

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 and keeps a rapid pace stressing each players' ability to adapt to the combat environment.

Player Responsibilities

Supplies

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

Army Lists

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 the point size chosen for the event.

Painting, Modeling, Proxies, and Conversions

Proxies (substitute models) are not allowed under any circumstances, nor can a player enter a tournament with a model that has not been released to the general public. All models must be *Dust Tactics* models. Conversions (modifications to *Dust Tactics* models) are acceptable as long as they are clearly based on *Dust Tactics* models. Conversions must represent the model from which they are most obviously drawn. For example, a heavily converted Hot Dog model is not a substitute for a Luther model.

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, coinciding with a unit listed on the Army Point Cost page will always represent the units weapons, ammunition, armor, health and damage chart.

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

TO Responsibilities

Event Parameters

The Tournament Organizer (The TO, or TOs) should always consider the best way to run events for their players, given the resources they have available. These resources include a place to run the event, the amount of time available, timers, etc. For example, if you have limited time per day at the venue, you may want to consider running a larger event over two days.

Number of Rounds

The tournament is broken down into a series of timed rounds in which all players participate. The number of player 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.

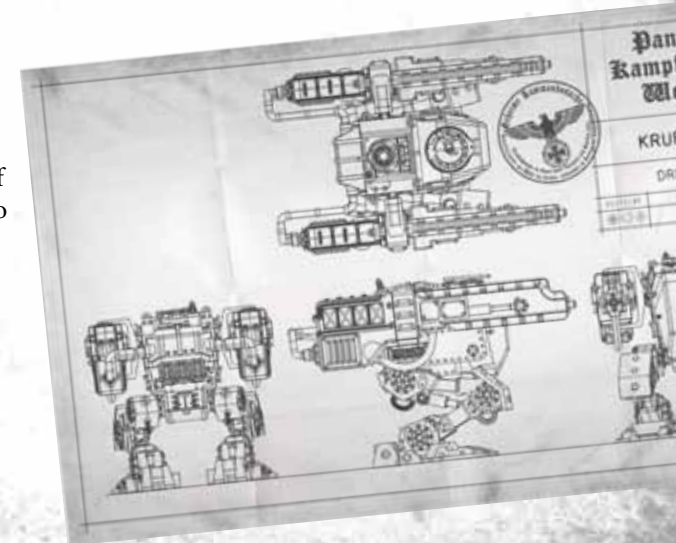
Players Rounds

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

It is recommended that the TO attempt to pair different factions whenever possible to maintain the theme of *Dust Tactics*. A suggested method to achieve this is to shuffle all the tournament record sheets together. Take the top sheet and set it to one side. This gives you the first player for the first pairing. Find a sheet from another faction and pair it with the first sheet drawn. Without shuffling the pile again, remove the top sheet and repeat the process until all players have an opponent. As you work your way through the pile you may find it impossible to pair players from different factions. Once you have completed the pairings, note the opposing player's ID on each player's sheet to track that player's opponents. Record the point score for each player when the round ends.

Points earned from each match:

3 points for a win

1 point for a draw

0 points for a loss

Subsequent Pairings

From here on, all pairings and ranks are based on standard swiss seat tournament format. TO's may use alternate pairing formats as long as they make the chosen format known by all players well before the event.

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 one point for the tournament. The TO can randomly determine which player receives the bye if he wishes. In the following rounds, the TO should ensure that the same player does not receive more than one bye per event.

Scenarios

Scenario Selection

The scenarios used will come primarily from the "Operation Blue Thunder" Campaign book, found in the *Dust Tactics* Core Set. Official *Dust Tactics* scenarios released in expansions, or scenarios released by Fantasy Flight Games are also acceptable. For tournaments using 12 or 16 tile maps TO's will be required to provide their own scenarios. Players must be made aware that custom scenarios are being used.

The TO is encouraged to select a different scenario for each round of the tournament, as long as all players play the same scenario for that round. Scenarios should be kept secret until the start of the round. Not all scenarios will be used in every tournament, and it is up to the TO's discretion what order the scenarios are played in. It is recommended that the TO declare which scenario is being played at least 10 minutes before the round, in order to answer any player questions regarding the scenario.

TO's can choose, or scenarios can be randomly selected by rolling three *Dust Tactics* combat dice, totaling the hits, and referring to the following table:

First Roll	Second Roll	Scenario
0	0-1	Descent
	2-3	Evacuation
1	0-1	General Assault
	2-3	Counterattack
2	0-1	Intrusion
	2-3	Destruction
3	0-1	Reconnaissance
	2-3	Patrol

Scenario Victory, Player Standings, & Tiebreakers

Scenario Victory, Points & Standing

When a player has fulfilled the Victory Conditions described in a scenario, that player immediately wins the match and both players accrue points. A player is awarded 3 points for a win, 1 point for a draw, and no points for a 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 Army Points Remaining.

Strength of Schedule

Sometimes there will be a tie in overall points. When this happens, determine which player ranks higher by adding up all the points of the opponents that each tied player faced during previous rounds. Strength of Schedule is the sum of all overall points for all of a player's opponents.

For example, after four rounds Anton and Steve tie for second place. To determine Strength of Schedule, the TO adds up all the points of Anton's and Steve's opponents. Whichever player had the highest Strength of Schedule wins the tie.

TOURNAMENT RECORD SHEET

Player ID: _____

Campaign 2011

Instructions: Please print neatly and legibly. Shaded areas are for organizer use only.

Tournament Record:

Please report to the TO with your results for each round.

Player Name: _____

Faction: _____

Tier: None / 1 / 2 / 3 / 4

Army List: Use the space below to record your army list.

ARMY NAME

Units

Army Points

[illegible]

Total Point Cost:

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ARMY NAME

Units

Army Points

[illegible]

Total Point Cost:

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Round	Opponent's Name	Result	Army Points Remaining	Points Total
		W L T		
		W L T		
		W L T		
		W L T		
		W L T		

DUST TACTICS ARMY POINT COST

The following *Dust Tactics* army point costs will be used in all official *Dust Tactics* tournaments and events. These values override the army point value printed on each listed unit's current card.

We encourage Tournament Organizers to set their own army point limits when designing new *Dust Tactics* scenarios. However, here are some suggested army sizes based on the number of map tiles in play:

- 9 tiles = 200 army points
- 12 tiles = 300 army points
- 16 tiles = 400 army points

***Note about Heroes** – Each player is obligated to field at least one hero per game, whether or not they begin the game embedded with a unit.

A hero must be unique for a single side (whether playing solo or as a team), but may appear as a unit on both sides when opponents are playing the same faction.



Axis	
Name	AP
*HEROES	
Sigrid Von Thaler	20
Stefan	18
Manfred	16
Markus	20
WALKERS	
Ludwig	40
Luther	35
Lothar	36
Heinrich	26
Hermann	26
SQUADS	
Laser Grenadiers	27
Battle Grenadiers	21
Recon Grenadiers	16
Tank Killers	22
Kommandotrupp	40
Sniper Grenadiers	10
Beobachter	5



Allies	
Name	AP
*HEROES	
Bazooka Joe	18
Johnny One-Eye	16
Rosie	20
Ozz 117	24
WALKERS	
Pounder	40
Hot Dog	36
Steel Rain	38
Mickey	35
Wildfire	24
Honey	28
SQUADS	
BBQ Squad	30
The Gunners	20
The Recon Boys	15
Bot Hunters	22
The Boss	40
Crack Shots	10
13 Foxtrot	5