

# DUST TACTICS TOURNAMENT RULES

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In a *Dust Tactics* Tournament, players face off in a series of matches, battling against opponents to determine who will emerge victorious. A *Dust Tactics* Tournament is ideal for groups of 8 to 32 players.

## **Player Responsibilities**

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### **Supplies**

Players participating in a *Dust Tactics* Tournament must bring all their own miniatures, sanctioned unit cards, dice, and dry-erase markers. The Tournament Organizer (TO) must approve any printed or electronic media used to track damage.

### **Tournament Legal Units**

All units listed in the FFG catalog are tournament legal, including preview units from Game Night Kits.

### **Army Lists (300 AP)**

Players are responsible for bringing at least two printed or legibly handwritten copies of their army list, complete with point costs and an army point total. A single copy of these lists must be registered with the TO before the start of the tournament. Opponents may view a player's army list at any time. Army list point totals cannot exceed 300 AP.

### **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.

Proxy or homemade unit cards are not acceptable under any circumstances. Regardless of any and all modifications made to a unit, the official unit card—which must coincide with a unit listed on the Army Point Cost chart—will always represent the unit's weapons, ammunition, armor, and health points.

A TO may make exceptions and approve any reasonable conversions. The TO will make the final call on whether or not any particular miniature or modification may be used. Units that are scaled differently, do not include a unit card with the miniature, or were not published by Fantasy Flight Games are not permitted under any circumstances.

### **Sportsmanship**

The primary objective of this tournament is creating a fun and competitive atmosphere for all players. In order to facilitate sportsmanlike competition, cooperation is essential. Players should cooperate with their opponents when seeking answers to rules questions or confusions. Failure to do so is unsportsmanlike, and therefore not tolerated in tournament play. When a rules question cannot be resolved by the players, the TO will make the final decision. Unsportsmanlike conduct such as cheating, stalling the game, and other immature behavior is also prohibited and should be reported to the TO if necessary.

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## Tournament Procedure

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### Number of Rounds

The tournament is broken down into a series of 1 hour rounds in which all players participate. The number of players participating in the tournament determines how many rounds it will take to determine a winner. The chart below breaks down the number of rounds relative to the number of players participating.

### Players Rounds

8 or fewer, 3-round event

9 to 16, 4-round event

17 to 32, 5-round event

Once there is a single undefeated player declared at the beginning of a round, the event will end with no additional matches.

### First Round Pairings

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

### Subsequent Pairings

For each round after the first, all pairings and ranks are based on standard Swiss seat tournament format. Players will be paired with opponents based on their total match points from all completed games.

### Byes & Odd Number 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, granting them 3 points for the round. The player with the bye will be randomly determined from the players with the fewest match points (or randomly in the first round).

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## Tournament Rankings

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### Scenario Victory, Points & Standing

A player is awarded 3 points for each win, 1 point for each draw, and 0 points for each loss. These points will determine final player standing in the tournament.

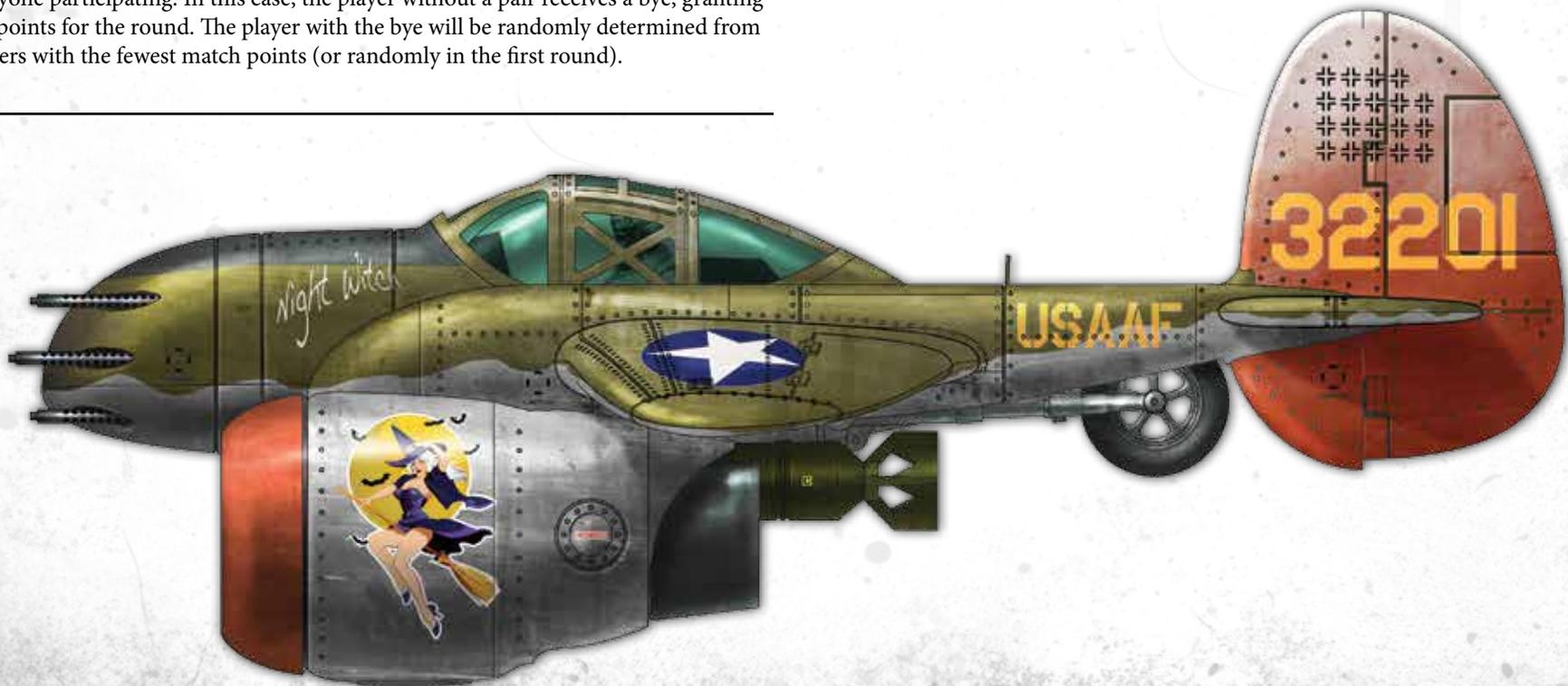
### Tiebreaker

If player standings remain tied at the end of the event, the player with the highest Strength of Schedule (see below) will be the winner. If players have an identical total points and Strength of Schedule, the winner is the player with the highest amount of Army Points Remaining at the end of the final game. In the unlikely event that this is still a draw, the players will play additional rounds until the tie is broken.

### Strength of Schedule

Sometimes there will be a tie in the final round of the tournament. When this happens, the TO will determine which player ranks higher by adding up all the points of the opponents that each of the tied players faced during previous rounds. A player's Strength of Schedule is the sum of all of his opponents' overall points. If a player receives a bye for a round, no points are added to his Strength of Schedule for that particular round.

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## Match Procedure

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Each round contains several steps that players follow in order to ensure a fair and competitive game.

### Step 1: Exchange Army Lists

Each player gives his opponent a copy of his army list. The players may spend up to five minutes studying their opponent's force selection.

### Step 2: Table Set-Up

Each table will be furnished with one *Dust Tactics* Terrain Tile Set, two crates, and two tank traps. Before determining which side they will be deploying on, the players will take turns setting up the table.

Each player rolls five Combat Dice, and the player who scores the most hits chooses which player places the first tile. Players then alternate turns, placing the 3x3 square tiles so that they create a table that is 12 squares long x 9 squares wide.

The player who places the first tile places it at the table corner closest to him and on his right. The table extends from this tile an additional three tiles to that player's left (for a total of 12 squares long) and two tiles towards the opposite table edge (for a total of 9 squares wide).

Every subsequent tile must be placed touching the side of a tile that has already been placed, and in such a manner that it does not extend beyond the play area described above. Players are free to choose either side of a tile. However, a completed table setup may not include more than a single tile with triangle (water) squares. Additionally, a tile with triangle (water) squares may not be placed adjacent to either short table edge.

Once the table tiles are placed, the player who placed the second tile may place the 2 square by 3 square building tile anywhere on the table, but he may not place it over any building/wall squares, and he may not place it over any triangle (water) squares.

Finally, starting with the player who deployed the first tile, the players alternate turns placing the nine single-square terrain tiles. These tiles must be placed so that the blank (impassible) side is used. These tiles may be placed anywhere that is not on a square touching a table edge.

### Step 3: Determine Deployment Areas

Each player rolls five Combat Dice, and the player who scores the most hits chooses which table side (long or short) is his. Each of the squares along this table edge are his deployment squares. His opponent has the opposite table edge, and all of the squares along that table edge are his deployment squares.

### Step 4: Determine Scenario

Each Scenario lasts 8 game turns. The player who lost the roll to determine Deployment Area now selects one of the following victory conditions:

*Attack and Defend:* Eliminate as many enemy units as possible. Calculate VP (page 7 of the rulebook) to determine the winner.

*Area Control:* The player who controls the most 3x3 table tiles at the end of the game is the winner. To control a table tile, the player must have a unit on a square on the tile, and no enemy unit on the same tile.

*Key Locations:* The player who controls the most cover elements (crates and tank traps) at the end of the game is the winner. To control a cover element, the player must have a non-aircraft, non-vehicle unit in the same square as the cover element. Cover will be placed in Step 5.

*Control the Reservoir:* This scenario may not be chosen if there are no revealed triangle (water) squares on the table. The player who controls the most squares that are adjacent to triangle (water) squares at the end of the game is the winner. To control one of these squares, a player must have a unit on the square.

### Step 5: Place Cover

Each player rolls five (5) Combat Dice, and the player who scores the most hits places the first piece of cover. The players alternate placing cover until all four pieces have been placed. Cover may not be placed on triangle (water) squares.

### Step 6: Play!

The players now proceed as normal for a game of *Dust Tactics* by rolling for initiative and beginning the first turn!

