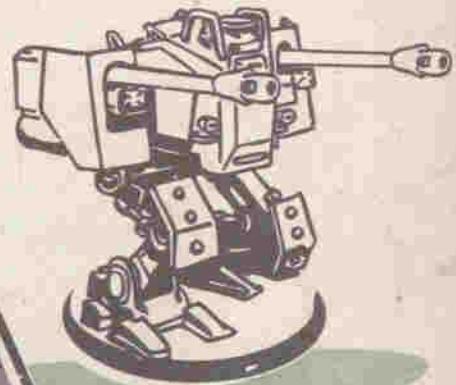


20
DUKE
1947
ADVANCED
RULES



Credits

Dust created by
Paolo Parente

Dust 1947 created by
Olivier Zamfirescu

Dust Studio Art Director
Vincent Fontaine

Additional Development by
**Umberto Bonomi, Michele Salogni,
Giulio Cazzoli**

Playtested by
**Marco Lorato, Alessandro Zanuso,
Associazione Ludica “il Bivacco”**

Graphic Design by
AG-Werks

The miniatures depicted herein were designed and created by Dust Studio Ltd. Dust 1947, Dust Studio Ltd, Dust Studio logo and Dust 1947 logo are trademarks of Dust Studio Ltd. All rights reserved. All photos, illustrations, characters, and text are copyright © 2016.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means without the prior written permission of the publisher, nor be otherwise circulated in any form of binding or cover other than that in which it is published and without a similar condition being imposed on the subsequent purchaser.

©Dust Studio Ltd. 2016

For more information about Dust 1947
visit us online at:

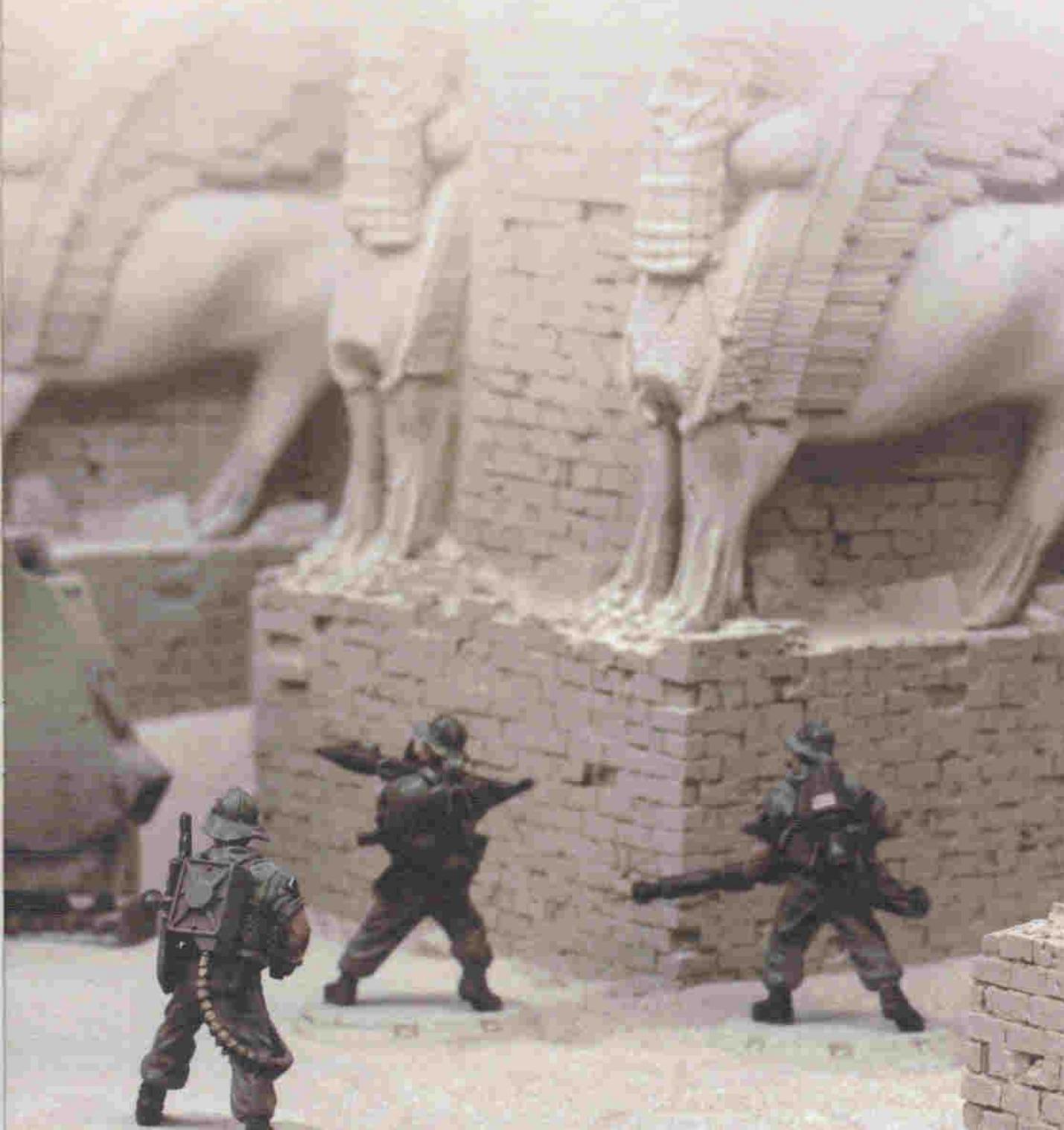
www.dust1947.com
www.dustusa.com

DUST 1947 ADVANCED FREEFORM RULES

This set of rules is meant to replace the "Playing Dust 1947 on a 3-D battlefield" section of the **Dust 1947** book. These rules are designed for seasoned tabletop miniature players who prefer a more traditional tabletop game approach than the one offered in **Dust 1947**.

Whatever set of rules you use, all miniatures, dice, Terrain, etc. is compatible with all others. You just need to make sure that when you invite your friends or organize an event, everyone knows in advance which rules are going to be used.

The major change of the Advanced Freeform Rules is that the squad leader can be removed as a casualty like any other model in the unit. He stays as a point of reference for Movement, Unit coherency, Line of Sight, Range, etc. But his demise is now far more costly!



MOVE ACTION

When assigned a Move action, a Unit can move up to the total distance indicated by its Move value. The Unit does not have to move the full distance. Facing has no effect on movement, allowing the Unit to Move in any direction and end its Move action facing any direction.

Infantry move in formation, maintaining an optimal command distance. Each Infantry Unit has a leader, represented by a miniature sculpted to indicate that they are in charge. This leader may be pointing, holding a pair of binoculars, gesturing the Unit forward and so on. You can further identify this miniature by placing a token on its base or use any other suitable way. If a Hero is Joined to the Unit, they are the Unit leader. All soldiers within the Infantry Unit must have a portion of their base touching a 10 cm or 4" diameter command circle centered on the Unit leader. This command circle can be quickly measured using the Blast template. Since the Unit can change formation during movement, the fastest way to move an Infantry Unit is to move the squad leader and place the remaining squad members in the command circle as described above.

There is no minimum distance between Units, and Units can end their movement adjacent to or intermingled with friendly or enemy Units, provided their Unit leader does not cross into the other leader's command circle. Units may pass through other friendly Units with the exception that vehicle Units may not pass through other vehicle Units. Units cannot pass through enemy Units, which means that a Unit leader or vehicle base may not cross the command circle of an enemy Unit leader.

If a Unit that is moving enters Terrain that influences its movement, the movement inside that Terrain is modified according to the Terrain table (usually halved). Only the part of movement inside the Terrain is modified; the movement modified is rounded down.

Aircraft are an exception, as any Unit may pass through or end their movement under any aircraft Unit.

LARGE VEHICLES

Large and Huge vehicles move like any other vehicle Units.

MOVING AIRCRAFTS

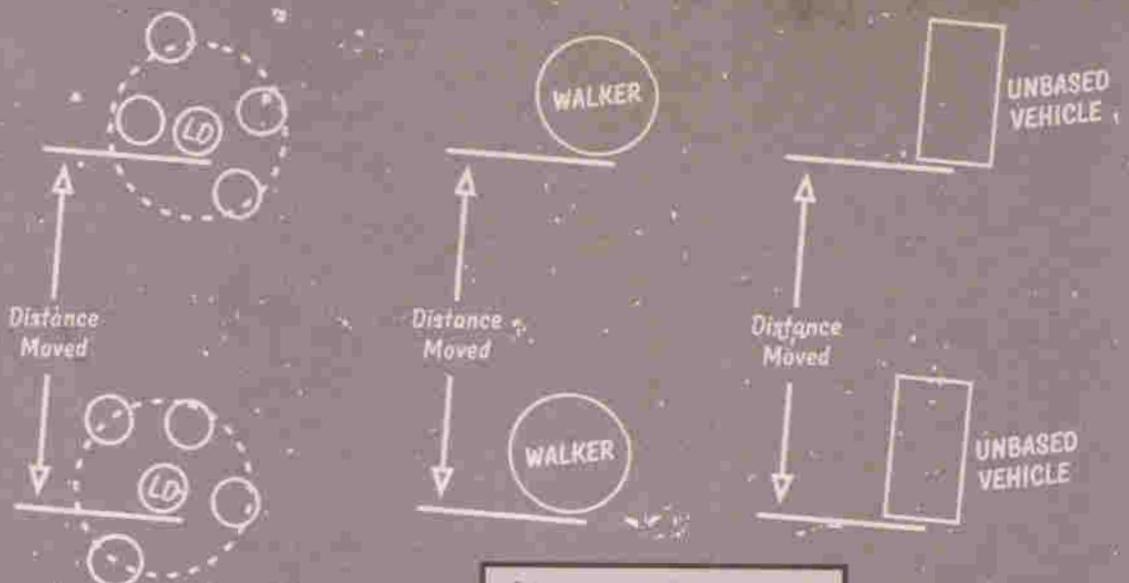
Aircraft are not limited by impassable Terrain or enemy Units. Because aircraft are flying over Terrain, Buildings and ground Units, these elements of the battlefield have no effect on their movement. They are restricted from entering Terrain and Buildings, and are instead placed above them in the play area. Aircraft are required to take a Move or a March move action as their first action each time they are activated. Aircraft with the Helicopter skill are an exception to this rule.

MARCH MOVE ACTION

When assigned a March move action, a Unit can move up to the total distance indicated by its March move value. Other than the difference in the maximum distance moved, a March move action works as a Move action.

TRANSPORTING PASSENGERS AND VEHICLES

No change is necessary to the transporting passengers and vehicles rules.



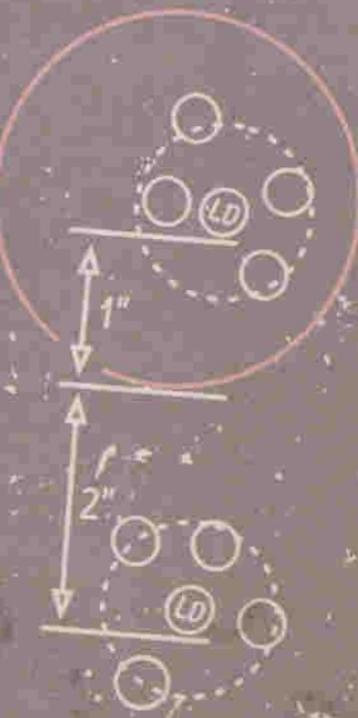
MOVE ACTION



A UNIT CAN MOVE USING A MOVE ACTION, MEASURE THE DISTANCE MOVED USING THE BASE EDGE FOR MODELS WITH A BASE OR THE HULL FOR MODELS WITHOUT A BASE AS SHOWN IN THE FIGURE 1. INFANTRY UNITS OF MORE THAN ONE MODEL MOVE THE UNIT LEADER AND PLACE THE OTHER MODEL OF THE UNIT IN COHERENCE WITH THE LEADER, TO BE IN COHERENCE ALL THE MODELS IN THE UNITS MUST TOUCH THE BLAST TEMPLATE CENTERED ON THE UNIT LEADER MODEL.

IF A UNIT THAT IS MOVING ENTER A TERRAIN THAT INFLUENCES HIS MOVEMENT, THE MOVEMENT INSIDE THAT TERRAIN IS MODIFIED ACCORDING TO THE TERRAIN TABLE (USUALLY HALVED). ONLY THE PART OF MOVEMENT INSIDE THE TERRAIN IS MODIFIED, THE MOVEMENT MODIFIED IS ROUNDED DOWN.

IN THE PICTURE ON THE LEFT, THE UNIT MOVE INTO AN AREA TERRAIN THAT HALVES THE MOVEMENT. THE MARCH MOVE OF 5 IS BROKEN IN TWO PARTS, THE FIRST IS THE FULL MOVEMENT OF 2" UNTIL THE UNIT TOUCH THE TERRAIN, THE SECOND IS A 1" OF MOVEMENT AS RESULT OF THE REMAINING 3" HALVED AND ROUNDED DOWN.



ATTACK ACTION

To execute an Attack action, a unit must have a Line of Sight (LoS) with the target unit. If an Attack action is assigned to an infantry unit, the squad leader must trace a LoS with the target unit. A LoS is traced if the attacking squad leader can see at least part of the body of at least one target unit model. To take part in the Attack action the models in the attacking unit must have LoS with at least one model in the target unit.

Each model in the attacking unit that takes part in the Attack action chooses one weapon from the ones he possesses, no more than one weapon per model can be used with the exception of the UGL that can be used in combination with the weapon that it is attached to. Ranges are measured from the attacking leader to the nearest target model in LoS with the attacking leader. If this model is in range then all the models in the target unit are in range too.

Roll the dice needed for the Attack action.

The target unit is in cover if more than half of its models are in cover or not in LoS with the attacking leader. A model is in cover if it is touching a Terrain Area that provides cover or part of its body is obscured (arms and weapons don't count). If in doubt consider the squad in cover.

The target rolls saves as usual. After casualties have been determined, remove them starting from the models in the open, then from the models in cover. If a model is not in LoS with the attacking unit leader, it cannot be removed. If the target unit leader is removed the target squad receives a Stunned token, must nominate another leader and restore coherency around the new leader at the end of the Attack action.





0 - CHECK RANGE

Units can only Attack targets that are within their weapons Range. The Range value of each weapon is specified on the Unit card in the second column of the weapons table. Range is measured:

- To the hull for vehicles without a base.
- To the base for vehicles and support weapons with a base.
- To the nearest visible model in a Unit for Infantry Units.

If this model is in Range then all the models in the Target Unit are in Range too. The Range from an attacking Infantry Unit is checked from the Unit leader.

1 - CHECK FIRE ARC

Unless otherwise noted in the weapons table, Infantry Units (including Heroes) have a 360 degree fire arc, allowing them to fire in any direction. Vehicle Unit weapons have a specified fire arc, as indicated in the weapons table on the Unit card. The four fire arcs are:

- Front-mounted weapons can only attack targets that are 45 degrees to either side of the center of the vehicle front.
- Rear-mounted weapons can only attack targets that are 45 degrees to either side of the center of the vehicle rear.
- Side-mounted weapons can only attack targets that are 180 degrees to the side of the vehicle (excluding the areas directly in front of the vehicle and directly behind the vehicle).
- Turret-mounted weapons can attack targets in any direction.

If a Unit selects a Target Unit that is not in their fire arc, the player will need to assign a Move action to the Unit first, so it can change its facing.

2-CHECK LINE OF SIGHT

To determine Line of Sight, players trace an imaginary line as follows:

- For Vehicle Units without a base, trace an imaginary line from the hull of the Vehicle Unit assigned an Attack action (any point on the Vehicle hull within the fire arc) to the hull of a Vehicle without a base, a Vehicle base, a Support Weapon base or any model in a Target Infantry Unit.
- For Vehicle Units with a base, trace an imaginary line from the base of the Vehicle Unit assigned an Attack action (any point on the Vehicle base within the fire arc) to the hull of a Vehicle without a base, a Vehicle base, a Support Weapon base or any model in a Target Infantry Unit.
- For an Infantry Unit, trace an imaginary line from the base of the Unit leader assigned an Attack action to the hull of a Vehicle without a base, a Vehicle base, a Support Weapon base or any model in a Target Infantry Unit.
- For a Support Weapon Unit, trace an imaginary line from the base of the Support Weapon Unit assigned an Attack action to the hull of a Vehicle without a base, a Vehicle base, a Support Weapon base or any model in a Target Infantry Unit.

If the line passes through Terrain that blocks Line of Sight, then the Line of Sight is blocked. Line of Sight to an Infantry Unit is blocked if it is impossible to trace an unblocked Line of Sight to at least one model in the Target Infantry Unit.

Infantry Units do not block Line of Sight, but Vehicle Units do. Smoke blocks Line of Sight to Units behind; Units in Smoke can be targeted but receive Cover.

Area Terrain can block the Line of Sight to Units behind and even inside them if the Target is beyond Range 1 (10cm/4") starting from the edge, according to the Area Terrain table. Area Terrains can also grant Cover to Units up to Range 1 (10cm/4") from the edge of the Area Terrain according to the Area Terrain table. See the Area Terrain section for details.

Walls, Structures and Buildings block Line of Sight, however, openings do allow for Line of Sight. Line of Sight between a Unit outside the building and a Unit inside or through the building is blocked unless one or both Units are within Range 1 (10cm/4") of the opening in the Wall, Structure or Building that allows Line of Sight. Line of Sight within Large Buildings is blocked after Range 3 (30cm/12").

LINE OF SIGHT TO AIRCRAFT

Aircraft have Line of Sight to any Unit in the play area that is not in a Building. All Units in the play area not in a Building have Line of Sight to any Aircraft. Aircraft only have Line of Sight to a Unit in a building if that Unit is within Range 1 (10cm/4") of an opening in the wall of the building and the aircraft has Line of Sight to the Unit through that opening. Units in the building only have Line of Sight to an aircraft if that Unit is within Range 1 (10cm/4") of an opening in the wall of the building and the Unit has Line of Sight to the aircraft through that opening.

3-DECLARE TARGET UNITS

No change is necessary to the declare Target Units rules.

ATTACK SEQUENCE

THE PINK LEADER (ATTACKER) TRACE A LINE OF SIGHT VERSUS THE NEAREST MODEL IN SIGHT. FROM HIS POINT OF VIEW HE CAN CLEARLY SEE A RIFLE MODEL, ONE RIFLE IS IN COVER BEHIND A BUSH THE TARGET LEADER IS IN COVER BEHIND THE ROCK AND THE LAST RIFLE AND THE MACHINE GUN ARE OUTSIDE THE LINE OF SIGHT.

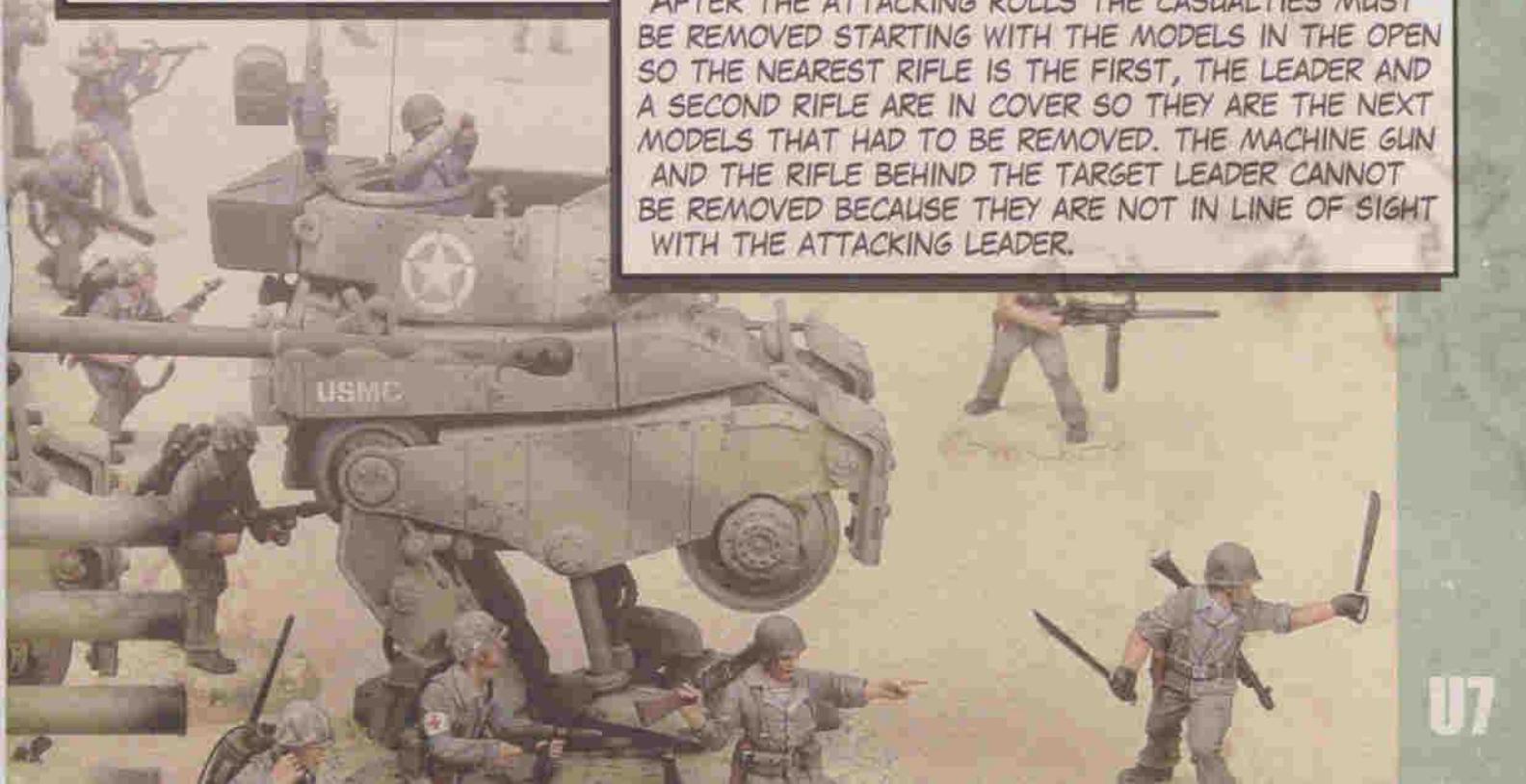
THE TARGET SQUAD IS IN COVER BECAUSE MOST OF THE MODELS ARE IN COVER OR NOT IN LINE OF SIGHT WITH THE ATTACKING LEADER.



ALL THE MODELS IN THE ATTACKING UNIT HAVE A MODEL OF THE TARGET SQUAD IN LINE OF SIGHT SO EVERY MODEL CAN USE ONE OF HIS WEAPONS IN THE ATTACK. THE RANGES ARE MEASURED FROM THE ATTACKING LEADER TO THE NEAREST MODEL IN LINE OF SIGHT. THE HITS CAN BE ASSIGNED ONLY AT THE MODELS IN LINE OF SIGHT WITH THE ATTACKING LEADER.



AFTER THE ATTACKING ROLLS THE CASUALTIES MUST BE REMOVED STARTING WITH THE MODELS IN THE OPEN SO THE NEAREST RIFLE IS THE FIRST, THE LEADER AND A SECOND RIFLE ARE IN COVER SO THEY ARE THE NEXT MODELS THAT HAD TO BE REMOVED. THE MACHINE GUN AND THE RIFLE BEHIND THE TARGET LEADER CANNOT BE REMOVED BECAUSE THEY ARE NOT IN LINE OF SIGHT WITH THE ATTACKING LEADER.



4 – ROLL TO HIT TARGET UNITS

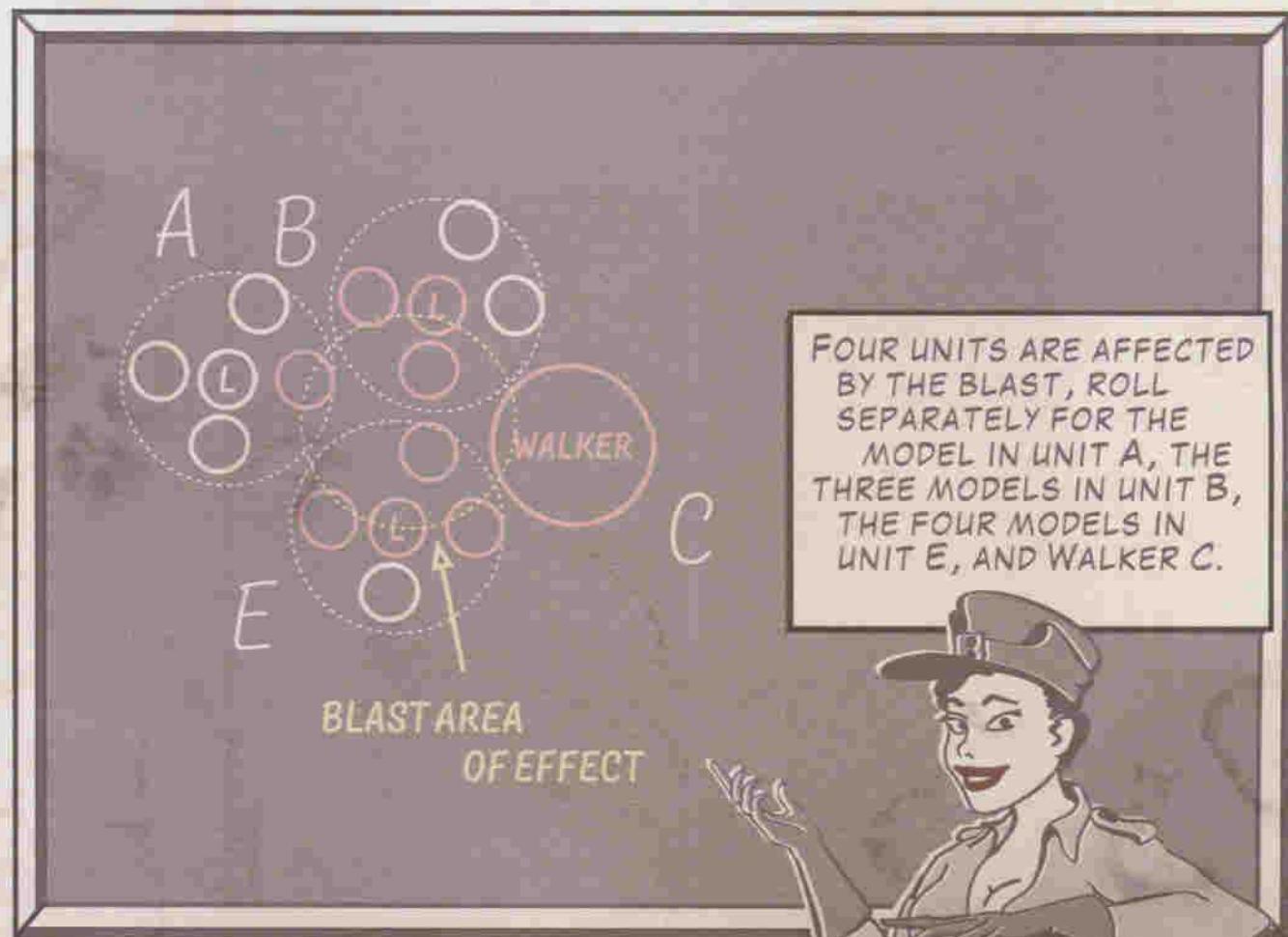
The number of models that participate in the attack Action determine the number of weapons used to attack. Any model in the attacking Unit that can trace a Line of Sight to at least one model in the Target Unit can choose a single weapon to attack. Heroes can use all the weapons on their card in every attack action. If a model in the attacking Unit cannot trace a Line of Sight to a model in the Target Unit, then that model cannot attack.

The number of Dust dice to be rolled for each weapon is indicated in the weapon table on the Unit card. Locate the row that provides specifications for the weapon, then find the column that represents the Unit type and armor value for the Target Unit. The number to the left of the forward slash is the quantity of dice that should be rolled.

Roll the quantity of dice identified for the weapon chosen, scoring a hit for each  rolled, unless modified by a skill or equipment (pages 139-156).

If a  appears to the left of the forward slash, the weapon is a Blast weapon. Blast weapons deliver explosive payloads or spray over a large area. When making an attack with a Blast weapon, the player places the Blast template with its center positioned anywhere within the weapon's arc of fire, Range and Line of Sight. For Infantry, the player rolls one die for each miniature touched by the template. For vehicles without a base whose body, hull or turret is touched by the template, the player rolls one die for each  or the number of dice indicated. If the weapon shows multiple , roll one die per  for each miniature affected. Support weapons have multiple Infantry mounted on a single base, so roll one die for each miniature still in play on the base.

If there are miniatures from multiple Units under the Blast template roll the dice separately for each Unit, keeping track of how many hits were scored on each Unit. If the miniatures are on different levels of a building, the attacking player must choose which level the Blast weapon hits. If the center of the Blast template is outside, then the weapon only hits miniatures on the ground floor. If the chart shows a  for Infantry targets and a number for vehicle targets, the player rolls separately for each target rolling one die for each miniature that is the target of a  and the number of dice indicated for any Unit that has a number indicated on the weapon chart. Models hit by a Blast weapon can be hit even if not in Line of Sight.



5 – TARGET UNITS ROLL SAVES

Units that take Cover behind Ammo Crates, Tank Traps, Rubble, Buildings and other Terrain features such as Area Terrain are considered in Cover. To be in Cover half of the target Unit (rounded in the target Unit favor) have to be obscured by Cover elements as seen from the Line of Sight of the attacking Unit leader. For this purpose, a model is in Cover if it is not in Line of Sight or if it is inside an Area Terrain that provides Cover or if it is behind a Terrain feature that obscures part of its body. A vehicle is in Cover if part of its hull is obscured by Terrain elements or Smoke or if it is inside an Area Terrain that provides Cover.

For Infantry units in Cover: roll a die for each hit the target Infantry unit has received. Each  or  rolled negates one hit.

For vehicle units in Cover: roll a die for each hit the target vehicle unit has received. Each  rolled negates one hit.

An Infantry unit that is not in Cover receives an Infantry save. This save represents the ability of infantry to “hit the dirt” or “go to ground” to avoid incoming fire. The player rolls a die for each hit their target Infantry unit received. Each  rolled negates one hit.

6 – TARGET UNITS TAKES DAMAGE

Target units take damage as described in **Dust 1947** (page 31) except for models not in Line of Sight that cannot be assigned any hits. After having determined the number of casualties, remove them starting from the models in the open and then proceed with those in Cover. Models not in Line of Sight of the attacking unit leader cannot be removed. If the target unit leader is removed, the target squad receives a stunned token and has to nominate another leader and restore coherence around the new leader at the end of the attack action.

7 – TARGET UNITS TAKE SUPPRESSION

In addition to the suppression rules in **Dust 1947**, suppressed units cannot advance towards enemy units.

8 – RESOLVE CLOSE COMBAT

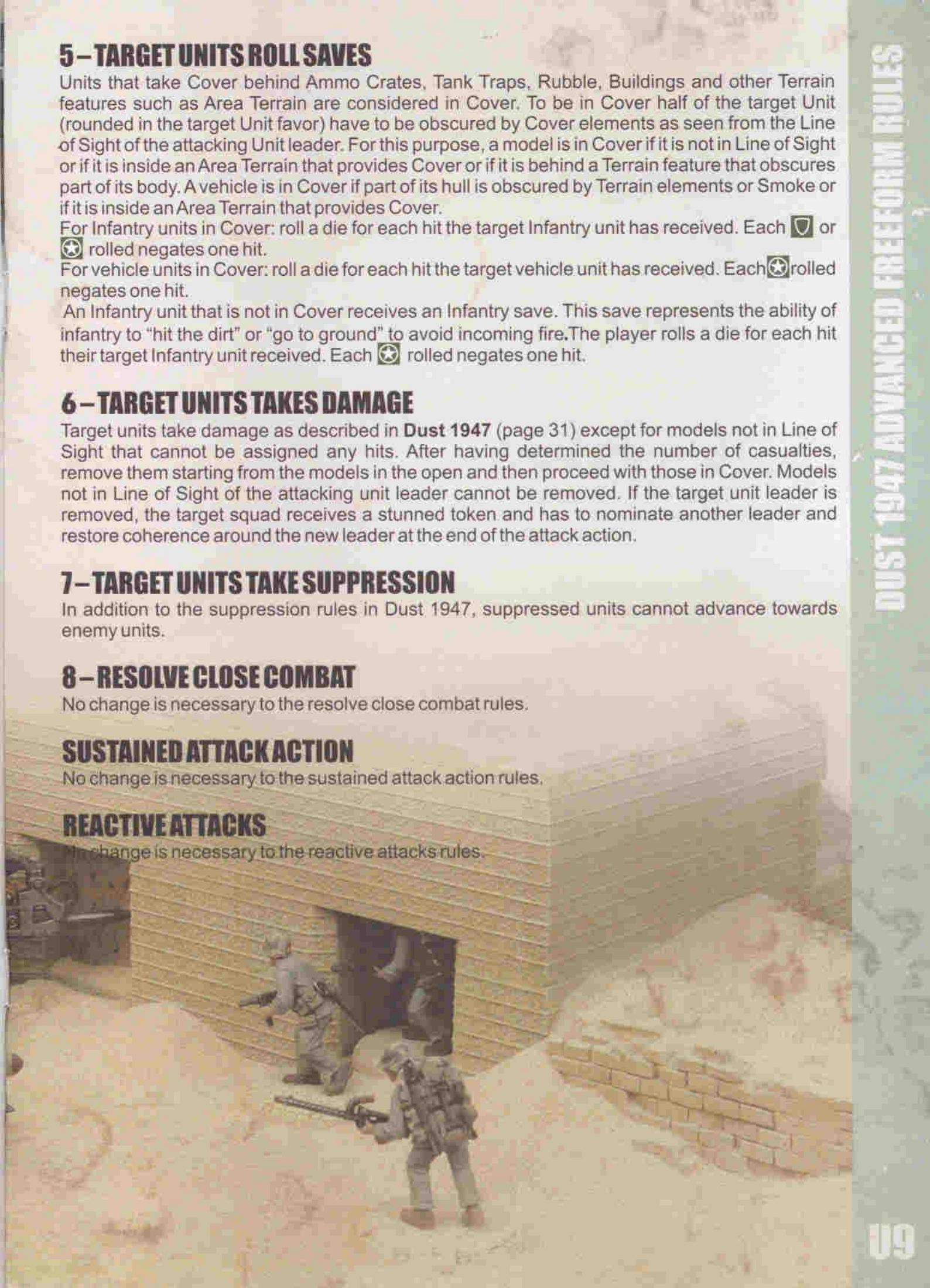
No change is necessary to the resolve close combat rules.

SUSTAINED ATTACK ACTION

No change is necessary to the sustained attack action rules.

REACTIVE ATTACKS

No change is necessary to the reactive attacks rules.



AREA TERRAIN

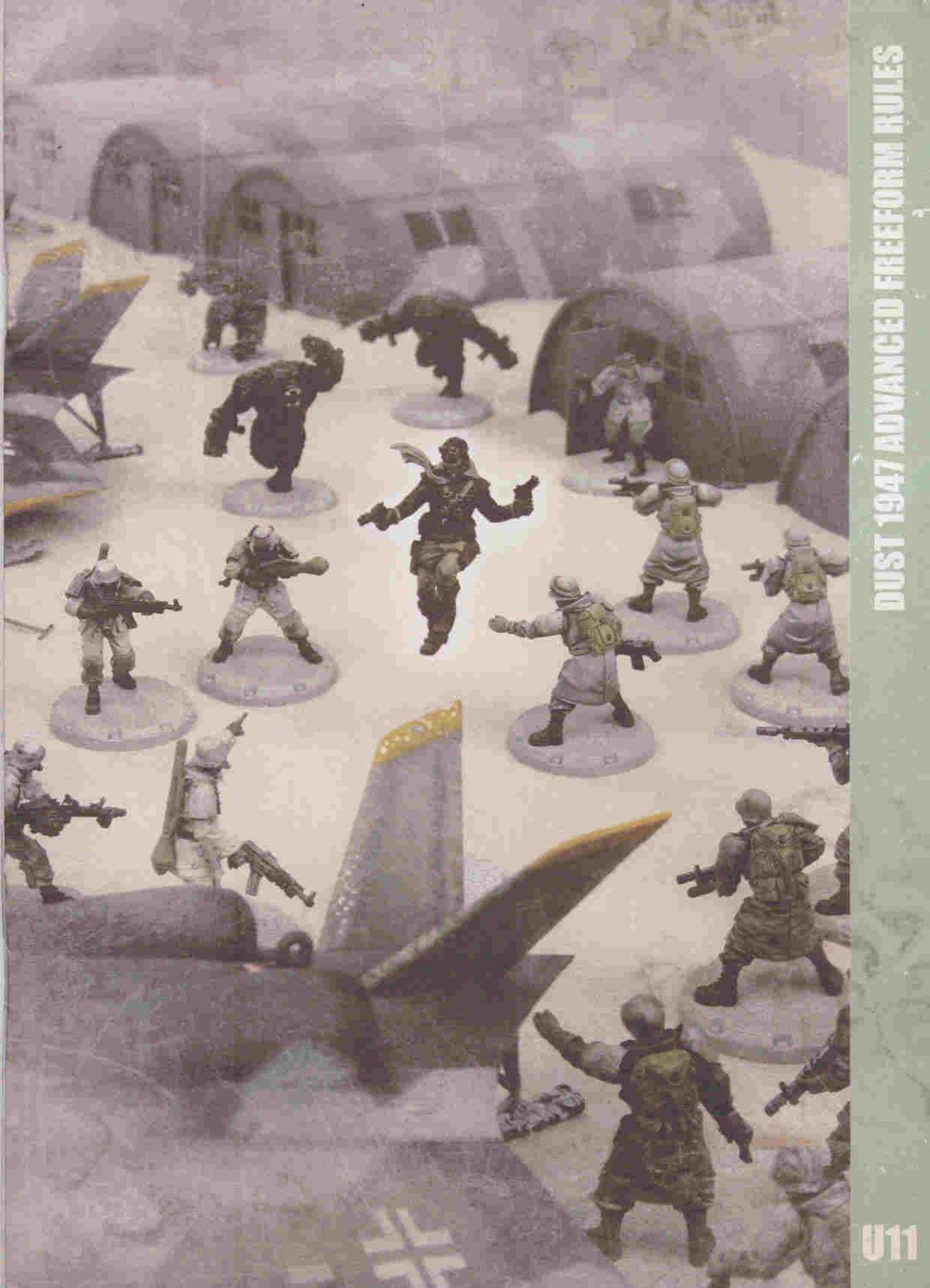
Area Terrain is a piece of scenery with a clear perimeter e.g. a base. Models inside Area Terrain are in Cover if it is provided by the Terrain type (see table). If the Line of Sight from an attacking unit crosses more than 10cm/4" of Area Terrain and the Area Terrain provides Cover, then Line of Sight is blocked. If an Area Terrain provides Cover, then it blocks the Line of Sight for the units behind it. An Area Terrain can also modify movement. See the table below for details.

Type	Vehicle effect	Infantry effect
Open	None	None
Mud	Halves move and march move	Halves move and march move
Trees	Cover / Halves move and march move	Cover
Roads	Improved terrain (see page 19)	None
Rubbles	None for walkers impassable for others	None
Sand	Halves move and march move	Halves move and march move
Swamp	Halves move and march move ¹	Halves move and march move
Tank traps field	Impassable	Cover
River	Halves move and march move	Halves move and march move

¹ Arms and weapons doesn't count for the purpose of calculating if a model is obscured or not, only the body or the hull in case of vehicles.

² Other vehicles other than walkers cannot enter swamps unless they have the amphibious special rule.





DUST 1947 ADVANCED FREEFORM RULES

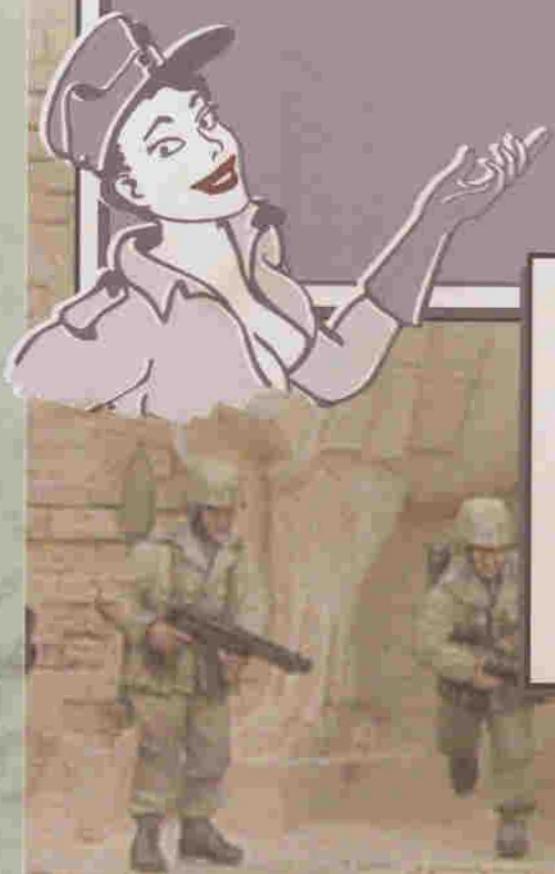
FLAME WEAPONS

RANGE 1 FLAMETHROWER, PLACE THE CENTER OF THE BLAST TEMPLATE ANYWHERE ALONG THE TAPE MEASURE, UP TO RANGE 1, ALL MODELS, FRIENDS OR FOES, TOUCHED BY THE BLAST TEMPLATE OR BY THE MEASURING TAPE ARE AFFECTED.



FIG. 1

FIG. 2



RANGE 2 OR 3 FLAMETHROWER, PLACE THE CENTER OF THE BLAST TEMPLATE ANYWHERE ALONG THE TAPE MEASURE, UP TO RANGE 2 OR 3, ALL MODELS FRIENDS OR FOES TOUCHED BY THE BLAST TEMPLATE OR BY THE MEASURING TAPE ARE AFFECTED. IN THIS CASE THE SQUAD UNDER THE BLAST TEMPLATE AND ONE MODEL OF THE OBSERVER SQUAD ARE HIT.

SPECIAL WEAPONS

Flame Weapons

Flame weapons work in a different way: Range is measured from the model that bears the weapon. Measure the Range and place the small Blast template (4" diameter) anywhere on the trajectory up to the weapon Range, any model friend or foe touched by the measuring tape or the template is affected. If you need a standard Range template for the flamer, the size should be $\frac{1}{2}$ " wide and 12" long, divided in three 4" ranges. Models hit with a flame weapon can be hit even if not in Line of Sight.

Under-Barrel Weapons

Under-barrel weapons such as the grenade launcher used by Rangers can always be used in addition to the weapon that it is attached to.

