

Operation Cyclone

WINTER 1947



OPERATION CYCLONE HAS BEGUN!

Welcome to the first Campaign Expansion for *Dust Tactics*! Here you will discover new units, new rules, new challenges, and a whole new campaign in which our two heroes, Sigrid and Joe, continue their bitter fight!

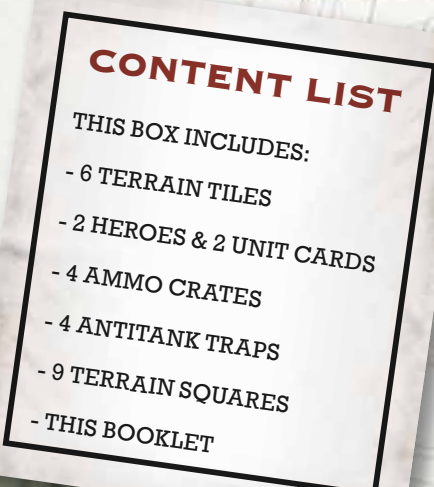
Operation Cyclone takes place a few weeks after *Operation Blue Thunder*. This time the two factions are struggling to gain control of a VK mine. The mine is believed to be the largest VK deposit in Antarctica, and every faction is fighting to control it!

Faced with the importance of the mine, the Allies and Axis both send their newest and most powerful weapons to the battlefield: Artillery-equipped robots designed to claim complete supremacy of the battlefield!

The high commands of both blocs have also dispatched some of their most important representatives: officers whose mission is to lead their armies to victory, as well as holding the ardor of our heroes back a bit... These officers operate in command squads, with specialists whose skills can change the course of battles.

To combat the growing threat of enemy robots, headquarters has sent special anti-vehicle units. Now "robot killer" teams play an important role among the military forces of the Dust universe.

The different armies have also begun to use smaller and more discreet units, in order to gain an advantage. Sniper teams and observer units are on the field. Their presence won't go unnoticed!



THE NEW RULES

The first part of this booklet explains the new rules added to the game. You're about to discover the rules that govern the use of artillery on the battlefield. These rules are quite simple, but we recommend that you play a few games of *Dust Tactics* before trying them. If you haven't played the game before, you can download the rules for free from our website: www.FantasyFlightGames.com or www.Dust-Tactics.com.

After the explanation of artillery, you'll find rules covering new types of terrain that you can add to your battlefields. Some new special weapons and squad abilities, such as the sniper teams and observer squads are also covered in this section.

The rest of the new rules describe the valuable command squads, which offer you many new abilities. These rules are pretty simple too, and you'll be able to add these squads to your army right away.

THE OPERATION CYCLONE CAMPAIGN

The second part of this booklet details the battles of *Operation Cyclone*. These scenarios use the terrain tiles in this box along with the tiles from *Operation Blue Thunder*.

These scenarios give shape to a complete story that you can play as a single campaign. Special rules also change the nature of the different terrains you might find in *Dust Tactics*.

And at the end you'll find some useful advice about some of the ways you might use the new units available for the game.

Good luck, soldier!

ARTILLERY RULES

Many generals call artillery “the queen of the battlefield.” Artillery always announces the beginning of an assault and covers the retreat. In *Dust Tactics*, all armies field a wide variety of different artillery weapons. Many operate safely from deep behind the lines, but some are deployed directly on the battlefields we already know.

Each bloc has its own theories about weaponry and tactical organization. The same goes for the artillery. In *Operation Cyclone*, you'll be introduced to some units carrying these terrible weapons. The rules in this booklet are valid for all artillery weapons and all armies of the Dust universe.

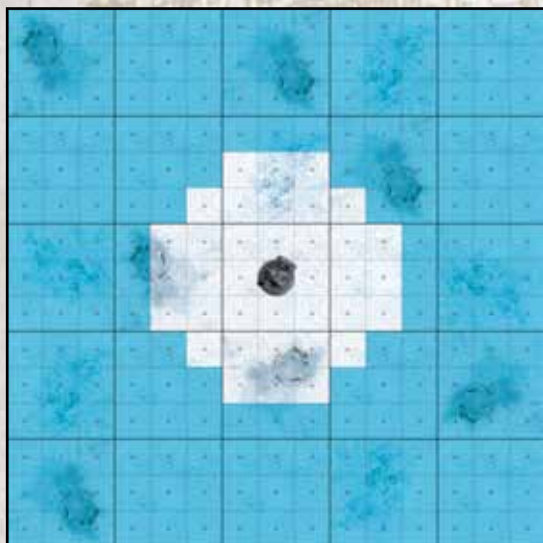
In *Dust Tactics*, artillery weapons work in a way that's a little bit different from the weapons you got to know in the basic rule booklet. In these pages, we're going to study the way they work, their devastating effects on the terrain, and on enemy units.

First of all, artillery weapons are always represented in the same way on their unit cards, it does not matter if they're independent pieces or mounted on vehicles. In the weapon line, instead of the normal range, you'll find this letter: A. All weapons with range A are artillery weapons and follow the rules you're going to read on the next few pages.

Artillery units behave just like any other *Dust Tactics* unit, except for a few minor differences. Unless these rules say otherwise, all rules that apply to regular units also affect artillery units.

THE “A” RANGE

When the range of a weapon is listed as “A,” this means it is an artillery weapon. Shells, missiles, grenades, or projectiles fired by this weapon strike its targets from the sky: instead of firing in a direct line like a normal weapon, artillery fires up into the air and the projectiles arc over everything in between the gun and the target. They often fire very powerful explosives that are able to destroy any target in no time at all.



In order to simulate the “parabolic” (or curved) trajectory that the projectile follows before hitting the ground, artillery weapons always have a **minimum range of 4 squares**. In other words, an artillery weapon can never hit a target that is less than four squares away. However, the raw power of these weapons easily allow the projectiles to cross the entire battlefield (and continue their flight well beyond). The **maximum range** of an artillery weapon is always **unlimited** (just like range U).

Please note: a unit that's carrying more than one weapon might combine an artillery weapon with some normal ones! For example, check the unit card for the Lothar, just below, to see a unit armed in this way.

The Lothar robot is equipped with a Nebelwerfer 42 artillery weapon (you can recognize it because of its range A) and one MG 44 machine gun. The machine gun is a normal weapon, as you can see from its range 4.



When you're using this Lothar, if you decide to shoot with both weapons, only the Nebelwerfer 42 will follow the artillery rules. The MG 44 follows the usual shooting rules.

To sum up:

When you use an artillery weapon, you must follow the special rules for artillery, which are a little different from the usual shooting rules. These are the main differences, which are explained on the following pages:

- An artillery weapon can fire in two different ways: a “direct shot” or an “indirect shot.”
- If the artillery unit has a clear line of sight to the target, it makes a direct shot. The shot succeeds if a ☉ is rolled and the unit can choose to make a sustained attack (**SHOOT + SHOOT** actions). The unit can also use its other weapons if it chooses to do so.
- If an “observer” unit has a clear line of sight to the target, the artillery unit makes an indirect shot. The shot succeeds if a ☉ is rolled. An indirect shot costs the artillery unit both of its actions, so it cannot make a sustained attack. Again, the unit can use its other weapons.
- Artillery weapons must be reloaded after firing before they can be used again. This costs one **RELOAD** action.
- A unit can only act as an observer if it has the “Artillery Strike” ability.

DIFFERENT TYPES OF ARTILLERY FIRE

Since artillery projectiles follow a parabolic trajectory, the unit that's firing the artillery weapon doesn't have to see its target directly to shoot at it. Of course, if the unit can see its target directly the attack is more accurate. For this reason, an artillery weapon can shoot in different ways:

Direct Fire

If the unit that carries an artillery weapon can see its target (it has clear line of sight), it takes a **direct shot**. This type of shot is the most accurate and dangerous for the unlucky enemy... When an artillery weapon opens fire with a direct shot, the attack uses the same rules as a normal shooting attack. Check the line of sight, make sure the target is in range, and fire! Roll the dice listed on the weapon line. In order to damage the target, you must roll \oplus on the dice. If the unit uses a sustained attack (**SHOOT** + **SHOOT**), you can re-roll any dice which fail to hit the target. As you can easily imagine you must really have guts (or be a bit insane) to charge across open ground in front of the enemy cannons...

The only difference between a direct shot from an artillery weapon and an attack from a regular weapon is the minimum range. Remember that the unit will need to reload before it can fire its artillery weapon again.

A direct shot costs one action (1 **ACTION**) for the unit that's carrying the artillery weapon. So it can be combined with any other action that's available for that unit (for example moving).

EXAMPLE: Some Assault Rangers have infiltrated the heart of an Axis base. They finish their move on the square shown in the illustration. They are now in line of sight with the Lothar. The Axis player decides to activate it. He has many options: First of all, since the Lothar can see the Rangers directly, it could make a direct shot and perform a sustained attack (**SHOOT** + **SHOOT**). The Lothar will hit the rangers on



a \oplus , and will be able to re-roll any \ominus once. The Lothar then gets deactivated. Or, he could choose to perform a regular direct shot (for 1 **ACTION**), and then take any other single action (such as moving or reloading). After completing these two actions, the Lothar is deactivated.

Let's assume that in this situation the Axis player chooses to perform a sustained attack! The Assault Rangers are a high-priority target: a huge threat for the Lothar if they manage to get close enough to attack it. Much better to get rid of them immediately!

INDIRECT FIRE

If the unit that's carrying the artillery weapon can't see its target, but another unit with the Artillery Strike ability can see it, you can perform an **indirect shot**. This is the most common use of artillery weapons: a discreet observer, with a precise map, communicates the coordinates to the artillerymen at the rear. A bit later, a rain of fire strikes down the enemies...

In order to succeed on an indirect shot, you have to score a \oplus with your dice roll, just like a standard attack.

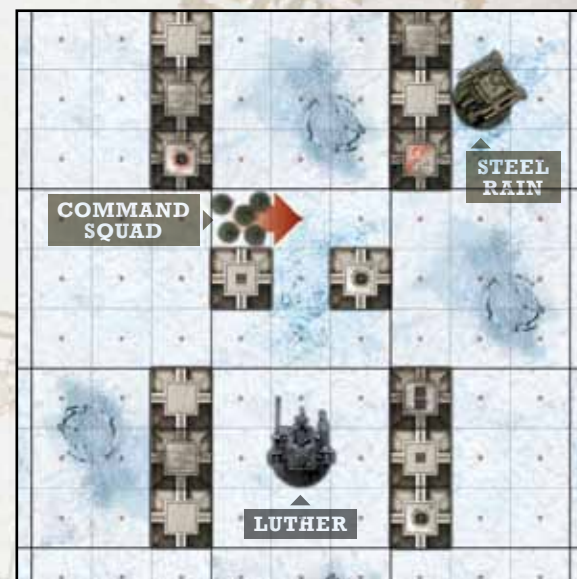
The unit with the Artillery Strike ability is called an "observer." It is the observer that **triggers the shot**. So, the **observer** unit must have a clear line of sight to the target (if the artillery does have line of sight, it makes a direct shot instead). The indirect shot takes place when the **observer** is activated, not during the activation of the artillery unit itself! If the artillery unit has already been activated during the round... too bad! It can't act again until next round. The indirect shot is only possible if the artillery unit has not been activated yet this round.

Follow these steps to make an indirect shot:

1. Activate (as normal) the observer unit that has the Artillery Strike ability, as you would any other unit. It can move, attack, etc. For one action, the unit can order an artillery strike (1 **ACTION**).
2. If you decide to make an indirect shot, the spotting unit is immediately deactivated and the unit that's carrying the artillery weapon is activated. You then fire the indirect shot with the artillery unit. This attack is resolved just like a normal attack.
3. After you have completed the attack, the artillery unit is also deactivated. The indirect shot automatically uses both of that unit's actions. In this way, you have activated two units in a row: the unit that ordered the shot, and the one that fired it, both on the same turn.

EXAMPLE: This Luther is dangerously close to the Allies' lines. If nobody stops it, on the following turn it will be able to charge the Rangers Command Squad! They decide to intervene with the help of the Steel Rain unit that's hidden nearby. The Allied player activates the Command Squad and moves it onto the square in front of the intersection. The squad now has a clear line of sight on the Luther. This movement required only one action, so the unit still has another one to use the Artillery Strike ability. Since the Command Squad hasn't taken any losses it still has its Radio, which is necessary to communicate the coordinates for the attack.

The Allied player uses the Artillery Strike. The Command Squad is deactivated (it has already taken its two actions for the round) and the Steel Rain is immediately activated. That unit fires an indirect shot. It succeeds on a \oplus but it can't re-roll any dice (since the indirect shot takes two actions, the unit cannot make a sustained attack). The Steel Rain is then deactivated and the Axis player can now play.



IMPORTANT

To order an indirect shot, the observer unit must have the Artillery Strike ability! Also check that there are no other conditions necessary to call for the indirect shot (a Command Squad must have a Radio to call for an indirect shot, for example).

RELOADING WEAPONS

While all other weapons in *Dust Tactics* store their bullets inside automatic cartridge clips, the shells of artillery weapons are too bulky for that. After using one of these weapons, the soldiers must stop the machine and reload the weapon before being able to shoot with it again.

This action is called **RELOAD** and requires one action (1 **ACTION**). To help you remember which weapons are ready to be fired, use the **"LOADED"** tokens you find in the unit's box. Place a Loaded token beside each unit that carries an artillery weapon when you put it on the battlefield. When that unit shoots, remove the token. You can place it back again when you spend one action to **RELOAD**.

A unit can actually shoot (**SHOOT**) and reload (**RELOAD**) its artillery weapon in the same round. But the unit obviously can't perform any sustained attack nor move (as such options would require a third action).

In the list of abilities for a unit, on its unit card, all weapons that show the word "Reload" need to be reloaded after they are fired.



At the time of this expansion there are two units that follow these rules: the Axis Lothar and the Allied Steel Rain. The Lothar needs to reload its Nebelwerfer, a set of big rocket-launchers, while the Steel Rain needs to reload its Petard, a weapon that shoots a huge and explosive steel bullet.

At the beginning of the game place one **"LOADED"** token close to the Lothar (its Nebelwerfer are loaded) and to the Steel Rain (its Petard is loaded). The Steel Rain doesn't need any **"LOADED"** tokens for its 4 rockets, since they are single use only, and the limited quantity is marked on its unit card (four boxes you can check off).

Some weapons follow the reloading rule but they are not artillery weapons.

You'll notice that the Petard on the Steel Rain is not an artillery weapon. It follows some special rules we're going to see in the following pages, but its range isn't A.



Take a look at the Steel Rain: you can see that its 4 rockets are artillery weapons, but they come in a limited quantity. In fact, on the unit card for this robot, close to the name of its weapon, there are 4 small boxes you can check off. The rockets are actually too big to be reloaded on the battlefield. The Steel Rain only carries four of them for the whole battle.

So, artillery weapons **may** follow the reload rule: just because their range is A, doesn't always mean they can be reloaded during the game.

← **RELOADING WEAPON**
← **MULTIPLE SHOTS WEAPON**

ARTILLERY RECAP:

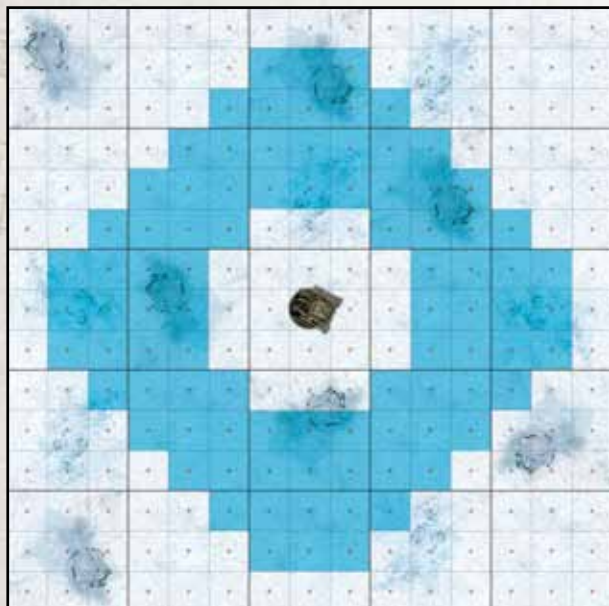
- In order to count as an artillery weapon, the weapon must have range A.
- After using an artillery weapon, you must reload it before being able to use it again (if that weapon can be reloaded)
- The direct shot costs one action. If you decide to use a direct shot, you can perform a sustained attack.
- The indirect shot costs two actions, and cannot be used for a sustained attack.
- To request an indirect shot, a unit must have the Artillery Strike ability.
- Calling for an indirect shot costs one action.
- if the unit chose at least one **SHOOT** action (for a direct or indirect shot) it can also use its other weapons.

NEW GAME RULES

In addition to the Artillery Rules, *Operation Cyclone* introduces some other new game rules.

WEAPONS WITH SPECIAL RANGES

Some cannons and mortars shoot their shells on a parabolic trajectory, in a way that's similar to artillery. However, these smaller weapons don't have a very long maximum range.



These weapons show two numbers for their range (which are written on the unit card), separated by a dash. The first number shows the **minimum** range of the weapon, while the second number is the **maximum** range. This weapon can be used only to attack enemies between these two ranges.

This is the case for the Steel Rain: the range of its Petard is 3-6: this weapon can't fire on a target that's less than three squares away, and its maximum range is 6 squares.

MULTIPLE SHOTS WEAPONS

Some weapons are more or less efficient whether you empty the clip or not... Multiple shots weapons do more damage if you fire several rounds at the time.

When you look at their damage, you can see several values. Each one means the use of **one round only** and **not one use of the weapon** itself. You can choose freely how many rounds you shoot: all at once, two at a time, etc. But be careful to write down how many you fired! Once all boxes have been marked, you won't be able to reload these weapons during the game.

Operation Cyclone introduces this new type of weapon for the Steel Rain's rockets. When you look at the weapon line of the 4.2" Rockets, you can see four different damage values: 3/1 is for using one rocket; 6/1 for using two; 9/1 for three and 12/1 for using the four rockets at the same time.

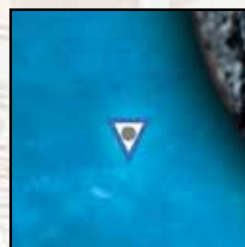
You can choose to use its full power in a single attack, or in several. In the Steel Rain skills you can find four small boxes to tick. Each one represents one rocket. Once they have been all fired, the robot will only have its other weapons left until the end of the game...

NEW TYPES OF TERRAIN

In the *Dust Tactics* Rule Booklet, you found the description of two types of terrain: squares marked with a dot in the center and squares without a dot.

All units can enter squares marked with a dot in the center. Such squares don't block lines of sight. The squares without a dot in the center block lines of sight and movement. *Operation Cyclone* is the perfect occasion to show you the new symbols you can find on the terrain squares or tiles. To make the description simpler, we're always going to use the word "squares," but remember that these symbols can be found on terrain squares or directly on the tiles.

No matter which symbol you might find in the center of a square, you'll always also find the little dot that allows you to trace your lines of sight.



SQUARES WITH A "TRIANGLE"


Squares showing a triangle in the center forbid any movement on them, but don't block line of sight. These squares may represent deep water areas, for example. Units can't walk on them but can shoot across them.

This type of square does not block the movement of flying units or units with the Jump ability.



SQUARES WITH A "CROSS"

Squares showing a cross in the center can be entered by infantry, but not vehicles. These squares don't block the shots of any units. But, they always grant **SOFT COVER** to the squads that are on them.

These squares represent terrain such as piles of rubble that block vehicles (any unit with armor ). Infantry can snake through it and take shelter in it.

This type of square does not block the movement of flying units or units with the Jump ability. Any infantry unit that stops in one of these squares is in **SOFT COVER** (if there is a cover value on its unit card).



SQUARES WITH A "DIAMOND"

Squares showing a diamond in the center can be entered by any unit. But, they block all lines of sight that should pass through them. Any units that are on this type of square can't be targeted by attacks and cannot perform any attack.

This symbol could represent a square in which a smoke grenade exploded, for example. Units can walk on the square, but can't shoot through it. If a unit stops inside the smoke cloud, it can't shoot and it can't be chosen as a target.

ABILITIES & SPECIAL WEAPONS

AGILE

The unit is composed of swift and agile members. When it moves, all diagonals cost one **MOVE** (instead of one for the first diagonal and two for the following ones). An Agile unit considers diagonals as normal squares when it moves.

A hero with this ability shares it with any squad he joins.

ASSAULT

Once per game the unit doubles its **MOVE** value, no matter which actions are taken for the round. A hero with this ability shares it with any squad he joins.

ARTILLERY STRIKE

A unit with this ability can call for an artillery attack. It's equipped with maps and radios which allow it to efficiently communicate the coordinates of a target.

Using an Artillery Strike costs one action (1 **ACTION**). You must have an action available if you want to use this ability. If you make an Artillery Strike, the unit using this ability is deactivated, while the artillery unit is immediately activated and performs an indirect shot (see the "Artillery Rules"). Once the artillery unit has performed its indirect shot, it is immediately deactivated. This means that you will use two units in a row.

In order to unleash such an attack, the unit with the Artillery Strike ability must have a clear line of sight on an enemy unit. The range isn't important since it's the artillery unit that opens fire. Always check range from the artillery unit to make sure that all range limits are followed (especially the rule regarding the minimum range of 4 squares).

RANGE A

Range A weapons are artillery weapons. Refer to the "Artillery Rules" for a complete description of their use.

These weapons have a minimum range of 4 squares and an unlimited maximum range, just like range U weapons.

IMPORTANT



Artillery weapons (range A) can never be used inside buildings! They would hit the ceiling before having the chance to reach an enemy!

For this reason, when you play a scenario that takes place inside a base (grey tiles), you cannot use any weapons with range A. No wise artilleryman would ever take such a risk.

RELOAD

Weapons showing the word "Reload" on the unit card need a lot of time to reload. See "Reloading Weapons" for the rules about reloading weapons.

SNIPER





A *Sniper*'s devastating fire allows it to choose his target. He chooses which miniatures suffer a  when he damages a squad. When he decides to shoot at the carrier of a special weapon, his shot destroys both the carrier and the weapon. (Your squad cannot pick up the *Bazooka* for instance). The *Sniper* can also decide to target a hero. In this case, it is always the hero who loses  and not the squad.



When the *Sniper* is part of a squad, he is the only one who can choose his target—the squad's other attacks are resolved normally.

SNIPER TEAM

This is a squad composed of a miniature with a long-range weapon and a leader who guides the shot with binoculars. The shooter has the Sniper ability while the leader has Spotter. Whenever one of the squad's members is eliminated, you lose the related ability. If the unit has other abilities, the surviving miniature keeps them.



SPOTTER

A unit with this ability reverses its attack rolls. It considers  as , and  as . A Spotter is never found alone: he is always with a Sniper or a heavy weapons squad.

As the attack rolls are reversed, a unit including a Spotter will re-roll  results when it performs a sustained attack, instead of  results.

TANK HEAD

A hero with this ability is a vehicle specialist... He is just as good at repairing them as he is at blasting them!



Once per game, a hero with this ability can restore all lost  points to a friendly vehicle. This "repair" happens on the hero's activation (or that of the squad he is assigned to). The vehicle must be in an adjacent square, and the hero must spend an action to repair it. When the hero is part of a squad the whole squad spends an action. Obviously the repair does not work when the vehicle has lost all its  (it is already removed from the game).



COMMAND SQUADS

A command squad is a special squad composed of an Officer, a Radioman, a Mechanic, a Medic, and a weapon specialist. Each member of the command squad has different abilities.

If you have this type of squad, the Command Squad ability will appear on the unit card. When one of the squad's miniatures is eliminated, the command squad loses any ability associated with that miniature (see below).

Some of the command squad's abilities are very potent. Whenever you activate this unit, you must announce **which ability you are going to use**. In order to use it, you will be required to roll a die. You need a  for the ability to work. A  is a failure: the ability does not work and **you are not allowed to try to use another ability until the next round**.

Some abilities do not require any die roll (this is stated in the ability description). No matter what, **you cannot use more than one command squad ability per round**, and you are only allowed to try to do so once per round (it does not matter if the roll is a success or not).

Even though the Command Squad's special ability counts as only one action, you can use (or try to use) only one per round. Besides these limitations, the squad can use any other basic action in combination.

EXAMPLE: In a round, you may move and try to use Get Moving You Bunch of Monkeys! Or you may shoot and perform a Makeshift Repair. But you will not be able to use Get Moving You Bunch of Monkeys! **and** Makeshift Repair in the same round.

OFFICER

The key element in your company, the Officer has only one ability, which is in fact an order: Get Moving You Bunch of Monkeys! (1 **ACTION**). When the Officer's roll is successful, you choose which unit will receive the order: that unit is **reactivated** for this round. It can move again and use all its weapons (except for those that have run out of ammo, of course). This new activation takes place right after that of the command squad. In fact you will be playing twice in a row.

This order can only be given to a unit in a square adjacent to the command squad (unless there is a Radio).

To use Get Moving You Bunch of Monkeys! the Command Squad needs to spend an action.


RADIOMAN

The Radioman has the ability to relay any order issued by the command squad anywhere on the game board. You do not need to roll the dice to activate this ability, it is automatically successful.


Beware of sniper fire! Should the Radioman be eliminated, the Officer will only be able to give orders to units around him, and the Mechanic and the Medic won't be able to call reinforcements. Unlike the command squad's other abilities, the Radioman is "passive." It is always working... as long as the Radioman is on the game board! So when the Officer seeks to issue an order to a distant unit, you only need to roll the die once (for the Officer). This is the only case where both the Officer and the Radioman use their abilities in the same round (The Radioman's ability does **not cost** an action). The Radioman's second ability is Artillery Strike (1 **ACTION**) (which appears printed on the unit card). Whenever the Radioman is eliminated, the Command Squad also loses the use of this ability. Artillery Strike costs the Command Squad one action.

MECHANIC

Specialized in makeshift repairs and engine problems, the Mechanic can use two distinct abilities.


The first is Makeshift Repair (1 **ACTION**). The Mechanic restores one  to a vehicle. This vehicle **must** be in an adjacent square (the Radioman's ability does not work for remote repairs). You do not need to roll the dice to activate this ability. This ability does not work on destroyed vehicles!

Makeshift Repair costs the Command Squad one action.


The second ability is Field Repair (1 **ACTION**). The Mechanic brings a vehicle that was destroyed back into the game. To activate this ability, you need a  on the die. If the roll is a success, the vehicle re-enters the battle as it did at the beginning of the game. The vehicle is activated immediately, just after the command squad. However, you may only bring **a single vehicle** back for the whole game! Choose it carefully (yes, you are allowed as many tries as you need to bring it back). If the Radioman is eliminated, the ability does not work.

Field Repair costs the Command Squad one action.

MEDIC

The Medic also has two abilities. The first is Get Up, It Ain't That Bad (1 **ACTION**). The Medic brings one miniature back into a squad, or restores one  to a hero. The squad or the hero must be in an adjacent square when the Medic reanimates the eliminated miniature (the Radioman's ability does not work to heal from a distance). The miniature is no longer eliminated, it returns to its squad with all its equipment (and its special weapons and ammo for limited ammo weapons). You do not need to roll the dice to activate this ability. Of course this ability only works if there are soldiers left in the squad! If the whole unit was eliminated, the ability does not work.




Get Up, It Ain't That Bad costs the Command Squad one action.

The second order is Come On Guys; We're Going Back Out There (1 **ACTION**). The Medic brings a whole squad, which was previously eliminated, back into the game. To activate this ability, you need a  on the die. If the roll is a success, the squad re-enters the battle as it did at the beginning of the game, with all its equipment. It is activated immediately, right after the command squad. However, you may only bring **a single squad** back for the whole game! Choose it carefully (yes, you are allowed as many tries as you need to bring it back). A hero who was eliminated cannot be brought back into the game by the Medic. If the Radioman is eliminated, this ability does not work. Come On Guys, We're Going Back Out There costs the Command Squad one action.

The weapons specialist does not have any special ability. He is in charge of protecting the squad with his weapon, that's all.

The command squad's orders **do not work on the command squad itself**. The Officer cannot reactivate his own unit, the Medic cannot heal it, and so on. The command squad is worth as many army points as any other squad with the same **ARMOR** (as explained in the basic rules booklet).

If you bring a unit back into the game using the Mechanic or the Medic, and it is eliminated again, it counts as further casualties when counting victory points! When you lose a Pounder (4 AP) for example, and you bring it back and it is destroyed again, you will be counting 8 AP. Beware: losing reinforcements may cost you the game! Units that come back into the game thanks to these abilities are activated normally during the round. They re-enter the battlefield through your troops' initial deployment zone.

Command squads are as rare as able field officers... You cannot have more than one of these units in your army at the same time. This limitation does not apply if the command squads have different types of **ARMOR**. So your army may have a  2 Command Squad and a  3 Command Squad, but not two  2's.

Finally, a hero may join a command squad only if he has the Commander ability.



THE OPERATION CYCLONE CAMPAIGN

The men, the means, the mission

The following scenarios are the core of *Operation Cyclone*. Two sides locked in combat: one defending its base, guarding a huge VK mine; the other trying to prevent their foes from keeping this amazing treasure.

Decide with your opponent who will play as defender and who will be the attacker. Play the scenarios in order and pay particular attention to the mission briefings. The attacking player should read what is intended for the “**Attacker**,” and the player protecting his base should read the “**Defender**” parts.

Keep count of the victories after each scenario. The player with the most victories at the end of the campaign wins! Once you’re done, it will be time to swap sides and try it all over again!

Try different armies. You will need to play with your opponent’s miniatures to become a truly outstanding general. It will be easier to understand the other sides’ strengths and weaknesses if you use them from time to time.

Finally, and most importantly, *Dust Tactics* is **your** game! Do whatever you want with it! If you don’t like a rule, then change it. Missing a rule—invent it. Never hesitate to add to the game when you feel like it. Just remember to play fair and have fun!

You will find tons of optional rules on our website, as well as tactical advice to play your army. You will be able to ask all the rule questions you want, or share your experiences with other players. Get previews of the upcoming units for your favorite bloc or browse through the articles to improve your gaming experience.

Pay us a visit as often as you can!

www.FantasyFlightGames.com

www.Dust-Tactics.com

NEW UNITS

The following figures are sold separately. They are all to be released in the near future.

This is a follow-up to the intelligence reports you read in *Dust Tactics*. We hope they may be useful: a skilled general must be well informed.

"STEEL RAIN"

Medium Combat Walker M2-F



This model is the Medium Combat Walker M2-F "Steel Rain." Many features differentiate it from the other robots of the same family. The mighty rockets mounted on top don't leave any space to carry the .50 cal. In fact, it's rather difficult for the brave pilot to open the trapdoor when the rockets take off! Besides this, the weight of the frame and the artillery shells don't allow the "Steel Rain" to jump over obstacles.

However, an impressive armament compensates for these small drawbacks. First of all, a series of 4.2" rockets. These rockets can set huge areas of the battlefield aflame and annihilate the enemy. The second weapon is a Petard: a large mortar mounted on a turret that shoots explosive shells that weigh 20 kilos. They can destroy bunkers, tanks, and robots, no matter their tonnage!

The "Steel Rain" is a mobile artillery platform, and a robot for close range attacks, all at the same time. When you play this robot, don't forget that you only have 4 rockets with unlimited range at your disposal. Use them wisely, preferably with a direct shot, or at least letting an observer coordinate the launch. Avoid using them too early, and try to combine their power with the devastating effects of the Petard. This weapon has a shorter range, but also a terrifying effect. Be careful not to forget the limitations of it's range.

When you use a "Steel Rain," remember to take a round to reload the Petard. This is the moment when your robot is the most vulnerable. Never leave it alone during that round. At that moment its only weapon will be the .30 cal, and even simple infantry units might give it troubles. You have enough firepower to clear the area around it after all...

"THE BOSS"

Rangers Command Squad



The Rangers Command Squad is the frame on which the whole special operation is shaped. They oversee the different forces and offer support to the soldiers when needed. When it joins the fight, every Ranger knows that the whole Allied military force is behind him. He knows all the citizens of the Allied bloc believe in him. The Command Squad is the incarnation of such force of will in the field.

Command Squads use the standard equipment of the Rangers: M1 AR assault rifles and the Victory MG. They're also as skilled in combat as any other Ranger squad. After all, they come from the same military school and have been through the same training.

The Rangers Command Squad is obviously a critical unit for your army. A reactivation at the right moment, or the arrival of the proper reinforcement might change the course of a battle. It's up to you to decide whether to send such an important unit to the front line. They can actually join the battle without shooting a bullet. But is this the "Ranger" spirit?

Don't underestimate the value of the Get moving you bunch of monkeys! ability. Sometimes it's your best choice until you start losing units. You'll have to choose whether to try to bring a new unit onto the battlefield or reactivate a vehicle and fire its big gun. The choice is yours!

"CRACK SHOTS"

Rangers Sniper Squad



When they need to eliminate a specific target, the Rangers ask a particular unit for help: the Sniper Team. These soldiers are quite different from other Allied special forces. Usually the special forces prefer spectacular actions and brave tactics. The behavior of a Sniper Team is the opposite. They hide, waiting for the right moment to strike with mortal accuracy.

The Sniper Rifle the Rangers use is a high-precision rifle, with a much longer range than any other infantry weapon. It uses .50 cal cartridges, the same as tank rifles! It's really a devastating weapon, especially when it's used by highly trained and skilled soldiers.

A Sniper Team is a powerful yet fragile tool. It's up to you to decide their role, and their eventual sacrifice. Play them in an aggressive way and they'll be able to eliminate one or two special weapons and an Officer or Radioman before dying. But to do so, they must expose themselves. Your primary objectives are the antitank weapons of the enemy, like the Panzerschreck, or the enemy's Command Squad.

"13 FOXTROT"

Rangers Observer Squad

The observers are a true necessity for artillery units. They can allow the artillery to fire on a target they can't even see. These special squads consist of two Rangers who know how to conceal themselves in any environment. Both soldiers carry a radio, so that the death of one doesn't compromise their mission.

Like the Sniper Team, the Observer Team is powerful yet fragile. Be careful: don't sacrifice them for no reason. They can help you launch a devastating attack in the most critical moment of the game. Once the Steel Rain has used its rockets, however, the Observer Team doesn't become useless. It can still be used to control an objective or support an assault with its weapons. Don't forget that this small unit takes advantage of cover. A simple ammo crate allows it to avoid all attacks with a ■.



"BOT HUNTERS"

Rangers Heavy Weapon Squad



To contain the ever-growing threat of robots on the battlefield, the Allied headquarters now deploy some Ranger units with heavy weapons. The Bot Hunters carry two Bazookas they efficiently use against any armored vehicle.

This kind of unit is gaining more and more importance in the Allied military structure. Despite their limited versatility, the Bot Hunters are necessary for the new kind of war that's ravaging the world.

With two Bazookas, a lucky Bot Hunters squad can bring down a robot in just one round... Such advantage comes with a drawback though. Having no UGL, nor any other anti-infantry weapon, leaves these squads very vulnerable against infantry. They're a high-priority target for the enemy. Be careful and protect them at all costs.

"LOTHAR"**Panzer KampfLäufer II-D**

The model Pz. Kpfl. D is nicknamed "Lothar" by the Axis troops. Among the robots of this bloc, this is the one that received the most nicknames by the Allies and SSU. It is in fact a nightmare for the enemy, and these nicknames rarely hint at a good thing...

The recognizable shape of the "Lothar" provokes fear in all soldiers that have already faced it and are still alive to speak of it. The reason for this is its dreadful armament: the Nebelwerfer missile-launchers it carries on each arm. They can deliver a deluge of fire and fill the battlefield with explosions that destroy everything. The missile racks are big enough to carry an incredible number of rockets, enough for an entire battle.



Like any artillery platform, the "Lothar" has exceptional firepower. It can strike from a distant point of the battlefield. The "Lothar" is a dreadful enemy that will condition the strategy of its opponents, who won't be able to concentrate their troops anymore!

Nevertheless, be careful with this unit: its weapons have a restricted range. When the enemy gets close enough, you'll only have your MG to defend with! For this reason, protect your "Lothar" with infantry units. Finally, even though its Nebelwerfer are powerful, their reload time makes the "Lothar" vulnerable. Don't forget this or you might get a bad surprise.

""KOMMANDOTRUPP"**Sturmgranadiere Command Squad**

The objective of a Grenadiers Command Squad is making sure that the orders from headquarters are met on the battlefield. Their ability to adapt to any situation makes them brilliant officers. In opposition to the officers of other blocs, they're entirely free to decide about the management of operations. What matters is the result, not the means taken to achieve it.

The Command Squads use the Grenadiers' standard weapons: StG 47 assault rifles and MG 44. Don't forget they're soldiers first, as skilled as their comrades.

As in other armies, the Command Squad is a critical unit. The Axis armies have some extremely powerful units, and their possible reactivation can dramatically change the game. The risk of becoming the first target of the enemy is very high. Nevertheless, avoid the temptation of sending this unit directly into the battle near enemy deployment zones. Your best option is to keep it with your army. Beware of artillery fire.

"SNIPER GRENADIERS"

Sturmgranadiere Sniper Squad

After the violent fights around Stalingrad 5 years ago, the Axis armies began to make wide use of Sniper formations. Their first targets are enemy officers, but also the dangerous heroes of the Allied and SSU blocs.

Axis snipers use a specific weapon: the Sniper Gewehr. This weapon is able to shoot and hit with high accuracy from long distance, and it's deadly in skilled hands. These soldiers are exclusively trained by the Blutkreuz Korps, in the heart of the Black Forest.



Like its Allied counterpart, the Sniper Team is powerful but fragile. Use it against its usual targets (officer, special weapons) and enemy heroes. Joe and Rosie are critical for the efficiency of the Allied army. Eliminate them and you'll gain a great advantage.

"BEOBACHTER"

Sturmgranadiere Observer Squad

The combination of different weapons, infantry, tanks, aviation, and artillery is a characteristic of the Blitzkrieg since the beginning of the war. The observers play a key role in this organization.

The accuracy of the information they can provide to their comrades allows them to use any artillery at its best. The Axis never wastes ammo.

Like the Allied unit, the Observer Team of the Axis is a fragile tool, but extremely useful on the battlefield. Unlike their Allied counterpart, the Axis Observers are useful for the whole battle. Since the Nebelwerfer can shoot every two rounds, the observers can change the balance of the forces in a moment. Don't waste them or you'll regret it in the last rounds of the game.



"TANK KILLERS"

Sturmgranadiere PanzerJäger Squad

Once again it was on the Eastern front that the Axis army came to understand the need to equip its infantrymen with efficient antitank weapons. After copying the American Bazookas in 1942, the scientists of the Axis developed the dreadful Panzerschreck with its automatic reload. This weapon is the symbol of the Tank Killers.

Even though the Axis has many antitank weapons, the Tank Killers still play an important role in the companies of this bloc. They allow you to focus the attention of your robots elsewhere, and are able to cover your flank on the battlefield. You'd better protect them with a powerful anti-infantry unit, like the Laser or Recon Grenadiers.

Another option consists in having them coordinate with a Luther: the robot can eliminate the infantry, while the Tank Killers destroy the armored targets. The combination of these two units can wipe away any opposition.





NEW HEROES



ROSIE Master Sergeant Rosie Donovan

Certainly the most well known Sergeant of the whole allied army, Rosie Donovan is almost as famous as Joe Brown. She's the one who adapted a damaged American tank on Axis' Vk technology, thus making the first Allied Robot.


Anyway her fame hasn't kept her away from the battlefields. She was offered several time a promotion and a job in the rear. Her technical knowledge would be very useful in a research facility. But Rosie prefers to stay near the fights, where she knows she can make a real difference.

Thanks to her repair skill, Tank Head, Rosie can save a robot on the battlefield. Don't wait too long, the robot needs to have at least 1  or it won't work! Her Bazooka is more powerful than a regular one: with it she can destroy a tank with 4  in just one shot. Remember to throw the dice from her Bazooka apart from others, if you put her in a squad with other Bazookas.

MANFRED Oberleutnant Manfred Kreuzer

Manfred is a well known and respected officer of the Axis' Army. He's in command of a large part of the Blutkreuz Korps forces, even if he's still officially part of the Wehrmacht.

It's Manfred who was in charge of the expedition that discovered a strange "ship" in a remote cave in Antarctica... Since then he knows that he fights for much more than his own country.

Manfred is a real infantry hero. He doesn't have any spectacular skill, but his many talents are very valuable to any squad: his 5  allow him to protect his men longer than any other hero. His Panzerfaust is unlimited and his Assault skill allow you to take a strategic objective earlier in the game. You can also keep this skill to make a surprise attack later on.



Dust created by
PAOLO PARENTE

STAFF

Commander in Chief: Olivier Zamfirescu

Staff officer in charge of artistic operations:
Vincent Fontaine

Staff officers, in charge of writing out the battle plan:
Laurent Duclos and Guglielmo Yau.

Staff officers, in charge of maps, diagrams, and other illustrations:
Davide Fabbri, Matthias Haddad, Karl Kopinski, Laurent Lecocq, Domenico Nezi, Alessia Zambonin, Chiara Vercesi, Giovanni Mazzotta and Paolo Parente.

Aides de camps : Livio Emanuelli and Loïc Lecoin.

Chief warrant officer in charge of graphical matters: Mathieu Harlaut

Miniatures sculptor: Juan Navarro Perez

Playtesters: Jérémy Belbéoc'h, Livio Emanuelli, Fabio Zaninotti, David Preti, Marco Peruccelli, Marco Pelan, Ludovic Andrieux, Yann Cupertini, Guillaume Fontaine and Nicolas Vastel.

Translation : Fulvio Cattaneo

Editing : William Niebling

Many thanks to: David Preti, PF Periquet, Minky@Twistory, Masatsugu Shiwaku, Takao Hasegawa, Filippo Zaninotti, Roberto Scazzuso, Stephen & Victor Yau, Clement Boen, Alexandre Giraud, Giovanni Mazzotta, Denka & Anastasiya Tymofeyev, Chan Yuk, Ping Ngai, Sigrid Thaler, Angel Songannan, Catherine & Raphael Guiton, Anna Undraal, Kallamity, Mario Braghieri, Alessandro Bruschi, Maestro Nino Pizzichemi, Mr.Ten, Remy Tremblay, Rafal Zelazo, Jeanne@Album, Nicolas Couderc, Vincenzo Lanna, Luigi "Ninja" Brigante, Zac Belado, Grant Hill and José Brito.

FANTASY FLIGHT GAMES

Producers: Steven Kimball

Production Manager: Eric Knight

FFG Lead Game Designer: Corey Konieczka

FFG Lead Game Producer: Michael Hurley

Publisher: Christian T. Petersen

Dust Tactics © DUST STUDIO Ltd. 2009

Dust Tactics uses the Squares & Tiles (S&T System) game system, copyright DUST STUDIO. All illustrations, photography, images and miniatures are © DUST Ltd.

Dust Tactics™ is a work of fiction
www.FantasyFlightGames.com
www.Dust-Tactics.com

I don't see a thing. I have blood in my eyes. It's Klaus'. The bad people shot him with a big gun. They call this a bazooka. It hurts. But, thinks Ralf, I'm not afraid of the bazooka. I'm going to take it and brake it in two. I'm going to bend it around the neck of this human over there. The one shooting at us with his friends. I wonder if they are friends like us. We get along fine, when we're in the cages. Sometimes humans are nice, sometimes they are bad. But we get along fine.

We must obey. Always. Especially to the lady, Sigrid. If she gives an order, she's right. Even if another boss gives an order. Once she told me to kill a boss in front of her. So I took him in my steel fists and torn him apart. Then I ate him.

I need to run faster. I must hide behind this tree. That way the bad people can't shoot me. That way I can jump on them and hit them with my steel fists. After maybe we can eat them. But not Klaus. He's dead. Bad people killed him so I must kill them. Sigrid told us they were the Rangers. They are bad and I must kill them. I wish Markus was here. Markus is smart. He tells us what to do so we don't get shot at. Markus is like us but he's our leader because he's smart. Sometimes the boss give us an order and Markus give another order. So we do what Markus says.

But when Sigrid gives an order... it's weird. I have to obey. Her voice is the strongest one. I don't fear the humans in front of me. They fire at me. I feel bullets in my flesh but I keep going on. I'm in pain. No I'm not. My hands hurt. I don't have hands anymore. I have steel fists. Did I always had steel fists? I can't remember.



**You can read the rest of this story in
Operation Seelöwe, Dust Tactics' next
Campaign Expansion!**