



## The Official FAQ Version 1.3 – March 8, 2012

All updates/changes appear in red.

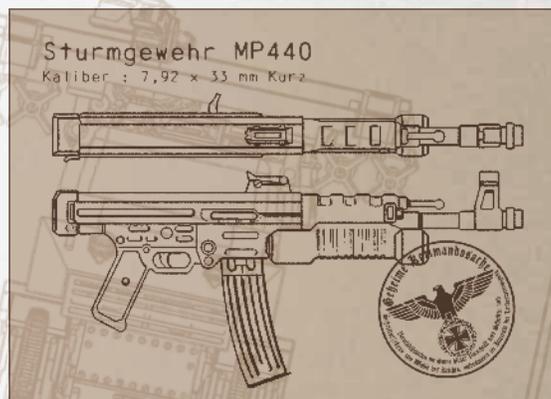
### ERRATA

- ☠ The correct name of the *Panzer Killers* unit is the *Tank Killers*.
- ☠ The correct term for “Wiederbeleben Serum” is “Wiederbelebungs serum.”
- ☠ There is no difference between the terms “deploy” and “enter.” To be consistent, the term that *Dust Tactics* will use from this point forward is “enter.” In every scenario, each unit “enters” the game as explained in the rulebook.
- ☠ The *Action Jackson* unit card from the *Unit Card Upgrade Pack* is incorrect. The second weapon line should be a 60W Phaser Gun with a range of 3.
- ☠ Artillery weapons (Range A) ignore all types of cover, **except** when attacking a unit that is inside a structure.
- ☠ *Operation “Seelöwe”* scenario #1, “We’re Here”, and *Victory Bridge* scenario #4, “Seize the Explosives”, had errors on the scenario maps. See page 18 of this FAQ for more information.

- ☠ The description for the Stimulant Kit special ability from *Operation “Cerberus”* is incorrect. It should read as follows:

The Field Medic can inject a soldier unit in an adjacent space with newly developed combat drugs. The next time the injected squad is activated, it can perform two consecutive activations that round. At the end of the injected unit’s second activation, lay all of its miniatures on their sides in the space where their activation ended. These soldiers are now exhausted. While the unit is exhausted, it cannot be reactivated by any Command Squad. It cannot perform any action, and it cannot even fight back if attacked in close combat! The next time this unit is activated, stand the miniatures upright. This costs the unit both of its actions for that round. This skill may only be used **once per game**. If the Field Medic injects a squad that is joined with a Hero, that Hero is also injected. The Field Medic can choose to inject a lone Hero instead of a squad, but that will still use all of his stimulants for the game.

- ☠ The Unit Entry section of the Core Rules is incorrect. When entering the battlefield during the first round of the game, each unit’s first action must be a **MOVE** action, using movement points to enter one of the entry spaces on the map per that unit’s movement rules. The unit is not restricted to a move of one space if it has more movement points available to it.
- ☠ The *Stefan* unit card from the *Axis Hero Pack* is incorrect. “- Flammenwerfer 40: Flame Weapon” should be added to the unit description.



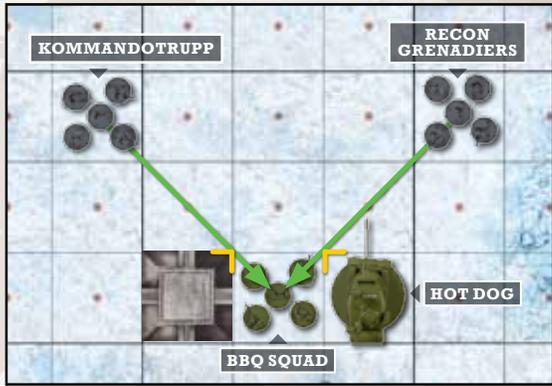
# RULES

**Q: In what situations will a squad benefit from "corner cover"?**

**A:** A targeted squad receives corner cover when the imaginary line of the attacking unit's line of sight passes through the corner of a space that blocks the attacking unit's line of sight. If a targeted squad is adjacent to a terrain feature or vehicle that blocks the attacking unit's line of sight, and if the imaginary line passes through the corner of a space that contains that terrain feature or vehicle, then the targeted squad benefits from corner cover.

Corner cover only applies if the attack is at a 45 degree angle from the attacker to the target.

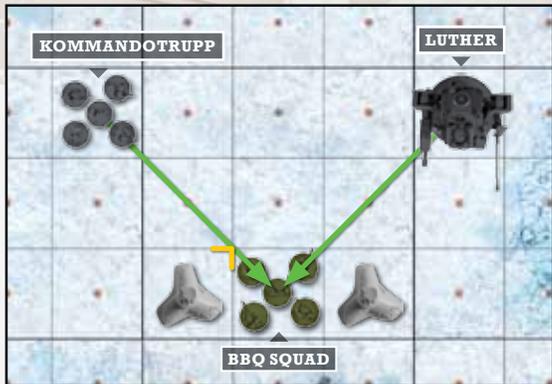
See the following series of examples that portray several situations where a squad may or may not benefit from corner cover:



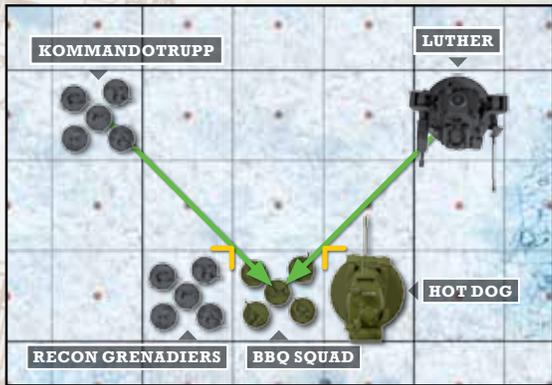
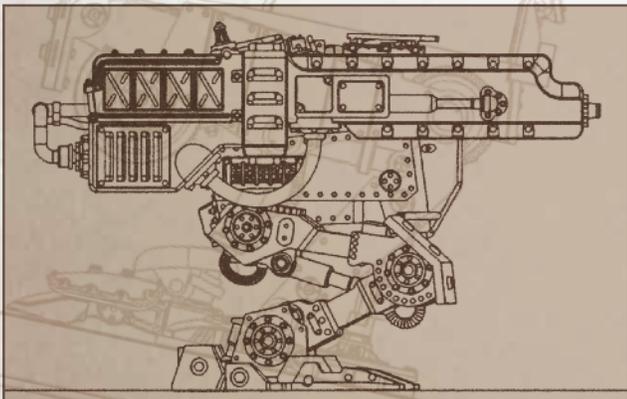
**EXAMPLE:** The *BBQ Squad* benefits from corner cover when attacked by the *Kommandotrupp* because of the adjacent terrain square. The *BBQ Squad* also benefits from corner cover when attacked by the *Recon Grenadiers* because of the adjacent *Hot Dog* vehicle.



**EXAMPLE:** The *BBQ Squad* does not benefit from corner cover when attacked by the *Kommandotrupp* because the imaginary line does not cross the corner of the terrain square. The *BBQ Squad* cannot be targeted by the *Luther* because the *Hot Dog* blocks Line of Sight.



**EXAMPLE:** The *BBQ Squad* benefits from corner cover when attacked by the *Kommandotrupp* because of the adjacent anti-tank trap. However, the *BBQ Squad* **does not** gain corner cover when attacked by the *Luther* because the anti-tank trap does not block Line of Sight against vehicles.



**EXAMPLE:** The *BBQ Squad* benefits from corner cover when attacked by the *Kommandotrupp* because squads block line of sight when attacked by other squads. The *BBQ Squad* also benefits from cover when attacked by the *Luther* because of the adjacent *Hot Dog*.

**Q: How can a unit “split fire” to target different units during the same activation?**

**A:** The unit card displays a weapon line for each type of weapon that the unit carries. Each weapon line can be assigned to **one target within that weapon’s range**. Let’s look at a sample unit card:



The Recon Grenadiers have four weapon lines:

1. StG 47
2. MG 48 (1)
3. Panzerfaust
4. Knife & Grenade

It is possible for the Recon Grenadiers to “split their fire” across four different targets, as is depicted in the following example. Remember that the player chooses the order in which weapon lines fire. Also, all actions, targets, and attacks (including close-combat weapons) must be declared **before** any dice are rolled.

**EXAMPLE:** The Axis player activates a squad of five Recon Grenadiers. The player targets The Gunners squad with the StG 47 weapon line. All weapons of the same type must fire at the same target, so all four soldiers who are carrying this weapon fire on The Gunners. The Axis player rolls one die per weapon, so he rolls a total of four dice against the The Gunners.

Next, the Axis player targets a BBQ Squad with the MG 48. The weapon line shows a “(1)” after the weapon name, which means that only one soldier in the squad is carrying this type of weapon. The Axis player rolls four dice per weapon, so he rolls a total of four dice against the BBQ Squad.

The Axis player then targets a Pounder with the Panzerfaust. All weapons of the same type must fire at the same target. The player chooses to expend all three Panzerfausts, so all three soldiers who are carrying the weapon fire on the Pounder. The Axis player rolls one die per weapon, so he rolls a total of three dice against the Pounder.

Finally, the Axis player targets the adjacent Recon Boys squad with the Knife & Grenade. All weapons of the same type must be used against the same target, so all five soldiers engage in hand-to-hand combat with the Recon Boys. The Axis player rolls one die per weapon, so he rolls a total of five dice against the Recon Boys.

**Q: Do close combat weapons ignore cover?**

**A:** Yes, close combat weapons (Range C) ignore all types of cover.

**Q: On my turn, can I have a unit pass during its activation so that I can activate it later in the round instead?**

**A:** No. If a unit passes on making one or more actions during its activation, the unit still counts as being activated. It cannot be activated again until the next round.



**Q: One of my units is riding in a transport and I don't want to have it disembark yet. Do I still have to activate it?**

**A:** Yes. A unit that is embarked on a transport must still be activated. It may choose to pass on its actions, but its activation must still take place.

**Q: When exactly can a unit attempt Reactive Fire?**

**A:** Reactive Fire may only be attempted **between** any two actions. A unit may not attempt Reactive Fire before an enemy unit takes its first action, or after it completes its last action. If a unit wishes to react after the last action performed by an enemy unit, the player must activate the unit per normal activation rules (after all, it's his turn to pick a unit next!).

**Q: Does a unit using Reactive Fire attack with all of its weapon lines, including close-combat attacks such as Knife & Grenade?**

**A:** Yes, a unit using Reactive Fire (including Advanced and Superior Reactive Fire) **may attack with any or all** of its weapon lines that have sufficient range to the target unit (i.e the unit that triggered the Reactive Fire). In the case of a close-combat attack, the target unit must be adjacent to the attacking unit. Remember that during a Reactive Fire attack, all weapon lines must fire at the unit that triggered the Reactive Fire attempt.

**Q: How do close combat weapons work with Reactive Fire?**

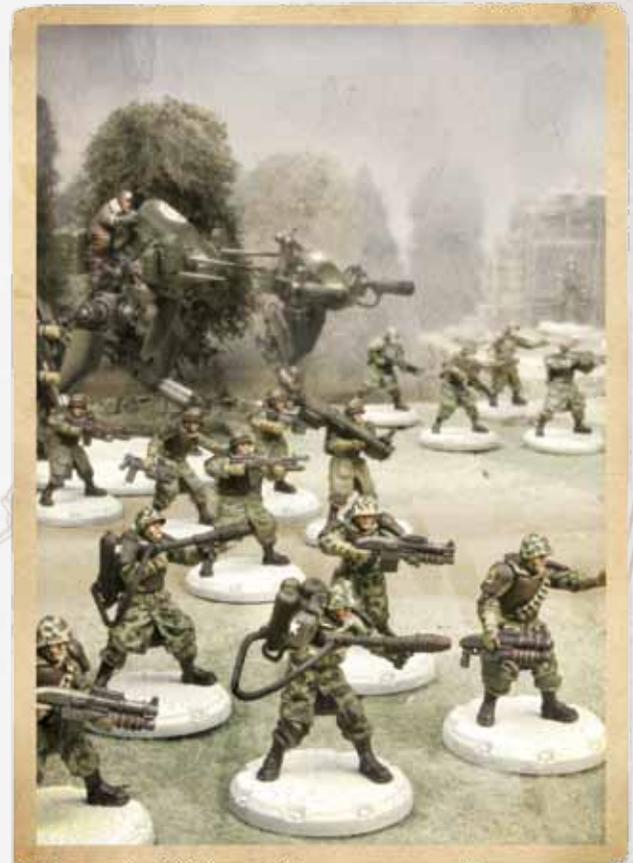
**A:** If a unit uses a close combat weapon as part of a Reactive Fire attack, all other weapon lines are resolved first, then both units attack simultaneously with their close-combat weapons.

**EXAMPLE:** The Allied player activates *The Gunners* squad and performs a **MOVE** action that brings them adjacent to an unactivated squad of *Recon Grenadiers*. The Axis player decides to interrupt *The Gunners* movement and attempts to use Reactive Fire against them. He rolls

one die and obtains a **⊕**. The Reactive Fire attempt is a success so he immediately activates the *Recon Grenadiers* and performs a single **ATTACK** action with all weapon lines that have sufficient range. After resolving the first three weapon lines, both units simultaneously attack each other with their Knife & Grenade weapon lines. At this point, the Reactive Fire action is complete. The *Recon Grenadiers* squad is deactivated and *The Gunners* can resume their **MOVE** action.

**Q: Can I attempt Reactive Fire with more than one unit against the same target on a single activation?**

**A:** No. Only one unit may attempt Reactive Fire during a single enemy activation.



## Q: How does Reactive Fire work with the Fast ability?

**A:** Reactive Fire takes place between actions. If a Fast unit starts its activation by performing a **MOVE** action, no Reactive Fire can take place until this first **MOVE** action is completed in its entirety. So, if a unit moves into range for Reactive Fire with its base movement, but decides to use its Fast ability to move one more space, Reactive Fire **does not** occur after it completes its base movement. It can only occur after the unit has completed all of its movement for its first **MOVE** action, including movement gained from the Fast ability. The unit's controlling player may choose which **MOVE** action (if any) will receive the bonus movement from the Fast ability.

**EXAMPLE:** A *Hellboys* unit (Fast, movement value of 1) decides to perform a **MOVE + MOVE** action sequence. The Fast ability can be applied to its movement once during its activation, allowing it to move an additional space. During the first movement action, the *Hellboys* move one space, leaving them vulnerable to Reactive Fire by an unactivated *Hans*. To keep from drawing Reactive Fire, the controlling player decides to use the *Hellboys'* Fast ability on the first **MOVE** action, and moves them one additional space to a square that is out of range. The second **MOVE** action can now proceed normally, without interruption by Reactive Fire. If the player controlling the *Hellboys* had instead decided to save the Fast ability for the second **MOVE** action, the *Hans* would have been able to attempt Reactive Fire.

## Q: How does Reactive Fire work with the Charge ability?

**A:** Charge adds an additional **ATTACK** action to the end of a unit's activation. Therefore, a unit may attempt Reactive Fire against the charging unit between the first and second **MOVE** actions, or between the second **MOVE** action and the bonus **ATTACK** action.



## Q: When are casualties removed?

**A:** When a unit attacks with a ranged weapon (any range except for Range C), the defending player removes casualties **immediately** after the attacking player resolves each attack. (The defending player normally chooses which figures to remove from his own squad – some special abilities, like Sniper, may change this.)

When a unit attacks with a close-combat weapon (Range C only), each player simultaneously removes casualties from his own squad.

**EXAMPLE:** The Axis player activates a full squad of *Recon Grenadiers*. He moves them one square, putting them adjacent to a full squad of *The Gunners*. He declares that the *Recon Grenadiers* are attacking *The Gunners* with the StG 47, MG 48, and Knife & Grenade weapon lines.

The Axis player performs the StG attack by rolling four dice (one for each figure carrying a StG). He obtains one ☉ and three ☐. The Allied player chooses to remove one figure from *The Gunners* squad as a casualty.

The Axis player performs the MG 48 attack by rolling four dice. He obtains two ☉ and two ☐. The Allied player chooses to remove two figures from *The Gunners* squad as casualties.

The Axis player and the Allied player both perform their close-combat attack simultaneously. The *Recon Grenadiers* roll five dice (one for each figure in the squad), and *The Gunners* roll two dice (also one for each figure in the squad). The *Recon Grenadiers* obtain two ☉ and three ☐; *The Gunners* obtain one ☉ and one ☐. The Axis player chooses to remove one figure from the *Recon Grenadiers* squad as a casualty. The Allied player removes both remaining figures as casualties, which destroys *The Gunners* squad.

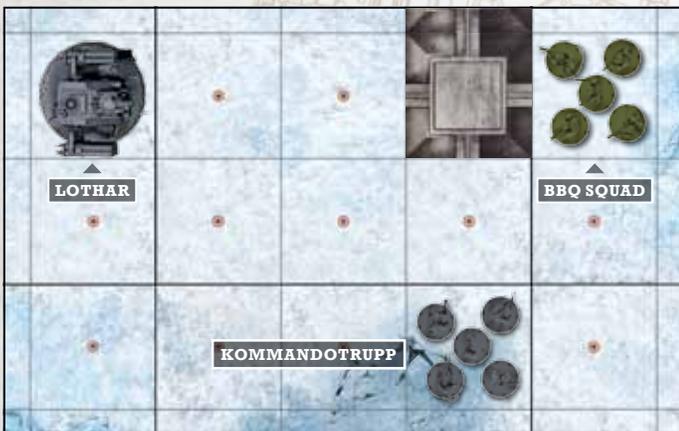


**Q:** The *Ludwig's* figure physically shows two cannons, but the unit card only shows one weapon line. Does the *Ludwig* roll double the amount of dice shown on the weapon line when firing with both cannons?

**A:** No, the *Ludwig* only rolls the number of dice shown on the weapon line. The *Ludwig* always fires both cannons together at the same time, so it cannot split its fire either.

**Q:** When a unit with an Artillery weapon fires at a squad, can the squad benefit from cover?

**A:** Artillery weapons ignore all types of cover, **except** cover gained from being inside a structure.



**EXAMPLE:** In the example above, the Radioman from the *Kommandotrupp* squad calls in an Artillery Strike on the *BBQ Squad* from the nearby *Lothar*. The *BBQ Squad* does not benefit from cover against the *Lothar's* *Nebelwerfer 42* and would take full damage from the artillery weapon.

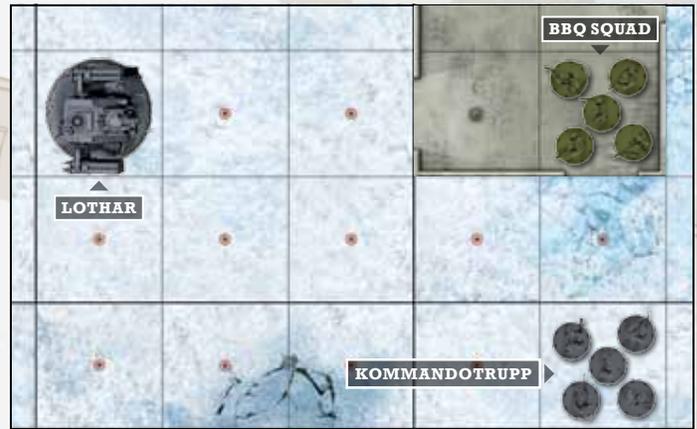


**EXAMPLE:** In this example, the *BBQ Squad* is inside a structure and would benefit from hard cover against the *Lothar's* *Nebelwerfer 42*.

**Q:** In a situation where a target is inside a structure and an Observer squad has clear line of sight to the target, can an Artillery unit fire an indirect shot at the target?

**A:** No. Artillery Weapons fire in a parabolic trajectory. Even if the Observer unit has a clear line of sight to the target, the shells would impact on the roof of the structure instead of hitting the target unit.

Artillery weapons may only affect a unit inside a structure if the Artillery unit has line of sight through the entrance of the building from its space (not counting any other intervening terrain).



**EXAMPLE:** In the example above, the *Kommandotrupp* can see the *BBQ Squad*, but the *Lothar* cannot fire its *Nebelwerfer 42* because the attack would impact the roof of the structure and not hit the *BBQ Squad*.



**EXAMPLE:** In this example, the *Lothar* can attack the *BBQ Squad* with its *Nebelwerfer 42* because the attack would enter through the entrance of the structure.

**Q:** Can Artillery weapons (Range A) be fired from inside a structure?

**A:** No. Artillery weapons fire in a parabolic trajectory. Any artillery weapons fired from inside a structure would hit the ceiling of that structure and explode, making it very dangerous for the artillery unit!

**Q: On page 8 of the Core Set rulebook, it makes mention of “victory points.” How do players calculate victory points?**

**A:** This answer replaces the section “End of the Game” on page 8 of the Core Set rulebook.

The final round is triggered when one of the following events happens:

- All of one player’s units have been eliminated.
- One of the two players has fulfilled his scenario objective.
- The time limit (number of rounds) ends. Calculate each side’s victory points to determine the winner (see below).
- Neither player can fulfill their objective any longer (because all objectives were destroyed, for instance). Players can either calculate victory points to determine a winner or continue fighting until there is only one side standing!

Regardless of what triggers the final round, the game always ends at the end of a round. Even though one player may be in a good position to win, he still needs to prevent his opponent from accomplishing his objective.

### Calculating Victory Points

To determine how many victory points each player has earned, calculate the total AP value of all **enemy units** each player destroyed during the scenario. Some scenarios provide bonus victory points for holding a certain objective or accomplishing a specific task during the scenario. If a player successfully fulfills the condition, add the number of victory points specified in the scenario to that player’s total. The player who earned the most victory points wins the game.

**EXAMPLE:** The Axis player lost one Heavy Laser Grenadiers squad and one Hans (30 + 24 = 54). As a result, the Allied player earns 54 victory points.

The Allied player lost one Hell Boys squad and one Death Dealers squad (34 + 23 = 57).

As a result, the Axis player earns 57 victory points. The Axis player earned 57 victory points, which is more than the 54 earned by the Allied player. The Axis player wins the game!

**Q: The structure rules on page 11 of Operation “Seelöwe” state that Soldiers (Armor ) are considered to be in Soft Cover when inside a building. But the Core Rules state that Heroes (also Armor ) do not benefit from cover. What is the correct rule?**

**A:** The rule in Operation “Seelöwe” is incorrect. The correct rules are:

- ☉ Squads are considered to be in **SOFT COVER** when they are **inside** a building and targeted by an enemy unit that is **also inside** the same structure.
- ☉ Squads are considered to be in **HARD COVER** when they are **inside** a building and targeted by an enemy unit that is **outside** the structure.

The **only** way a Hero can benefit from cover in **any situation** is if that Hero has joined a squad.

**Q: The first scenario of Operation “Blue Thunder” says that “there is no cover for this mission.” What does this mean?**

**A:** It means no 3D terrain pieces (cover elements) are used in this scenario. Normal cover rules (i.e. Hard and Soft Cover, corner cover, etc.) still apply.



## WEAPONS AND SKILLS

### Q: How do laser weapons interact with the SUSTAINED ATTACK action?

**A:** When a unit with laser weapons performs a sustained attack, reroll all **■** obtained from the first roll of the dice only. This is for the sustained attack. Then, continue rerolling all **⊕** (including those obtained from the sustained attack) for the laser weapons.

**EXAMPLE:** The Axis player declares that his *Laser Grenadiers* squad is performing a sustained attack against a *BBQ Squad*. The *Laser Grenadiers* roll five dice against the *BBQ Squad* and obtain three **⊕** and two **■**. The Axis player sets the three dice showing **⊕** to the side. Then, because the *Laser Grenadiers* are performing a sustained attack, he rerolls the two dice showing **■** and obtains one **⊕** and one **■**. Now, because they are using laser weapons, the Axis player takes the three dice he set aside earlier as well as the one **⊕** obtained from the sustained attack and rerolls them. He obtains two more **⊕**. He then rolls those two dice and obtains one more **⊕**. Again, he rolls that one remaining die and obtains a **■**, ending the attack. All together, the *Laser Grenadiers* scored seven total **⊕** against the *BBQ Squad*.

### Q: Does Joe's Grenade Launcher ignore cover?

**A:** Yes. At the bottom of *Joe's* unit card there is an ability called "Grenade Launcher: Grenade Weapon." This weapon is classified as a type of UGL, so when *Joe* attacks with this weapon he also ignores cover.



### Q: Hot Dog's Napalm Thrower has a range of two. Which targets can be hit by this flamethrower weapon?

**A:** Flamethrower weapons that fire farther than one space inflict damage on all units in spaces between the attacking unit and the target unit – even if the spaces are occupied by friendly units. Flamethrowers do not continue beyond spaces that block line of sight.

When a unit fires a flamethrower weapon with a range greater than one, the controlling player chooses the spaces where the flames spread. The attacking unit must still be able to see each target following normal Line of Sight rules.



**EXAMPLE:** In this situation, the Allied player can choose which spaces the *Hot Dog's* Napalm Thrower affects, as long as it has clear line of sight. In this example it may target either:

- ☉ The *Laser Grenadiers* and the *Luther*.
- ☉ The *Recon Grenadiers* and the *Luther*.
- ☉ The *Laser Grenadiers* and the *Lothar*.

The *Hot Dog* cannot target the *Kommandotrupp*. They are behind the *Lothar*, which blocks line of sight.

**Q: Must the special ability Berserk be declared before rolling dice for the attack?**

**A:** Yes.

**Q: How does the special ability Berserk work with the SUSTAINED ATTACK action?**

**A:** First, reroll all  obtained from the initial roll of the dice. Then, reroll all remaining  for Berserk.

**EXAMPLE:** *Sigrid* has joined a *Laser Grenadiers* unit. During the game, they perform a Sustained Attack, combined with *Sigrid's* Berserk skill, against the *Recon Boys* who are two spaces away from the Axis squad. The Axis player rolls eight total dice (three for *Sigrid's* Laser-Pistole-B and one for each Laser Gewehr and Laser Werfer in the *Laser Grenadiers* squad).

The first roll produces one  and seven ! The Axis player sets aside the one , and due to the Sustained Attack, rerolls the seven . This results in two more  and five . Because the Axis player declared that he is using *Sigrid's* Berserk skill, he may now reroll all current  results before resolving the laser weapon's effect. The Axis player rerolls the remaining five , producing two  and three , for a total of five .

Because the squad is using laser weapons, the Axis player rerolls all five  to see if the attack causes further damage. He obtains two  and three . He rerolls the two  and both result in . Overall, this attack causes seven points of damage, which is more than enough to eliminate the entire *Recon Boys* squad.

**Q: Does the special ability Black Ops work during the first round?**

**A:** Yes.

**Q: If both an Observer squad and a unit with an Artillery weapon have line of sight to a target, can the Observer squad use its Artillery Strike skill to activate the unit with the Artillery weapon to fire a direct shot instead of an indirect shot?**

**A:** No. If an artillery unit has line of sight to the target, it must fire the direct shot on its own activation.

**Q: How do Burst Weapons work?**

**A:** When firing a burst weapon at a target that has not performed a **MOVE** action during this round, double the number of dice rolled.



### Q: How exactly does the Wiederbelebungsserum skill work?

**A:** When a hero with the Wiederbelebungsserum skill attacks an enemy squad or hero (armor class ) , he recovers one health point for each  result. This skill cannot be used to recover damage sustained during the same attack that the Wiederbelebungsserum skill is used. It can only be used to recover damage that was lost earlier in the battle during another attack and only after all weapons lines have been resolved, including close-combat weapon lines.

The Wiederbelebungsserum skill **cannot** be shared with any squad the hero joins and all attack dice from that hero should be rolled separately from the squad's attack dice.

**EXAMPLE:** *TotenMeister* and a squad of *Axis Zombies* attack a squad of *Grim Reapers* in close combat. *TotenMeister* and the zombies deal three damage to the *Grim Reapers*, defeating them. But, because close combat is simultaneous, the *Grim Reapers* also deal two damage to *TotenMeister*. *TotenMeister* cannot yet use her Wiederbelebungsserum skill to heal this damage because it was sustained during this same attack.

Later that round, the Allied player activates *The Hammers* and attacks *TotenMeister* and the *Axis Zombies* in close combat. The Allied player rolls *The Hammer's* attack dice dealing one  to *TotenMeister* who has now sustained three damage – two from the previous combat with the *Grim Reapers* and one from the current combat with *The Hammers*. Simultaneously, the Axis player rolls the *Axis Zombie's* attack dice which result in all ! Then, he rolls *TotenMeister's* attack dice and gets three  against *The Hammers*, destroying the squad! *TotenMeister* survived this combat and can now recover the two health points she lost in the previous combat with the *Grim Reapers*. *TotenMeister* must wait until another combat to attempt to heal the one damage sustained during this combat with *The Hammers*.

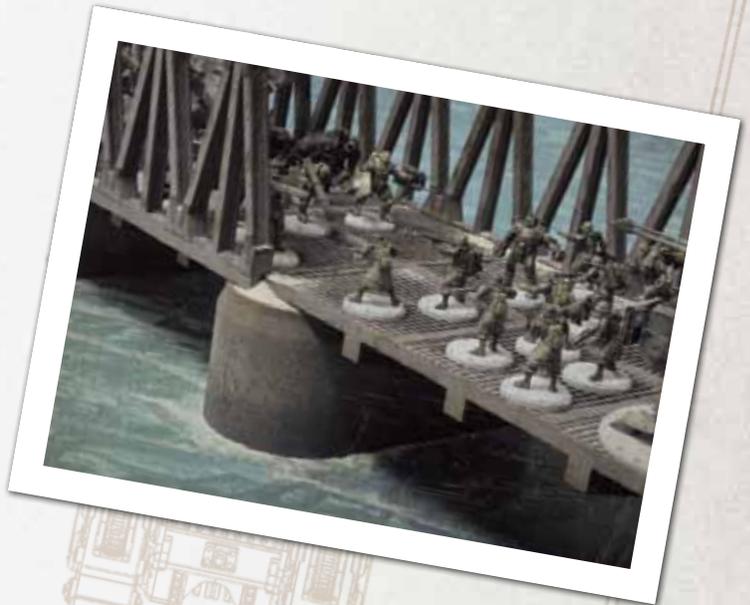
### Q: When a single miniature is brought back to a squad through the use of the Medic's "Get Up It Ain't That Bad" skill, how much limited ammo does that miniature bring back with him?

**A:** The miniature returns to its squad with its special weapons intact, but **no ammunition for limited weapons is restored**. Squads maintain the ammo limitations on their unit cards.

### Q: Can a unit with both the Jump skill and the Fast skill use both of those skills at the same time?

**A:** Yes, the Jump skill and the Fast skill can be applied to any **MOVE** action, even the same **MOVE** action.

**EXAMPLE:** The *Mickey* encounters an anti-tank trap and the only way around it is to go over it. The *Mickey* uses its Jump skill and its Fast skill during one **MOVE** action. The Jump skill allows the *Mickey* to jump over the obstacle and the Fast skill gives it the extra movement needed to land in the empty space beyond the anti-tank trap. The *Mickey* now has one action remaining.



## UNITS

**Q:** The soldiers in *The Gunners* squad have UGLs on their rifles, but the *Tank Killers* unit card does not include a “UGL” weapon line. Likewise, soldiers in the *Battle Grenadiers* squad are armed with Panzerfausts, but the *Tank Killers* unit card does not include a “Panzerfaust” weapon line. Can these units use these weapon types that the figures are carrying, even if the unit card doesn’t show that weapon line?

**A:** Normally, if a figure is holding the weapon, then he can use that weapon. However, if any figures are holding weapons that are not included on the unit card, they cannot use those weapons.

**Q:** When fielding a *Bot Hunters* or *Tank Killers* squad, which figure gets replaced by the extra bazooka/panzerschreck figure?

**A:** The figure on the far right of each picture is the figure that you exchange with the extra bazooka/panzerschreck figure.

**Q:** When heroes are alone, do they get a cover save?

**A:** No, Heroes do not get a cover save when they are alone. Their unit cards do not show any cover value. The only way for a Hero to get a cover save is when it joins a squad.

**Q:** When a hero joins a squad with a different movement value than the hero, which movement value does the combined unit use?

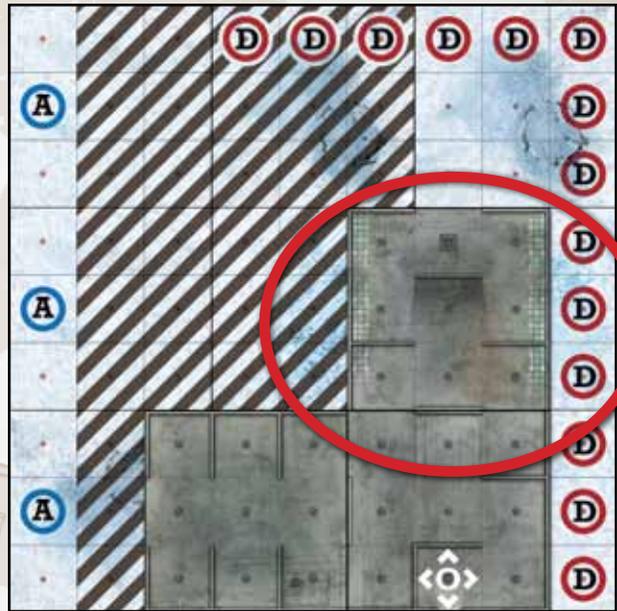
**A:** The combined unit’s movement value is equal to the **fastest** movement value of the two units.



# SCENARIO ERRATA

## Operation "Seelöwe" Scenario 1 – We're Here!

In this scenario, the top right structure tile should be rotated 180 degrees so the two entrances line up with the adjacent structure tile as shown in the following image:



## Victory Bridge Scenario 4 – Seize the Explosives!

This scenario should have three Attacker deployment spaces directly behind the structure as shown in the image to the right.

