

Amphibious Battles

Amphibious battles are resolved just like regular land battles, with only one exception: The attacker in an amphibious battle can never choose to voluntarily retreat, and if a cease-fire occurs, the attacker's units are all destroyed rather than retreating.

Tip: If you launch an amphibious attack, send enough units to crush your enemy! Otherwise, you stand to lose your entire force in the event that a few unlucky die rolls result in no hits.

Retreating

Units involved in battles – both attackers and defenders – sometimes retreat, which may be either voluntary or involuntary.

Once it has been established that a given unit is retreating, it must be determined what happens to that unit. Follow the steps below, in order, to determine what happens to that unit, and stop as soon as one of the steps applies.

1. If the retreating unit is an attacking unit, it is placed in the origin area.
2. If the retreating unit is a defending unit, it is placed in an adjacent friendly area of its player's choice. ("Adjacent" means "adjacent to the battle's target area.")
3. If a retreating defending unit has no adjacent friendly areas to which it can legally retreat, it may retreat to an adjacent unoccupied area of its player's choice, save that the defender may not,



under any circumstances, retreat to the attacker's origin area.

4. If a retreating defending unit cannot be placed according to steps two or three, above, it is destroyed.

Obviously, land and air units may never retreat to sea areas, and sea units may never retreat to land areas.

Special Attacks

In addition to fighting battles, there are several other ways that players can attempt to destroy each other's units. Bombers and submarines can both launch special attacks in certain circumstances, and the ballistic missile special ability (arising from the ballistic missile card) can also be used to destroy enemy units at long range. Each special attack is described below.

Note that even though each of these special attacks uses a combat point, it is not considered a battle. Thus, rules and abilities that are useful in battle – such as the nurse's ability to retreat – are not effective against special attacks.

Special Bomber Attacks

One or more bombers in a single land area that is adjacent to a sea area where there are one or more enemy submarines may make a special attack against them. The player controlling the bomber(s) announces the attack, spends a combat point, and then rolls two dice for each bomber present. For every hit rolled, one submarine is destroyed.

Note: The attacker does not roll his dice more than once, as in a battle, nor are the submarines allowed to roll any dice at all. The player controlling the bomber(s) rolls his dice once, any casualties are removed, and then the special attack is over.

Special Submarine Attacks

One or more submarines in a single sea area that is adjacent to a land area where there are one or more enemy units of any type(s) may make a special attack against them. The player controlling the

submarine(s) announces the attack, spends a combat point, and then rolls one die for each submarine present. For every hit rolled, one enemy unit is destroyed. The player controlling the submarine(s) chooses which of his enemy units are destroyed according to the same restrictions that must be followed when units are destroyed in battle. That is, fighters must be destroyed before bombers can be destroyed, and tanks must be destroyed before mechs can be destroyed.

Special submarine attacks may not be launched against capitals.

Note: As with special bomber attacks, the player making the special attack only rolls his dice once, and no counter-attack is made by the special attack's target.

Special Ballistic Missile Attacks

A player who chooses the ballistic missile card during the initiative phase may make one special ballistic missile attack sometime during the combat phase of his player turn. To do so, he announces the attack, chooses a target area, spends a combat point, and then rolls three dice. For each hit, he chooses and destroys one unit in that area. He may choose any units he wishes. That is, he need not choose fighters before bombers, nor tanks before mechs.

Special ballistic missile attacks may not be launched against capitals.

First-turn Restrictions

During the first game round, players may not launch special attacks against power sources, capitals, or any areas containing production centers.

Special Abilities

Each card gives its player access to a special ability, which may be used only once during the game round in which it is played. (Although some special abilities' effects persist past the moment when they are activated, this does not change the fact that they may only be used – that is, activated – once per turn.)

Each special ability must be activated at a particular point in the game round, which varies from ability to ability.

Each special ability is described below.

Raketen Truppen



Use during a battle involving at least one of your land units, immediately after you roll one or more dice to attack or defend. Reroll all of those dice, and use the new results, even if they are worse than the original results.

Nurse



Use when one of your units is destroyed in battle. Roll a die. If you roll a blank, that unit is not destroyed, and instead retreats according to the normal rules. (Although note that if following the normal retreat rules would result in the unit being

destroyed because there is no legal area to which it can retreat, it is destroyed as normal.) If you roll a hit, it is destroyed as normal. For the remainder of this battle, each time your opponent destroys one of your units, roll a die in the same way.

Secret Weapon



Use at the start of a battle, before any dice are rolled. Your opponent must immediately retreat all of his units from that battle's target area. You may not activate this ability if it would cause your opponent's units to be destroyed (per step

four of the retreat procedure – see "Retreating" on page 20).

Diplomat



Use at the start of your production phase. Choose one other player, who becomes your "ally" for the duration of the game round. Neither you nor your ally may attack, or make special attacks against, the other.

Alien Radar



Use at the start of a battle, before any dice are rolled. Retreat all of your units according to the normal rules for retreats. This ability persists for the remainder of the game round. That is, you may retreat in the same way from any battle involving

your units, as long as you announce that you will do so before any dice are rolled.



Koshka



Use as another player's player turn begins. Interrupt that player and take your player turn, instead. That player takes his player turn after your player turn is finished. (You do *not* get an extra player turn in this game round, however. The order of

turns is simply changed.) If two players use this ability to interrupt the same player, the player whose card has the most tie-breaker stars takes his player turn first.

Mech Dropper



Use during your combat phase. Spend one combat point and choose a target enemy area. Then take any number of mech units from any friendly area or combination of friendly areas on the board and place them all in the target area. A battle then

occurs in the target area. You may not retreat from this battle.

Ace of the Sky



Use at the start of a battle, before any dice are rolled. All friendly air units have their combat values increased by one for the duration of the battle.

Mech Bulider



Use at any time during your production phase. Place one free mech unit on any area where you have a production center. This unit does not count against that production center's normal five-unit production limit.

Sigrïd



Use during a battle, immediately after you roll one or more dice to attack or defend. Collect all of the dice that rolled blank and reroll them.

Ballistic Missiles



Use during your combat phase. Make a special ballistic missile attack (see page 21).

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In memory of Riccardo Mazzeletti

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