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v1.1

Aug 2016

Game:	DUST 1947
Publisher:	Dust Studio (2022)
Page 1:	Rules summary front
Page 2:	Rules summary back
Page 3:	Play reference x2
Page 4:	Reference 1 front (Skills)
Page 5:	Reference 1 back (Skills)
Page 6:	Reference 2 x2 front (Command Actions)
Page 7:	Reference 2 x2 back (Special Rules, Weather)
Page 6:	Reference 3 front (Special Weapons, Special Terrain, Engineer Vehicles)
Page 7:	Reference 3 back (Advanced Tabletop Rules)

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SETUP



Players choose a **scenario** and choose their **units** up to an agreed-upon number of **army points** (APs).

Set out play mats and terrain as described in the scenario. Play mats are divided into squares. Each soldier in an infantry unit must occupy the same square as the other soldiers in that unit. Standard vehicles occupy a single square, large vehicles and aircraft occupy 2 squares, and huge vehicles occupy 4 squares. Weapons and other equipment that overhang the edge of a square do not affect which square the unit occupies.

Units are either **infantry**, **vehicles** (walkers and tanks), **aircraft**, or **heroes** (heroes are also infantry units).

GAME TURN

1. INITIATIVE

Each player rolls 3 dice (this number may be modified by skills). The player with the most  gains the **initiative**. If there is a tie, the player with the most  gains the initiative. On a further tie, re-roll.

The player with initiative chooses who takes the first activation.

2. ACTIVATIONS

Select a unit to activate and assign 2 **actions** to it. You may also choose to **pass** on the activation if you have fewer units left to activate than your opponent.

Heroes joined to infantry units or piloting vehicles are counted as a single unit.


When you assign actions to a unit, you must declare all actions, including the use of any special actions, skills, or special weapons, prior to resolving any of the actions. Some skills allow units to take a third action, but units can never be assigned more than 3 actions in a single activation (including free actions).

A unit cannot be assigned more than 1 **MOVE**, **MARCH** move or **ATTACK**/**SUSTAINED ATTACK** action per activation, unless allowed to do so by a specific skill or ability. Any time a unit is assigned 2 **MOVE** actions, they become a single **MARCH MOVE** action. Units may be assigned the same **SPECIAL** action more than once, though some end the unit's activation if they are successful.

NOTHING

The unit uses a single action to do nothing.

MOVE

The unit uses a single action to move a number of squares equal to or less than its **MOVE**  value. The direction the unit is facing has no effect; it may move any direction and end its move facing any edge of the square. When moving diagonally, the first square counts as 1 square and any additional diagonal squares count as 2 squares.

Units may pass through squares occupied by other friendly units, but vehicle units may not pass through friendly vehicle units, and a unit cannot end its movement in an occupied square unless the unit is a hero sharing a square with a friendly unit.


Units cannot pass through or end their movement in a square that contains an enemy unit.

Vehicles cannot move diagonally across the corner of a square occupied by impassable terrain or an enemy unit, though infantry can. Units cannot move diagonally between squares occupied by units and/or building corners. Infantry may move diagonally through an opening to leave a building.

When a large or huge vehicle takes any **MOVE** action, move its leading edge, with the remainder of the vehicle occupying the square(s) vacated by its leading edge during the final square of movement. When a large or huge vehicle unit moves diagonally, its entire leading edge moves diagonally. Huge vehicles may rotate within the 4 squares they occupy, before or after they move.

Aircraft move like vehicles, but are not limited by the corners of squares occupied by impassable terrain and may pass through a square with any other aircraft. Terrain, buildings, and earthbound units have no effect on their movement. They cannot enter terrain and buildings, but are placed above them. Aircraft (except *Helicopters*) must take a **MOVE** or **MARCH MOVE** action and physically move as their first action each time they are activated. Large aircraft occupy 2 squares and move like large vehicle units.

MARCH MOVE

The unit uses 2 actions to move a number of squares equal to or less than its **MARCH MOVE**  value.

ATTACK

0. CHECK RANGE

Units can only attack targets within **range**, in squares, of their weapons, as specified in the unit card weapons table. When measuring range diagonally, the first square counts as 1 square, but all subsequent measurement of diagonal range counts each square as 2 squares. A range of **C** indicates **close combat** (CC) weapons that can only attack targets in adjacent squares.

1. CHECK FIRE ARC

Unless otherwise noted in the weapons table, infantry units (including heroes) have a 360° fire arc and can fire in any direction. Vehicle unit weapons have a specified fire arc:



Front-mounted weapons can only attack targets in squares that are 45° to either side of the square directly in front of the vehicle.



Rear-mounted weapons can only attack targets in squares that are 45° to either side of the square directly to the rear of the vehicle.



Side-mounted weapons can only attack targets in squares 180° to either side of the vehicle.



Turret-mounted weapons can attack targets in a 360° arc.

If a unit attempts to target a unit that is not in their fire arc, you need to assign a **MOVE** action to the unit first to change its facing. An aircraft can't target the square just below it.

2. CHECK LINE OF SIGHT (LOS)

Each square that contains a dot does not block LOS. Trace an imaginary line from the dot in the square occupied by the attacking unit to the dot in the center of the square occupied by the target unit. For large vehicles, front and turret weapons draw LOS from the square occupied by the front of the vehicle, and rear weapons draw LOS from the square occupied by the rear of the vehicle. For huge vehicles, front and turret weapons draw LOS from either of the 2 squares occupied by the front of the vehicle, and rear weapons draw LOS from either of the 2 squares occupied by the rear of the vehicle.

If the line passes through a square that does not contain a dot or contains terrain that would block LOS, LOS is blocked.

If LOS passes through the corner of a square without a dot, LOS is not blocked, but the targeted unit receives the benefit of **cover**.

If the line passes through the corners of squares that would block LOS on both sides of the line, LOS is blocked.

A square containing any infantry unit does not block LOS, but a square containing any vehicle unit does.

Squares containing **smoke** block LOS to units on the far side.

Units in the smoke can be targeted but do receive cover. **Tree** squares block LOS to units on the far side, but units in the terrain can be targeted.

High walls, structures, and buildings block LOS, however, openings do allow LOS. A unit inside a building can only target a unit outside the building (and vice versa) if the attacking unit or the target unit is adjacent (including diagonally adjacent) to the opening the attacking unit's LOS passes through.

3. DECLARE TARGET UNITS

Declare which unit will be targeted by each weapon used, and any skills that apply. Targets declared cannot be changed.


All attacks are simultaneous. If a player declares a unit is firing all its weapons against the same target but destroys it with the first weapon, the rest are still used, and cannot be used against another target. If a player declares that a unit is using a *Limited Ammo* weapon, the ammo is expended, even if the other weapons destroy the target first. A unit does not have to use all of its weapons or skills, but they must be declared to be used.


Heroes, vehicle, and aircraft units can use all of the weapons listed in their weapons table during each **ATTACK** action. Infantry units can use all of the weapons listed in the weapons table for all surviving soldiers during each attack action.

Each weapon that can be used by the attacking unit can be declared against a different target. A vehicle or hero with multiple weapons and infantry units with multiple soldiers can choose to declare multiple targets or focus on a single target.

4. ROLL TO HIT TARGET UNITS



The number of dice to roll for each weapon is in the unit card's weapon table. Cross-reference the weapon's row with the column for the **unit type** and **armor** value for the target unit. The number to the left of the forward slash is the number of dice you roll.


Roll the number of dice identified for the weapon, scoring a hit for each  rolled unless modified by a special weapon or skill.


If  appears to the left of the slash, the weapon is a **blast weapon** and affects all ground units in the same square (roll for each). If a hero shares a square with a vehicle or walker, both are hit.

5. TARGET UNITS ROLL SAVES

Units that occupy a square containing ammo crates, tank traps, trees, rubble, buildings, or smoke are in **cover**. A target unit is also in cover if the attacking unit's LOS to the target unit passes through the corner of a square without a center dot.

Infantry unit in cover: Roll a die for each hit your target infantry unit received. Each  or  negates 1 hit.


Vehicle unit in cover: Roll a die for each hit your target vehicle unit received. Each  negates 1 hit.

An infantry unit not in cover receives an **infantry save**. Roll a die for each hit your target infantry unit received. Each  rolled negates 1 hit.

A large vehicle is in cover if one of the squares it occupies is in cover from the attacking unit. A huge vehicle is in cover if at least 2 of the squares it occupies are in cover from the attacking unit. Squares occupied by large and huge vehicles do not provide cover for the other squares occupied by these vehicles.




6. TARGET UNITS TAKE DAMAGE

Assign hits not canceled by saves to miniatures one at a time, resolving each hit before moving on to the next. Each hit assigned to an infantry unit eliminates 1 miniature selected by the unit's player. Each hit on a hero or vehicle inflicts the amount of damage indicated in the unit card's weapon table. Cross-reference the weapon's row with the column for the **unit type** and **armor** value for the target unit. The number to the right of the forward slash is the number of points of damage caused by each hit.

If  appears, the weapon inflicts **automatic kill** damage. Automatic kill damage is equal to the unit's full damage capacity ('crosses' on the unit's undamaged damage track). For each successful hit, the unit takes its full capacity in damage.

7. TARGET UNITS TAKE SUPPRESSION

Any unit that receives a hit from an **ATTACK** or **SUSTAINED ATTACK** also receives an **under fire** token, even if the target unit rolls a successful save against the hit or its damage. If it already has an under fire token, replace it with a **suppression** token instead. While a unit has a suppression token, it cannot receive another. **Units do not take suppression from CC attacks.**

When a unit that has an under fire token or suppression token activates, the unit's player rolls 2 dice. If both dice roll , all tokens are removed. If only 1 die rolls  and the unit has an under fire token, remove the under fire token. If only 1 die rolls  and the unit has a suppression token, replace the suppression token with an under fire token.

An under fire token has no effect on the unit. A suppression token forces the unit to take a **NOTHING** action as its first action. Additionally, a unit with a suppression token cannot perform a CC attack, but can perform a retaliatory CC attack if attacked in CC.

When a unit with a suppression token attempts a **reactive attack**, roll to remove the token in the same way as a unit that activates. If this roll does not remove the token, the unit rolls 1 die instead of 2 when it determines if it can make a reactive attack.

If a unit's activation is interrupted by a reactive attack that results in the unit being suppressed, it cannot be suppressed before completing its remaining actions. The interrupted unit completes its remaining actions, then receives the suppression token.

8. RESOLVE CLOSE COMBAT

Weapons with a range of **C** in the unit card's weapons table are **close combat** (CC) weapons. They can only be used if the attacking unit and the target unit occupy adjacent squares (including squares diagonally adjacent).

CC weapons may be used in addition to ranged weapons (in the same **ATTACK** action), but their use must be declared with ranged attacks before any attacks are resolved. A model with several CC weapons can use all of them when fighting in CC. Ranged weapon attacks are resolved first and casualties are removed before resolving the effects of attacks with CC weapons.

Attacks with CC weapons allow the target unit to **retaliate** with its own CC weapons. Both the attack and the retaliatory attack are resolved simultaneously with casualties being removed following the resolution of both side's attacks.

Hits with CC weapons are not subject to cover or infantry saves.

When performing a **SUSTAINED ATTACK**, the player must choose whether the attack with ranged weapons or the attack with CC weapons will be sustained (the other attack will remain just a standard attack). Regardless, the target unit's retaliatory attack with CC weapons is not a **SUSTAINED ATTACK**.

Regardless of the weapons listed on a unit card, every model except aircraft may perform a CC attack with 1 **improvised CC weapon** (range C, 360° arc on vehicles, 1/1 vs all infantry, 1/1 vs all vehicles, no effect on aircraft). A model with CC weapons must choose to use them or their improvised weapon.

SUSTAINED ATTACK

The unit uses 2 actions to increase the likelihood that it will hit. After rolling the number of dice indicated for the weapon(s) used, **re-roll all misses once** and count any additional hits as successes.

SPECIAL

To use some special weapons and skills a unit must be assigned a **SPECIAL** action.

REACTIVE ATTACKS

During each enemy activation, 1 and only 1 of your units that has not already taken an action may attempt a **reactive attack**. Your unit must be within range 4 of the unit triggering the reactive attack at the following moment:

If the enemy unit moves & attacks: After the **MOVE** action.

If the enemy unit **MARCH MOVES** (including use of the *Charge* skill): After the **MOVE** action. The reactive attack attempt happens, then the enemy unit finishes its move up to its **march** value.

If the enemy unit moves and attacks: After the **ATTACK** action, just before the **MOVE** action.

If the enemy unit executes a raid special action: After the enemy unit's first **MOVE** action.

Once the player controlling the enemy unit declares the triggering action, the player controlling the reacting unit rolls 2 dice:

☼☼ Your unit activates and performs a **SUSTAINED ATTACK** action or a **MOVE** action followed by an **ATTACK** action after the enemy unit completes its first action (after the second action if the enemy unit is taking 3 actions). If taking a **MOVE/ATTACK** action, your unit may only use the **MOVE** action to rotate in place.

☼ Your unit activates and performs an **ATTACK** action after the enemy unit completes its first action (after the second action if the enemy unit is taking 3 actions).

No ☼ Your unit activates for a **NOTHING** action.

A unit that succeeds at a reactive attack can't use skills that require or grant extra actions (even free actions). It can only use passive skills like *Brave* or *Expert* that don't require actions.

CC weapons (range **C**) cannot be used in a reactive attack, and aircraft can never perform a reactive attack.

HEROES

Heroes are infantry units of 1 miniature. An army can never have more than 1 of the same hero.

Before the game begins, a hero and an infantry unit that have the same **armor** can join to form a **combined unit** that activates simultaneously. If their movement rates differ, use the lower rate. The unit shares skills (if applicable). When it takes damage, its player assigns hits between the infantry unit and the hero. Count the combined unit as a single unit when determining how many units have yet to activate for the passing rule.

There can only be 1 Hero in a unit, with the exception of pairs of Heroes with the *Siblings* skill, who can both join the same unit.

A hero that begins a game joined to an infantry unit remains joined to that unit for the entire game. Otherwise, or if the infantry unit they joined is eliminated, heroes can be played separately. A hero played separately may share a square with any friendly unit, but may not be joined to any infantry unit. When sharing a square that is the target of an area attack, such as a flamethrower, both units are affected, with dice rolled separately for each unit.

PILOTING VEHICLES

A hero with the *Pilot* or *Ace Pilot* skill can pilot a vehicle. Only 1 hero may pilot a vehicle at a time, and you must assign the hero to the vehicle before the game begins. They now form a combined unit until the end of the game or the destruction of the vehicle.

When a vehicle with a pilot activates, its pilot also activates and performs the same action as the vehicle. Count them as a single unit for the passing rule. While piloting a vehicle, a hero cannot be the target of an attack and cannot use their own weapons (but can use their skills).

If the vehicle is destroyed, its player rolls a die. On ☼ or ☹, the hero escapes unharmed. On ☹, the hero takes 1 point of damage.

The hero is placed in any valid square adjacent to the square the vehicle occupied, and counts as having activated for this turn. If spaces adjacent to the vehicle cannot be occupied by the hero, the hero is destroyed.

A hero can dismount from a vehicle before the vehicle activates by performing a **MOVE** or **MARCH MOVE** action to move away from the vehicle. If a vehicle's pilot dismounts, they may not remount and the vehicle is considered destroyed.

TERRAIN

Open: Flat, open areas, plains, harvested fields. Units can pass through and occupy open terrain, and obstacles can be placed in it.

Mud flats and sand: Open terrain that reduces **MOVE** and **MARCH MOVE** values to half (rounded down, minimum 1) for all units except aircraft.

Trees: Units can pass through trees and share a square with a tree to use it for cover. Small trees are range 1 in height and large trees range 2. Trees block LOS if they completely obscure the unit or provide cover if they only partially obscure the unit.

Swamps: Shallow water areas, swamps, wetlands. Infantry units and walker vehicle units can pass through and occupy swamp terrain. Other vehicle units cannot unless they are amphibious.

Water: Deep water, lakes, oceans, rivers. Units (except *Naval* and *Amphibious* units) cannot pass through or occupy water.

Roads: Roads are open terrain for infantry and walker vehicle units, but improved terrain for wheeled, tracked, and half-tracked vehicles. The latter units that spend the entirety of their **MOVE** action on roads receive an additional point of **move** value for that action. If they spend the entirety of a **MARCH MOVE** action on roads they receive 2 additional points of **move**.

Rubble: Piles of debris, shattered buildings and destroyed roadways that do not block LOS. Wheeled, tracked, and half-tracked vehicle units cannot pass through or occupy rubble terrain. Other units (including walker vehicle units) can pass through or occupy it.

Structures: Impassable man-made structures that cannot be entered, such as pillars, fire tanks, and silos. Units cannot pass through or occupy a structure, but can take up positions adjacent to the structure, which may provide cover.

Ammo crates: Obstacles that do not block LOS but act as cover. Infantry units can pass through and take up positions adjacent to an ammo crate to use it for cover. Vehicle units can choose to move around the crate or pass over it, removing it from play.

Ammo dump: Structures that block LOS and have the *Ammo Replenish* skill.

Tank traps: These do not block LOS but act as cover for infantry and block all vehicle movement (including walkers). Infantry units can pass through tank traps or take cover behind them.

Walls and buildings: Units cannot pass through high walls, but may move through openings in standalone walls and building walls or take up positions adjacent to walls, which may provide cover. Openings come in 3 sizes: small (less than 1 square wide), large (1 square wide), and huge (2 squares wide or wider). Infantry units can move through openings of any size. Vehicle units cannot move through small openings, but may pass freely through large and huge openings. Infantry units can also move up or down a floor in a multi-story building (this includes moving from the top floor to the roof), at a cost of 1 **move** value per floor. High walls and buildings block LOS and act as cover. Quoset huts are a special type of building that block LOS for some units but not others.

All infantry units, walker vehicles, and tracked vehicles **armor 2** and higher can cross low walls, but **armor 1** wheeled, halftracked, and tracked vehicles cannot. Low walls do not block LOS, but do act as cover.

When 2 units are only 1 floor apart, floors and ceilings do not block LOS and both units are considered to be in cover (**height advantage** applies). Units directly above or below each other are not considered adjacent and cannot engage in CC.

Wrecks: When a vehicle is destroyed, it becomes wreck terrain. Wrecks block LOS and provide cover. Only infantry, walkers and aircraft can move through a wreck. Only infantry units can end their movement in a wreck and are in cover when they do so.

TRANSPORTING PASSENGERS & VEHICLES

Vehicles with the *Passengers* (#) ability can **transport** infantry units, where # is the number of spaces in the vehicle. Each soldier in an infantry unit with an **armor** of 1 or 2 uses 1 space, and each soldier with an **armor** of 3 or 4 uses 2 spaces. A vehicle can transport more than 1 infantry unit if it has the space.

Infantry units **mount** a vehicle by moving into contact with the vehicle (or an aircraft's base), or be mounted in a vehicle at the start of the game. Indicate the presence of an infantry unit in a vehicle by placing a miniature on the vehicle's unit card, the vehicle itself, or the aircraft's base.

Passengers being transported in a vehicle activate separately from the vehicle. They can **dismount** a vehicle if they activate before the vehicle activates and perform a **MOVE** or **MARCH MOVE** action to move away from it. If they activate after the vehicle activates, they may not dismount the vehicle and cannot move.

Passengers cannot perform **SUSTAINED ATTACK** actions or use CC weapons or support weapons while mounted. They may, however, use any other personal weapons with the same fire arc as a side-mounted weapon.

The number of passengers that can fire weapons from each side of the vehicle is equal to half of the number of spaces in the vehicle. Passengers cannot use a skill that targets the vehicle they occupy.

Passengers being transported by a vehicle cannot be the target of an **ATTACK** action. If a vehicle is destroyed while carrying passengers, the vehicle's player rolls 1 die for each passenger. The number of ☼ rolled is the number of passengers that take 1 point of damage with no cover or infantry saves (they can use the *Damage Resilient* skill). Surviving passengers are placed within on the square the vehicle was destroyed or within range 1 of it, gain a **suppression token**, and are considered activated for the current turn. If the necessary spaces cannot be occupied by the passengers, they are destroyed.

Units can also begin the game carried by, or be carried around, the battlefield by **airlifters** (aircraft equipped to carry airmobile and air assault vehicles) and **sea lifters** (naval units equipped to carry infantry and vehicle units).

Vehicles carried by an airlifter cannot be the target of an attack, and if an airlifter is destroyed while carrying a vehicle, the vehicle's player rolls 1 die for each point of damage remaining on the vehicle's damage track. Air assault vehicles take 1 damage for each ☼ rolled and all other vehicles take 1 damage for each ☼ or ☹ rolled. If the vehicle survives, place it directly below the airlifter and remove the airlifter from the play area. The vehicle receives a **suppression token** and is considered activated for the current turn. If the space directly below the airlifter cannot be occupied by a vehicle, the vehicle is destroyed.

Units dismount airlifters from the square just below the airlifter, and can mount in them from any adjacent square.

Units can **mount a sealifter** by moving into the sealifter. A sealifter has 12 spaces and multiple units may board the same one provided there are sufficient spaces. Units consume spaces in the sealifter as follows:

Infantry armor 1 or 2: 1 space/soldier. **3 or 4:** 2 spaces/soldier.

Vehicles standard: 6 spaces; **large:** 12; **huge:** May not board.

Vehicles and infantry units carried by a sealifter activate separately from it. Vehicles and infantry units can dismount a sealifter if they activate before the sealifter activates and perform a **MOVE** or **MARCH MOVE** action to move away from the sealifter. Other than this, they cannot perform **MOVE**, **MARCH MOVE**, **ATTACK**, or **SUSTAINED ATTACK** actions while being carried in one. Units carried by a sealifter cannot be the target of an attack. If a sealifter is destroyed while it is not in contact with dry land, all passengers and vehicles are also destroyed. If the sealifter's bow door is in contact with dry land, the passengers and vehicles that are being carried may dismount unharmed.

VICTORY

The game ends at the end of any turn where one of these conditions is satisfied:

- One of the players completes the scenario's objective.
- One or more of the players no longer has any units left on the play area.
- The game reaches the scenario's turn limit.

A player holds an **objective** when one of their units occupies the same square as the objective.

The player who completed the scenario objective or eliminated the other player's units wins. If neither side did either, each side determines **victory points** (VPs) by totalling the APs of the units they eliminated from their opponent's army and adding any VPs received based on scenario conditions. The player with the most VPs wins; an equal number of points is a draw.

BUILDING YOUR FORCE

Your force must be composed entirely from a single **bloc** (except for captured vehicles and mercenaries).

Your force is a **faction force** when you spend at least 75% of your APs on units from 1 faction (the rest can be bloc units, mercenary units, or a captured vehicle), and there are no units from another faction in your force. You then receive a **faction bonus**: up to 10% of the AP total of your force for free to spend on heroes of your faction or bloc.

Mercenary units can be added to any bloc or faction force, or fielded as an entirely mercenary force. They have no factions, but you can receive the faction bonus if your force is made entirely of mercenary units (and optionally 1 captured walker).

Each player may field only 1 **captured vehicle** in its force. It has normal characteristics except its AP cost is increased by 2 points. Captured vehicles can only be selected from the chart on p39.

PLATOONS

A **platoon** consists of units specified on a **TO&E** (Table of Organization and Equipment) chart which includes a command unit, typically 2 to 4 required units and any number of supporting units. Fielding the required units gives all of the platoon and its supporting units the benefit of the **platoon advantage**. Platoons are optional, but if you choose to field one, you must field the command unit and all of the required units.

A platoon's advantage only applies to units and support units in the platoon, not to independent units or units from other platoons.

You may field multiple platoons, but must designate which units belong to each platoon. Units do not have to be part of a platoon and can operate independently.

You may replace up to 1 combat unit in a platoon with a mercenary unit. This mercenary unit must be of the same type as the unit it replaces (infantry, vehicle, or aircraft), and must have an **armor** rating at least as high as the unit it replaces. A platoon hiring a mercenary unit in this way is considered to have met the requirements for the platoon.



GAME TURN

1. INITIATIVE

Each player roll 3 dice. The most ☉ gains the initiative. On a tie, the ☉ gains the initiative. On a further tie, re-roll. The player with initiative chooses who takes the first activation.

Players alternate activating their units (or you can **pass** if you have fewer units left to activate than your opponent). Declare your actions first. **An activated unit performs 2 actions:**

NOTHING

MOVE Move up to the unit's ➡

MARCH MOVE (2 actions) Move up to the unit's ➡➡

ATTACK

SUSTAINED ATTACK (2 actions) **ATTACK**, re-rolling all misses.

SPECIAL

When a unit with an **under fire token** or **suppression token** activates, roll 2 dice. If both roll ☉, all tokens are removed. If only 1 die rolls ☉ and the unit has an under fire token, remove it. If only 1 die rolls ☉ and the unit has a suppression token, replace it with an under fire token.

A suppression token forces the unit to take a **NOTHING** action as its first action.

MOVE & MARCH MOVE ACTIONS

When moving diagonally, the first square counts as 1 square and any additional diagonal squares count as 2 squares.

Aircraft (except *Helicopters*) must take a **MOVE** or **MARCH MOVE** action as their first action.

ATTACK & SUSTAINED ATTACK ACTIONS

0. Check range

C weapons can only attack targets in adjacent squares.

1. Check fire arc

infantry units and heroes have a 360° fire arc. Vehicle unit weapons have a specified fire arc.

2. Check LOS

3. Declare target units

Heroes, vehicle, and aircraft units can use all of the weapons listed in their weapons table during each **ATTACK** action. Infantry can use all of the weapons listed in the table for all surviving soldiers.

4. Roll to hit target units

Cross-reference the weapon with the armor rating of the target to find the number of dice to roll (the number before the slash).

Roll the number of dice identified for the weapon: each ☉ is a hit. If taking a **SUSTAINED ATTACK** action, re-roll all misses.

Blast (☼): Roll 1 die for each miniature in the target unit.

5. Target units roll saves

Infantry in cover: Roll a die for each hit: each ☉ or ☑ negates 1 hit.

Vehicle in cover: Roll a die for each hit: each ☉ negates 1 hit.

An infantry unit not in cover receives an **infantry save**.

Roll a die for each hit: each ☉ rolled negates 1 hit.

6. Target units take damage

Each unsaved hit on an infantry unit eliminates 1 miniature selected by the unit's player.

Hits on heroes or vehicles: The number after the slash is the amount of damage caused.

☠ **Automatic kill:** The damage is equal to the unit's full damage capacity.

7. Target units take suppression

Any unit that receives a hit (saved or not) from an **ATTACK** or **SUSTAINED ATTACK** also receives an **under fire token**. If it already has one, replace it with a **suppression token** instead. **Units do not take suppression from CC attacks.**

7. Resolve close combat

CC weapons may be used in addition to ranged weapons, but their use must be declared before any attacks are resolved.

A unit with a **suppression token** cannot perform a CC attack, but can perform a retaliatory CC attack if attacked in CC.

Attacks with CC weapons allow the target unit to **retaliate** with its own CC weapons. Attacks are resolved simultaneously with casualties being removed following both side's resolution.

Hits with CC weapons are not subject to cover or infantry saves.

When performing a **SUSTAINED ATTACK**, choose whether the attack with ranged weapons or CC weapons is sustained.

Every model except aircraft may perform a CC attack with 1 **improvised CC weapon** (range C, 360° arc on vehicles, 1/1 vs all infantry, 1/1 vs all vehicles, no effect on aircraft). A model with CC weapons must choose them or their improvised weapon.

REACTIVE ATTACKS

One unit that has not taken an action may attempt a **reactive attack** during each enemy activation. The unit must be within range 4 of the unit triggering the reactive attack:

If the enemy unit moves and attacks: After the **MOVE** action.

If the enemy unit MARCH MOVES (including use of the *Charge* skill): After the **MOVE** action. The reactive attack attempt happens, then the unit finishes its move up to its **march** value.

If the enemy unit moves and attacks: After the **ATTACK** action, just before the **MOVE** action.

If the enemy unit executes a raid special action: After the unit's first **MOVE** action.

Once the player controlling the enemy unit declares the trigger action, the player controlling the reacting unit rolls 2 dice:

☉☉ Your unit activates and performs a **SUSTAINED ATTACK** action or a **MOVE** action followed by an **ATTACK** action after the enemy unit completes its first action (after the second action if the enemy unit is taking 3 actions). If taking a **MOVE/ATTACK** action, your unit may only use the **MOVE** action to rotate in place.

☉ Your unit activates and performs an **ATTACK** action after the enemy unit completes its first action (after the second action if the enemy unit is taking 3 actions).

No ☉ Your unit activates for a **NOTHING** action.

CC weapons (range C) cannot be used in a reactive attack, and aircraft can never perform a reactive attack.

HEROES PILOTING VEHICLES

While piloting a vehicle, a hero cannot be the target of an attack and cannot use their own weapons (but can use their skills).

If the vehicle is destroyed, its player rolls a die. On ☉ or ☑, the hero escapes unharmed. On ☉, the hero takes 1 damage.



GAME TURN

1. INITIATIVE

Each player roll 3 dice. The most ☉ gains the initiative. On a tie, the ☉ gains the initiative. On a further tie, re-roll. The player with initiative chooses who takes the first activation.

Players alternate activating their units (or you can **pass** if you have fewer units left to activate than your opponent). Declare your actions first. **An activated unit performs 2 actions:**

NOTHING

MOVE Move up to the unit's ➡

MARCH MOVE (2 actions) Move up to the unit's ➡➡

ATTACK

SUSTAINED ATTACK (2 actions) **ATTACK**, re-rolling all misses.

SPECIAL

When a unit with an **under fire token** or **suppression token** activates, roll 2 dice. If both roll ☉, all tokens are removed. If only 1 die rolls ☉ and the unit has an under fire token, remove it. If only 1 die rolls ☉ and the unit has a suppression token, replace it with an under fire token.

A suppression token forces the unit to take a **NOTHING** action as its first action.

MOVE & MARCH MOVE ACTIONS

When moving diagonally, the first square counts as 1 square and any additional diagonal squares count as 2 squares.

Aircraft (except *Helicopters*) must take a **MOVE** or **MARCH MOVE** action as their first action.

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Heroes, vehicle, and aircraft units can use all of the weapons listed in their weapons table during each **ATTACK** action. Infantry can use all of the weapons listed in the table for all surviving soldiers.

4. Roll to hit target units

Cross-reference the weapon with the armor rating of the target to find the number of dice to roll (the number before the slash).

Roll the number of dice identified for the weapon: each ☉ is a hit. If taking a **SUSTAINED ATTACK** action, re-roll all misses.

Blast (☼): Roll 1 die for each miniature in the target unit.

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Infantry in cover: Roll a die for each hit: each ☉ or ☑ negates 1 hit.

Vehicle in cover: Roll a die for each hit: each ☉ negates 1 hit.

An infantry unit not in cover receives an **infantry save**.

Roll a die for each hit: each ☉ rolled negates 1 hit.

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Each unsaved hit on an infantry unit eliminates 1 miniature selected by the unit's player.

Hits on heroes or vehicles: The number after the slash is the amount of damage caused.

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Hits with CC weapons are not subject to cover or infantry saves.

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Every model except aircraft may perform a CC attack with 1 **improvised CC weapon** (range C, 360° arc on vehicles, 1/1 vs all infantry, 1/1 vs all vehicles, no effect on aircraft). A model with CC weapons must choose them or their improvised weapon.

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Once the player controlling the enemy unit declares the trigger action, the player controlling the reacting unit rolls 2 dice:

☉☉ Your unit activates and performs a **SUSTAINED ATTACK** action or a **MOVE** action followed by an **ATTACK** action after the enemy unit completes its first action (after the second action if the enemy unit is taking 3 actions). If taking a **MOVE/ATTACK** action, your unit may only use the **MOVE** action to rotate in place.

☉ Your unit activates and performs an **ATTACK** action after the enemy unit completes its first action (after the second action if the enemy unit is taking 3 actions).

No ☉ Your unit activates for a **NOTHING** action.

CC weapons (range C) cannot be used in a reactive attack, and aircraft can never perform a reactive attack.

HEROES PILOTING VEHICLES

While piloting a vehicle, a hero cannot be the target of an attack and cannot use their own weapons (but can use their skills).

If the vehicle is destroyed, its player rolls a die. On ☉ or ☑, the hero escapes unharmed. On ☉, the hero takes 1 damage.

DOUBLE 1947

SKILLS

Declare a unit is using a skill before rolling dice. Unless otherwise stated, hero skills apply to a unit they have joined, and vice versa. If a hero and unit have the same skill, it is not doubled in effectiveness nor do they gain a second use. If a skill may be used only once per game, the hero and the unit use it at the same time.

ACE AIR PILOT

This hero rolls a die when the aircraft they are piloting activates. On ☉ or ☿ the aircraft gains a third action for this activation. This skill is not shared with any unit a hero joins.

ACE PILOT

A hero with the ace pilot skill rolls a die when the vehicle that they are piloting activates. On ☉ or ☿ the vehicle gains a third action for this activation. This skill is not shared with any unit a hero joins.

ADVANCED REACTIVE FIRE

This unit (and any unit it has joined or hero that has joined it) can attempt a **reactive attack** if a unit that is no more than range 6 from the reacting unit performs a triggering action combination. Rolls of ☑ and ☒ are successes for determining the number of actions the unit receives.

AIR ALERT

This vehicle can take an **AIR ALERT** special action. Select an enemy aircraft within LOS and roll a die: on ☉, any friendly vehicles performing an **ATTACK** or **SUSTAINED ATTACK** against that aircraft hit on rolls of ☉ and ☒ for the remainder of the turn.

AIR ASSAULT

This vehicle can be carried by an airlifter. While being carried, it does not need to activate before the airlifter. It can activate after the airlifter, dismounting through a **MOVE** or **MARCH MOVE** action as its first action. In addition, if the aircraft carrying the air assault vehicle is eliminated, it only takes damage on rolls of ☒ rather than ☉ or ☑.

AIRBORNE

This unit is never placed in the play area at the start of the game. On the first turn (if held in reserve, when they would normally be put into play) they are placed anywhere in the play area, but not within range 2 of any objective. The unit can be placed inside terrain that blocks or impairs LOS. Airborne infantry can also be placed on top of a building (but not inside).

The unit's first action must be a **NOTHING** action, then roll a die: on ☉ or ☿, assign the unit's second action. On ☑, the unit must perform a second **NOTHING** action. An airborne unit may not capture or contest an objective on the turn it is placed. Only an airborne unit can join an airborne unit, but an airborne vehicle can be piloted by a non-airborne hero.

AIRCRAFT

An aircraft unit that performs a **MOVE** action gains a special **evade save** until its next activation. Roll 1 die for every hit the aircraft unit takes: each ☒ cancels 1 hit. An aircraft unit that performs a **MARCH MOVE** action gains an **improved evade save**: instead each ☒ or ☑ cancels 1 hit.

An aircraft that hasn't moved yet or that remained stationary (eg, a hovering helicopter) does not receive the evade save. An aircraft with an improved evade save moves so fast that passengers inside cannot use their weapons.

An aircraft can never control or contest objectives.

A destroyed aircraft is removed from the play area.

An aircraft can cross a square with another aircraft, friend or foe, but cannot finish its movement in the same square. The model of an aircraft that doesn't benefit from the helicopter rule must be physically moved each time it is activated, even if it goes back to the position it occupied. It therefore can trigger a reactive attack.

An aircraft can't target the square just below it.

AIRLIFTER

Airlifters are aircraft that are equipped to airlift vehicles into battle. An airlifter can only carry airmobile or air assault vehicles.

AIRMOBILE

This vehicle can be carried by an airlifter.

AIR PILOT

This hero can pilot an aircraft. This skill is not shared with any unit a hero joins.

AIR TRAFFIC CONTROL

This unit may take an **AIR TRAFFIC CONTROL** special action by selecting a friendly aircraft that has already activated this turn. Roll a die, on ☉ that aircraft ends their activation and immediately activates again. A unit may only be reactivated once per turn.

AMMO REPLENISH

An infantry unit within LOS and range 1 of scenery with this skill can execute an **AMMO REPLENISH** special action to replenish all limited ammo weapons. A vehicle unit within LOS and range 1 of the scenery with this skill can spend 2 actions to replenish all limited ammo weapons.

AMPHIBIOUS

This vehicle can enter and move through water and swamp as if it were open terrain.

AND STAY DOWN

Any unit hit by this unit's ranged weapons automatically gains a suppression token if it does not already have one. This skill is not shared with any unit a hero joins.

ARTILLERY OBSERVER

When this performs an **ATTACK** or **SUSTAINED ATTACK** action, they may use the artillery weapons of a friendly unit that has not yet activated, rather than their own weapons.

The artillery unit immediately activates and performs an **ATTACK**, **SUSTAINED ATTACK**, or fires **smoke** (whichever the artillery observer is performing) with its artillery weapons. The artillery unit uses the artillery observer to determine LOS (rather than its own position), but must check its field of fire and range as normal.

If the artillery weapon is a reload weapon and did not perform a **SUSTAINED ATTACK** action, it may perform a reload action either before or after the **ATTACK** action. The artillery unit finishes its activation, then the artillery observer continues its activation.

A unit with this skill can use friendly artillery weapons as long as the miniature modeled with the radio is in play.

ASSAULT SHIELD

An assault shield is equipment that gives access to the skill of the same name, carried by the unit leader, who protects the rest of the unit squad with it. You can elect to assign the leader hits during a CC attack. If the assault shield roll fails, the leader and the assault shield is lost.

ASSAULT VEHICLE

Passengers in this vehicle (or aircraft) can disembark from it even if the vehicle (or aircraft) has already activated in the current turn.

ASSASSIN

This hero chooses which enemy soldiers are assigned hits when performing an **ATTACK** action with CC weapons. However, the assassin cannot target the unit leader unless it is a hero or the last remaining soldier in the target unit. This skill is not shared with any unit a hero joins.

AT THE DOUBLE

This unit (and any unit it has joined or hero that has joined it) may perform a free **MOVE** action immediately after performing a **MARCH MOVE** action.

BERSERK

When this hero scores a hit with a CC weapon, roll another die scoring a further hit on ☉. Continue scoring hits and rolling an additional die for each hit until it rolls a miss.

If the hero has a special rule that allows it to hit on a ☒ as well as ☉, rolls of ☒ only count as a hit for the first roll. This skill is not shared with any unit a hero joins.

BLACK OPS

If your force has a hero with this skill, roll 4 dice for initiative rolls.

BLUTKREUZ

All *Mindless Zombie* units within range 1 of this hero at the start of their Activation increase their **MOVE** to 3 or their **MARCH MOVE** to 4, and gain the *Charge* skill. This skill is not shared with any unit a hero joins.

BRAVE

This unit rolls 3 dice instead of 2 when rolling to remove under fire or suppression tokens.

CAMOUFLAGE

This unit may take a **CAMOUFLAGE** special action. If it does, it cannot be attacked at range 3 or higher.

This benefit ends if the camouflaged unit takes any action other than **MOVE** or **NOTHING** (artillery observers can use their skill to attack with an artillery unit as well). The unit starts the game camouflaged. This skill is not shared with any unit a hero joins.

CHARGE

This unit (and any unit it has joined or hero that has joined it) may perform a free attack action using CC weapons immediately after performing a **MARCH MOVE** action.

CHEAT DEATH

If this hero is eliminated, roll a die after resolving the attack that eliminated it. On ☉ or ☑, the hero removes 1 point of damage and survives, but gains a **stunned token**. A hero can only cheat death once per game.

A stunned unit cannot fight, including fighting back if attacked in CC. Any time a stunned unit activates, it must perform a **NOTHING** action as its first action, then remove any stunned tokens. If a stunned unit attempts a **reactive attack**, it rolls 1 die rather than 2 to see if it can make a reactive attack, but removes the stunned token whether or not it succeeds in making an attack action.

COMMAND SQUAD

May perform special actions with its officer, medic, or mechanic to reactivate, rally, heal, repair, or rearm units.

COMMAND VEHICLE

This vehicle provides any command squad mounted in it with an additional **radio operator**. In addition, officers, mechanics, and medics mounted in the command vehicle can re-roll failed **COMMAND SQUAD** special actions.

COMMISSAR

Individual commissars must join an infantry unit with the same armor value at the start of the game, becoming part of the unit for the rest of the game. When a unit from a specific faction is joined by a commissar, that commissar is always considered as belonging to that faction.

A unit with a commissar rolls 3 dice instead of 2 when rolling to remove under fire or suppression. There cannot be more than 1 commissar in a unit. Commissars must have the same **armor** rating as the unit they join. If a unit is returned to the game for any reason, any commissar joined to the unit returns with them.

Commissar Poon: This SSU character is both a hero and a commissar and must join a unit, but no other hero or commissar can join the same unit. Unlike other heroes he can be returned to the game if he is destroyed (as non-hero commissars sometimes can through special rules like reserves or platoon advantages).

DAMAGE RESILIENT

When this infantry, vehicle, or hero unit is the target of an attack that rolls successful hits, first roll for any saves, then determine the final damage. Roll 1 die for each point of damage, negating 1 point for each ☒. The unit takes any remaining damage. This skill is not shared with any unit a hero or unit joins.

DEFENSIVE TACTICS

This unit (and any unit it has joined or hero that has joined it) gains the *Damage Resilient* skill when in cover (even against weapons that negate cover and CC attacks).

DESERT FOX

Any unit reactivated by a unit with this skill using *Get Moving You Monkeys* gains the *At The Double* skill for that activation.

DEVOUR

Each time this unit inflicts 1 point of damage in close combat, it heals 1 health. This unit can't have more health than the maximum on its unit card. Since close combat is simultaneous (except against *First Strike*), this unit can heal itself while taking damage.

DOZER BLADE

A vehicle equipped with a dozer blade can perform a **DOZER** special action to dig in and gain cover from any angle until it performs a **MOVE** or **MARCH MOVE** action. A vehicle with a dozer blade can also perform **ENGINEERING** special actions.

ENGINEER VEHICLE

This vehicle has special equipment that allows it to perform specific **ENGINEERING** special actions.

EXECUTE

This unit can take an **EXECUTE** special action to choose and eliminate a soldier that is part of a unit with a stunned token (including a hero) within range 1.

EXPERT (WEAPON)

A hero with this skill hits on ☉ as well as ☒ when making an **ATTACK** or **SUSTAINED ATTACK** action with the specified weapon. If a vehicle is equipped with the weapons mentioned in the ability, the skill applies. This skill is not shared with any unit a hero joins.

FIGHTING SPIRIT

Once per game, this unit (and any unit it has joined or hero that has joined it) hits on ☉ as well as ☒ when making an **ATTACK** or **SUSTAINED ATTACK** action.

FLAME BURST

This shoots a fireball of intense heat, attacking all ground units in 1 target square. Units hit by these weapons gain a **suppression token** (removing an under fire token if the unit had one) and do not receive an infantry or cover save.

FIRST STRIKE

This unit resolves all their CC attacks and applies the results (including removing eliminated miniatures) before the enemy units make their CC attacks. First strike takes effect regardless of whether the unit initiated the attack or is retaliating. This unit does not share this skill with any unit they join nor with heroes that join this unit. If a unit with this skill attacks another unit with this skill, both resolve their attacks simultaneously, before any other units perform their attacks.

If a *First Strike* **ATTACK** or **SUSTAINED ATTACK** places a stun token on a target unit without this skill, the stunned unit can't retaliate.

FLYING

This unit can pass over any unit, and pass over any terrain as if it were open terrain, provided that it ends its **MOVE** or **MARCH MOVE** action in a place it could normally occupy. A flying unit always calculates its movement distance in 2D, except when moving inside a building (when a flying unit must account for vertical movement normally). Only a flying unit can join a flying unit.

FOLLOW ME

This unit can take a **FOLLOW ME** special action once per turn. All friendly infantry units with **armor** 1 or 2 within range 2 and in LOS roll a die. On ☹️ they take an immediate **MOVE** action with a rating of 2. A hero within range 1 and LOS, or controlling, scenery with this skill can use the *Follow Me* skill.

GENERAL

This hero may take a free **OFFICER** special action each time they activate and, if joined to a unit with an officer, roll 2 dice when attempting **OFFICER** special actions.

GORILLA

Only a gorilla hero may join a gorilla unit. Gorilla heroes cannot join units that are not gorillas.

GRAPPLE

This weapon is a **grapple** weapon.

HALE-TRACKED

MOVE and **MARCH MOVE** actions by this unit are affected by the type of terrain being crossed as indicated in the terrain table.

HELICOPTER

A helicopter can hover and therefore does not have to take a **MOVE** action as its first action allowing it to be assigned **SUSTAINED ATTACK** actions.

INFANTRY ACE

This hero rolls a die when it activates: On ☹️ or ☹️ this hero (and any unit it has joined or hero that has joined it) gains a third action for this activation.

INTERROGATE

If a unit with this skill (or a unit joined) uses a CC weapon to eliminate a hero or officer, or execute a hero or officer, roll 4 dice for initiative at the start of each turn for the rest of the game.

JAMMER

All successful dice rolls for actions performed by an enemy unit using a radio within range 6 of a unit equipped with a jammer are re-rolled. Enemies in command vehicles must re-roll successful dice rolls for each attempt to perform an action using a radio.

Jammer also affects **ATTACK** actions and **SUSTAINED ATTACK** actions triggered by artillery observers, causing them to re-roll successful dice rolls.

KILLING SPREE

When this hero scores a hit with a ranged weapon, roll another die scoring a further hit on ☹️. Continue scoring hits and rolling an additional die for each hit until it rolls a miss.

If the hero has a special rule that allows it to hit on a ☹️ as well as ☹️, rolls of ☹️ only count as a hit for the first roll. This skill is not shared with any unit a hero joins.

LARGE ORDNANCE

When this weapon is assigned an **ATTACK** or **SUSTAINED ATTACK** action, choose a target point within the weapon's fire arc, range, and LOS.

The explosion includes the square of the target point plus 3 chosen adjacent squares that form a 2x2 larger square. The adjacent squares do not need to be in range or LOS.

LASER WEAPONS

When a laser weapon makes a **SUSTAINED ATTACK**, re-roll misses on the initial roll. Additional rolls gained through the *Laser Weapons* special rule are not re-rolled.

LESSER MYTHOS CREATURES

This unit can never be the target of any command squad, officer, or medic special actions.

LONER

This hero may not join a unit.

LUCKY

Once per game, this hero may re-roll any dice that failed to hit with any of their weapons when making an **ATTACK** or **SUSTAINED ATTACK** action.

This hero does not share this skill with any unit they join. You do not need to declare the use of this skill prior to the original roll.

MAKESHIFT REPAIR

A vehicle unit within LOS and range 1 of scenery with this skill can spend 2 actions to perform a **MAKESHIFT REPAIR** on itself only.

MECHANIC

This unit may be assigned a **MAKESHIFT REPAIR** special action. It may not perform this action while it is a passenger or pilot and may not target itself with the *Mechanic* skill.

MEDEVAC

This vehicle can perform a **MEDEVAC** special action. If it does, select an infantry unit within range 1 and roll a die for each soldier eliminated from the unit. Each ☹️ returns 1 of the eliminated soldiers to the unit.

MERCENARY

This unit can be fielded by any bloc.

MINDLESS

These are zombies that can be led by a hero equipped with the *Blutkreuz* skill. Mindless zombies cannot take or hold objectives but may contest them (applies to units joined) and are immune to suppression (both of these rules apply to units joined). Mindless Zombies can be joined by a zombie hero or a hero equipped with a *BlutKreuz*.

MOVE AND FIRE

This unit (and any unit it has joined or hero that has joined it) may either perform a free **MOVE** action immediately before or after performing a **SUSTAINED ATTACK** action using ranged weapons, or a free **ATTACK** action using ranged weapons immediately before or after taking a **MARCH MOVE** action.

MYTHOS CREATURE

Immune to suppression and critical hits.

NAVAL UNIT

This unit treats water as open terrain, but cannot enter any other type of terrain. A naval unit may take a free **ATTACK** action immediately after it performs a **MARCH MOVE** action. An eliminated naval unit becomes water terrain.

NOTHIN'S EASY

Any unit joined by this hero cannot gain under fire or suppression tokens.

OFFICER

This hero may perform **OFFICER** special actions.

PASSENGERS (#)

This vehicle can transport infantry units. # is the number of passenger spaces available inside the vehicle.

PILOT: NAME

A vehicle with this attribute can only be piloted by the named hero. The vehicle can still be fielded without a pilot. This vehicle is unique, so only one may be included in any player's force.

PSYCHIC SCREAM

Once per game, this unit may execute the **PSYCHIC SCREAM** free action to attack all units (friend or foe) within a range 3 radius. Ignores LOS, infantry saves, and cover saves.

RADIATION

Targets must re-roll successful saves against this weapon.

RED BANNER

All friendly infantry units within range 2 and with LOS to this unit roll 3 dice when **rallying**.

RESURRECTION

A hero equipped with a *Blutkreuz* may take a **RESURRECTION** special action. Select a mindless zombie unit within range 1. Roll a die for each zombie soldier eliminated from the unit. Each ☹️ returns one of the eliminated zombie soldiers to the unit.

SAVAGE ANIMAL

This unit hits on ☹️ as well as ☹️ with the specified weapon.

SCOUT

If this unit (and any unit it has joined or hero that has joined it) performs a **MARCH MOVE** action during its first action of the game, it gains a third action for this activation.

SEALIFTER

These are naval units that are equipped to carry units into battle.

SMALL VEHICLES

Small vehicles always receive cover. When in cover, they do not gain an improved save. They determine and affect LOS as if they were infantry units, but do block LOS for other small vehicles.

SMOKE LAUNCHERS

Once per game, this vehicle may take a free **LAUNCH SMOKE** special action to place a **smoke screen** on itself. This covers any 1 square occupied by the vehicle plus 3 adjacent squares that form a larger 2x2 square. The adjacent squares are chosen by the player using the smoke launcher and do not need to be in LOS of the vehicle.

SPY

A unit with this skill can choose to:

- Enter or be deployed on the battlefield like any other unit
- Stay off the battlefield for as long as desired. If it does so, the unit only does **NOTHING** actions, can pass, and counts towards the number of units in play.
- Execute a **SPY REVEALED!** activation, if the unit is not already on the battlefield. Roll 2 dice:

If you score 1 ☹️, the unit is immediately placed within range 1 of an enemy unit and it has 1 action for this activation.

If you score 2 ☹️, the unit is immediately placed within range 1 of an enemy unit and it has 2 actions for this activation.

If you don't score any ☹️, the unit is not placed on the battlefield and may only perform **NOTHING** actions this activation. It can try another **SPY REVEALED!** for its next activation.

A unit that is not on the battlefield cannot be the target of command actions. A spy that has not entered the battlefield by the end of the game is considered destroyed. This skill is not shared with a unit joined.

SPORES (FUNGI FROM YUGGOTH)

Attacks all units within range 1 around the unit. Target infantry receive no cover save (but still have an infantry save).

STEEL GUARD

This unit never has a cover save, but always passes their infantry save on a roll of ☹️ as well as ☹️ and unlike other units, their infantry saves are not negated by artillery.

Only a *Steel Guard* hero may join a *Steel Guard* unit, and join only units that are *Steel Guard*. A unit with this skill also gains the *Damage Resilient* skill.

STRONGPOINT

A strongpoint unit must be deployed in a strongpoint or bunker.

SUPERHUMANS

Superhumans are heroes. They cannot join other units but can share a square with them like regular heroes.

Superhumans pass a normal cover save and an infantry save on a roll of ☹️ as well as ☹️ and benefit from enhanced forms of cover saves like other units. A superhuman never receives under fire or suppression tokens.

SUPPORT WEAPON

Support weapon units have several soldiers on the same base; treated them as if every miniature is on a separate base. If they've sustained damage, they have 1 soldier left for each point remaining on their damage track. Every time the unit loses 1 miniature, it loses 1 appropriate weapon.

These units use a 2 man team to fire the support weapon (although 1 can do so in an emergency). Only the third or fourth soldiers of the unit can fire other weapons if the support weapon fires.

Each time you attack with a support weapon, they must choose which weapons the crew are using. You may choose different combinations of weapons for each attack.

TAKE AIM

This hero hits on rolls of ☹️ as well as ☹️ when making a **SUSTAINED ATTACK** action with ranged weapons.

This skill is not shared with any unit a hero joins.

TRACKED

This unit's **MOVE** and **MARCH MOVE** actions are affected by the type of terrain being crossed as indicated in the terrain table.

TRAILBLAZER

This unit (and any unit it has joined or hero that has joined it) can move through enemy units.

WHEELED

This unit's **MOVE** and **MARCH MOVE** actions are affected by the type of terrain being crossed as indicated in the terrain table.

ZOMBIE

This unit never makes cover saves, but always passes its infantry saves on a roll of ☹️ as well as ☹️. An officer, medic, or mechanic cannot target a zombie with their **COMMAND SQUAD** special actions. A zombie unit can never mount a vehicle or aircraft as passengers. Only a zombie hero may join a zombie unit.

Zombie heroes cannot join units that are not zombies.

1947

COMMAND ACTIONS

Command squads are infantry units that include **officers**, **radio operators**, **medics**, and **mechanics**. Each of these soldiers can perform special actions. If any of these soldiers are eliminated, the command squad loses their special abilities of that soldier.

All command actions can be used from inside a ground vehicle, but not on the vehicle itself. All **officer** special actions can be used from inside an aircraft (not on the vehicle itself), but no **medic** or **mechanic** special actions can be used from inside an aircraft.



OFFICER SPECIAL ACTIONS

Officers may be part of a command squad or may be an individual hero with the *Officer* skill.

Radio operators allow officers to communicate with units at a distance. Command squads and heroes with infantry **armor** 3 or 4 combine the roles of officer and radio operator into 1 soldier. Vehicles always have a radio operator. An officer piloting a vehicle also has access to a radio, allowing them to issue commands as if they had access to a radio operator.


A hero with the *Officer* Skill can only use 3 types of radios: one from a command squad they have joined, one from the vehicle or aircraft they're piloting or are a passenger in, and their own if they are soldier armor 3 or 4 (the radio is built in).

AMMO DROP

A unit with an officer may take an **AMMO DROP** special action. Roll a die: on  or  the player selects any ground unit that is within LOS and range 2 of the officer that has **limited ammo** weapons, and replenishes it back to a full supply of ammunition.

If the officer has access to a radio operator or radio, they can request an ammo drop for any ground unit in the play area.

GET MOVING YOU BUNCH OF MONKEYS



A unit with an officer may take a **GET MOVING YOU BUNCH OF MONKEYS** special action. Roll a die: on  the player selects any ground unit that has already been activated this turn and is within LOS and range 2 of the officer. The command squad's activation immediately ends, and the selected unit is reactivated.

With a successful use of this special action, you activate 2 units consecutively. A unit may only be reactivated once per turn.

If the officer has access to a radio operator or radio, they can reactivate any unit in the play area.



RALLY

An officer may take a **RALLY** special action to remove under fire, suppression, or stunned tokens from units. You can either select all units within LOS and range 2 of the officer, or if the officer has access to a radio operator or radio, they can select any 1 unit anywhere in the play area to rally.

For each unit rallied, roll 2 dice.: if both dice roll , remove all tokens. If only one die rolls , and the unit has a suppression token, replace the suppression token with an under fire token; otherwise remove the under fire token from the unit.

MEDIC SPECIAL ACTIONS



GET UP, IT AIN'T THAT BAD


A unit with a medic may take a **GET UP, IT AIN'T THAT BAD** action. Roll a die: on  or  select any infantry unit within LOS and range 1 of the medic. If the unit is a support weapon or hero, 1 point of damage is removed; otherwise, an eliminated miniature is returned to the unit. Unit may perform this skill on themselves.

Returning an eliminated miniature does not change the amount of ammunition the unit has for any limited-ammo weapons.

INJECT STIMULANTS

A unit with a medic may take an **INJECT STIMULANTS** action. Select any infantry unit within LOS and range 1 of the medic to receive a **stimulants token**. If a unit activates while it has a stimulants token, it removes the token and rolls a die. Depending on the roll, the unit:


-  Choose either of the stimulant effects listed below.
-  The unit treats an **ATTACK** action as a **SUSTAINED ATTACK** action.

-  The unit treats a **MOVE** action as a **MARCH MOVE** action.

Either stimulant effect results in the unit taking 3 actions during the current activation (this can never cause a unit to take more than 3 actions in a single activation).

MECHANIC SPECIAL ACTIONS

MAKESHIFT REPAIR

A unit with a mechanic may take a **MAKESHIFT REPAIR** action. Target a vehicle within LOS and range 1 of the mechanic and roll 5 dice. Each  returns 1 point of damage to the target vehicle.

Mechanics cannot be passengers and perform this action.

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
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
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

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

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
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Either stimulant effect results in the unit taking 3 actions during the current activation (this can never cause a unit to take more than 3 actions in a single activation).

MECHANIC SPECIAL ACTIONS

MAKESHIFT REPAIR

A unit with a mechanic may take a **MAKESHIFT REPAIR** action. Target a vehicle within LOS and range 1 of the mechanic and roll 5 dice. Each  returns 1 point of damage to the target vehicle.

Mechanics cannot be passengers and perform this action.

SPECIAL RULES

CLEARING

To push a wreck aside, assign the vehicle an **ENGINEERING** special action and roll a die, removing it from the play area on a ☹️. If the vehicle is equipped with a dozer blade or crane, it clears the wreck on a roll of 🎲 or 🎲.

CRITICAL HITS

If a vehicle takes at least 1 point of damage not canceled by a save or skill, the attacking unit's player rolls 2 dice. On 🎲🎲 the attack also causes a **critical hit**. One unit can only cause 1 critical hit on the same vehicle during 1 **ATTACK** action.

The attacking player rolls 2 dice (re-roll any rolls that would duplicate an existing critical hit for the vehicle):

🎲🎲 **Main weapon destroyed (vehicle crippled):** Vehicle's first weapon line cannot be used to make attacks or sustained attacks.

🔥🔥 **On fire:** Vehicle is on fire, creating a plume of smoke centered on it and filling a column range 1 in diameter until the fire is extinguished. The vehicle takes 1 point of damage each time it activates and is not affected by the *Damage Resilient* skill. If not extinguished, the fire continues burning even after the vehicle is eliminated.

A ground unit that moves into or through a wreck on fire immediately suffers a 📉/1 attack and if hit, become suppressed. A unit with the *Flying* skill only suffers this attack if they end their movement in the burning wreck.

🚶🚶 **Reduced mobility:** Vehicle's **MOVE** and **MARCH MOVE** values are reduced by half (round down).

🔫🔫 **Secondary weapon destroyed:** A secondary vehicle weapon chosen by the player controlling the vehicle cannot be used to make attacks or sustained attacks.

🎲🎲 **Targeting system damaged:** Vehicle must re-roll all successful hits in its initial dice roll for an **ATTACK** action. Vehicle does not re-roll misses for a **SUSTAINED ATTACK**.

🚶🚶 **Immobilized:** Vehicle cannot be assigned **MOVE** or **MARCH MOVE** actions. Aircraft are considered destroyed.

A **MAKESHIFT REPAIR** action that repairs all remaining damage, returning the vehicle to its full damage track, also clears any critical hits. Alternatively, this action can be used to remove the 1 critical hit without restoring the vehicle's damage track.

HEIGHT ADVANTAGE

An attacking unit at least range 1 higher than its target unit has a **height advantage**. The target unit must re-roll its successful infantry or cover saves once for the current attack.

A target unit at least range 1 higher than the unit attacking it has a **height advantage**. The target unit can re-roll any failed infantry or cover saves once for the current attack.

Aircraft (and any passengers) **never receive height advantage**. Units targeting aircraft never benefit from height advantage. A unit with the *Flying* skill only receives height advantage if the terrain it occupies provides that advantage.

All ground vehicles and walkers are range 1 in height.

RESERVE (#)

If allowed by the scenario, each time a unit is eliminated, its player may place it in **reserve** until they have placed # units in reserve. The same unit may be placed in reserve multiple times. Units in reserve have no damage and all ammunition replenished. Heroes can never be placed in reserve unless specifically noted. You may elect to move a unit onto the play area from reserve by activating it during any turn after the turn in which it was eliminated. Unless otherwise noted, they enter the play area from the same deployment area.

WEATHER

If a scenarios integrate weather and specifies random generation of severity, the last player to place terrain before the start of the game rolls 2 dice:

🎲🎲 or 🎲🎲 **Severe:** blizzard, heavy rain or fog, sandstorm

🎲🎲 or 🎲🎲 **Moderate:** snow, rain, light fog, blowing sand/dust

🎲🎲 or 🎲🎲 **Mild:** clear or minimal precipitation/wind

This severity is in effect each time weather is in effect. The type of weather is dictated by the location of the battle (eg, blizzard would be severe weather in the Arctic, but a sandstorm would be more appropriate on the battlefields of Operation Babylon).

Scenarios that integrate weather state the risk of a form of weather manifesting (low, medium, or high). At the start of each round (including the first) in which there is not currently a weather effect, the player who won the initiative rolls 3 dice:

🎲🎲🎲 Weather begins

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All other rolls Weather does not begin

The weather effect stays in play until the end of the game or until the weather ends. At the start of each round in which there is a weather effect, the player who lost the initiative rolls 3 dice:

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🎲 Weather ends if it has persisted for 3+ turns

All other rolls Weather does not end

When the weather effect ends, the weather stays clear for the entire round, and next round the player who wins the initiative rolls to see if it begins again.

SEVERE WEATHER EFFECTS

While severe weather is in effect, LOS is limited to range 6. All units targeted at range 3 or more receive cover against those attacks. This cover save is not negated by special weapon rules.

At longer ranges, visibility is virtually nil amongst the swirling precipitation, fog, or sand. All units targeted at range 5 or 6 also re-roll their failed cover saves against those attacks.

Units can only **MOVE** up to move 2 or **MARCH MOVE** 4 while severe weather is in effect. Severe weather effects are not terrain.

When severe weather begins, all aircraft must leave the play area. They are immediately removed and take no further part in the game until the severe weather is over.

Once the severe weather ends, all aircraft are placed in reserve. If the scenario doesn't specify reserves for a player using aircraft, their aircraft enter from any edge of the play area in their deployment area.

MODERATE WEATHER EFFECTS

While moderate weather is in effect, LOS is limited to range 8. All units targeted at range 5 or more receive cover against those attacks. This cover save is not negated by special weapon rules.

Units can only **MOVE** up to move 3 or **MARCH MOVE** 6 while moderate weather is in effect. Moderate weather effects are not terrain, so skills like *Trail Blazer* have no effect.

While moderate weather is in effect, all ground units targeted by attacks from aircraft receive cover against those attacks. This cover save is not negated by special weapon rules.

MILD WEATHER EFFECTS

Mild weather has no impact on LOS, movement, or aircraft.

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SPECIAL WEAPONS

ARTILLERY WEAPONS



Artillery can either fire at a target point they can see, or be fired remotely by an artillery observer unit with LOS to the target point.

They may shoot over buildings, vehicles, walls, and other terrain, but they cannot be fired from inside buildings or bunkers. Artillery weapons have a range of X-X (min range - max range).





When an artillery weapon makes an **ATTACK** or **SUSTAINED ATTACK** action, choose a target point within the weapon's fire arc, range, and LOS. The target point can be an empty square, but it can't be a square without a dot in the middle. The artillery area is the square containing the target point plus 3 adjacent squares of your choice that form a larger 2x2 square. These additional squares do not need to be in range or LOS of the artillery or observer, but must be on the same level, must have LOS to the target point, and must be accessible by a move from the target point.

Roll separate attacks against every unit in the artillery area (enemy and ally). Cover is worked out from the target point. Infantry in cover receive cover saves, but infantry in open ground do not receive infantry saves.

SMOKESCREEN

An artillery weapon can fire **smoke** shells instead of explosives. The weapon does not attack; instead, roll a die: on  or , choose a target point within the artillery weapon's fire arc, range, and LOS and place a 2x2 **smoke screen** there; it fills the target point and the squares that make contact with the target point. It will block LOS and provide cover until the end of the next turn. A smoke screen cannot be fired into a building or bunker.

CUTTING WEAPONS

When this weapon hits, roll another die, scoring another hit on . Continue rolling another die for each hit until it rolls a miss. If the weapon has a special rule that allows it to hit on  as well as , rolls of  only count as a hit for the first roll. A vehicle with cutting weapons can also perform **ENGINEERING** special actions.

FLAME WEAPONS

A unit hit by a flame weapon gains a **suppression token** (remove an under fire token if it has one) and does not receive an infantry or cover save.

A range 1 weapon can target any adjacent square in LOS. Range 2 or 3 flame weapons target squares in a line along the shortest path between the attacking and target units (choose the most advantageous if there are several). All units (friends or foe), between the attacking unit and the target unit suffer damage. Flames do not continue beyond squares that block LOS.

GRAPPLE WEAPONS





When this weapon hits, place a **stunned token** on the target unit. While stunned, it may not be assigned a **MOVE** or **MARCH MOVE** action and when activated its first action must be **NOTHING**.

A stunned unit cannot fight, including fighting back with a retaliatory attack if attacked in CC. Remove the stunned token if the unit with the grapple weapon is destroyed or takes any action other than a **NOTHING** action. A vehicle with a grapple weapon can also perform **ENGINEERING** special actions.

GRENADE WEAPONS

Infantry units do not receive a cover save against grenade weapons, but do retain their infantry save. Vehicle units retain any cover saves against grenade weapons.

LASER WEAPONS

When this weapon rolls a hit, roll 1 die scoring an additional hit on . Continue rolling another die for each hit until it rolls a miss. If the weapon has a special rule that allows it to hit on  as well as , rolls of  only count as a hit for the first roll.



LIMITED-AMMO WEAPONS

Mark one of the checkboxes on the unit card each time an infantry or vehicle unit makes an **ATTACK** or **SUSTAINED ATTACK** action with this weapon. Once all have been marked, the weapon can no longer fire.

PHASER WEAPONS

Units hit by phaser weapons do not receive a cover save, but infantry units retain their infantry save.

POWER SCOPES

A weapon with a power scope hits on rolls of  as well as  when making a **SUSTAINED ATTACK** action.

RELOAD WEAPONS

At the start of the game, use a **loaded token** to indicate the weapon is loaded. When it makes an **ATTACK** or **SUSTAINED ATTACK** action, remove the token.

The unit must be assigned a **RELOAD** special action to return the token before the weapon may be fired again. A unit may perform an **ATTACK** and a **RELOAD** action during the same activation.

SALVO WEAPONS

At the start of the game, use a **loaded token** to indicate that the salvo weapon is loaded.

When you make an **ATTACK** or **SUSTAINED ATTACK** action with the salvo weapon, choose to make a normal attack or a salvo attack. If the unit makes a normal attack, the unit retains the loaded token. If it makes a salvo attack, roll twice the normal number of dice for the attack, removing the token.



The unit must be assigned a **RELOAD** special action to return the loaded token to the unit before the weapon may be fired again.

SNIPER WEAPONS

When declaring the target of a sniper weapon's **ATTACK** or **SUSTAINED ATTACK** action, you may specify a miniature in the target unit. All unsaved hits from this attack are assigned to that miniature.

You cannot target the unit leader unless it is a hero or the last remaining soldier in the unit taking damage. Sniper weapons negate cover and infantry saves.

SPOTTERS

If a spotter does not use a weapon, each sniper weapon in the unit that makes a **SUSTAINED ATTACK** hits on  as well as .

TESLA WEAPONS

When a unit takes damage from this weapon, it receives a **stunned token**. A stunned unit cannot fight, including fighting back with a retaliatory attack if attacked in CC. When a stunned unit activates, it performs a **NOTHING** action as its first action, then removes all stunned tokens.

If a stunned unit attempts a reactive attack, it rolls 1 die rather than 2 to see if it can do so, removing the stunned token whether or not it succeeds. A unit with both a suppression token and a stunned token loses only a single action.

If a unit is hit by this weapon during a reactive attack, it receives the stunned token at the end of its activation.

VOLLEY WEAPONS

Select how many bombs or rockets to use in an **ATTACK** action, and mark that number of ammo boxes. Then multiply the number of dice the bomb/rocket would normally roll by the number of ammo boxes marked.

WIRE-GUIDED WEAPONS

If a unit is assigned an **ATTACK** action with 1 wire-guided weapon and no other weapons, it re-rolls misses for that weapon as if making a **SUSTAINED ATTACK**.

SPECIAL TERRAIN

FORTIFICATIONS

Fortifications are placed at the start of the game. If assigned by a scenario, they are free; if fortifications(s) are listed as optional for a specific player(s), they can pay for them in AP as part of their force: **bunkers** for 15 points each and **strongpoints** for 10 points each.

Strongpoint units have a free strongpoint included in their AP value, which can be upgraded to a bunker for an extra 5 APs.

Fortifications are placed in the player's deployment area at the start of the game before any objectives are placed. Objectives cannot be placed in, on, or under a fortification, unless otherwise specified by a scenario.




A fortification must be at least range 1 from all play areas edges and impassable terrain, and range 2 from other fortifications.




Strongpoint units are infantry units that must be deployed in a bunker or strongpoint at the start of the game and cannot be placed into a reserve.

Bunker walls are impassable terrain. The only way to enter a bunker is through the armored doors at the rear. A unit may not enter the bunker if it is occupied by an enemy unit. **Strongpoint walls** are normal terrain and can be crossed to enter or exit it.

Only infantry units may be placed in, enter, or exit a fortification. A fortification occupies an area range 4 by 4, but for units moving into or out of them, and for all attacks into and out of them, they are treated as having an area range 1 by 2 inside. A strongpoint unit fully occupies the available space in the fortification.

Fortifications are terrain and lock LOS. Units in bunkers can only see and be seen from 90° to either side of the direction the bunker is facing. Units in strongpoints can see in all directions and be seen from any direction.

The main weapon of a strongpoint unit has a fire arc of up to 45° to either side of the direction the bunker is facing. Weapons cannot fire at aircraft from within a bunker and artillery cannot fire from within a bunker. Units in bunkers that fail an infantry or cover save re-roll the save, canceling a hit on  or . Units in strongpoints that fail an infantry or cover save also re-roll the save, but only cancel the hit on a re-roll of .


When attacking with CC weapons, miniatures adjacent to a strongpoint, or the firing slit or rear doors of a bunker, can attack and be attacked by any miniature in the fortification. Units in a fortification receive a save against CC weapons attacking from outside the fortification. Units in bunkers cancel hits from CC weapons on a  or . Units in strongpoints cancel hits from CC weapons on a roll of .


A unit inside a fortification cannot use special actions that require the target unit to be within range 1 if the target unit outside the fortification.

TRENCHES



Trenches provide infantry with cover in otherwise open areas. They have no effect on LOS. Infantry units in trenches are in cover and gain cover saves.


BARBED WIRE

An infantry unit rolls a die when attempting to move into, through, or out of a barbed wire. On , the unit may complete its movement. On any other roll, the unit ceases moving, ends its activation, and receives no cover save until its next activation.

An infantry unit can be assigned an **ENGINEERING** special action to attempt to clear a gap through an adjacent section of barbed wire. Roll a die: on , the unit clears a gap range 1 wide in the adjacent section of barbed wire and may continue its activation. On any other roll, it fails to clear a gap and ends its activation.

MINEFIELDS

When a unit moves into, through, or out of a minefield, the opposing player rolls for an **ATTACK** action with a weapon line value of /1 for all infantry and /2 for all vehicles.

An infantry unit can be assigned an **ENGINEERING** special action to attempt to clear a gap through an adjacent minefield. Roll a die: on , the unit clears a gap range 1 by 1 in the minefield.; on any other roll, the unit is the target of an **ATTACK** action as if they had moved through the minefield, and receives a suppression token.

QUONSET HUTS

Short buildings like quonset huts less than range 1 in height do not block LOS for walkers and vehicles that are large or huge. They do block LOS for infantry at ground level and all other ground vehicles.

OPERATION BABYLON TERRAIN

Desert archeological pit: Allows the use of the *Follow Me* skill and serves as a mission objective. It does not block LOS.

Archeological walls: Uses the rules for **low walls**. Several can be linked together to make a building.

Plinth: Uses the rules for **structures**. An infantry unit standing next to a babylonian plinth can spend 1 **move** to move onto its top, thus gaining height advantage.

Lamassu pillar: Uses the rules for **structures**. Only aircraft and flying units can move through these pillars; they are impassable for any other unit.

Ruined houses and corners: Uses the rules for **buildings**. An infantry unit standing inside the house can spend 1 **move** to move onto its top, thus gaining height advantage. Vehicles can only enter the larger version of this house.

Impassable terrain: Uses the rules for **structures**. Only flying units or aircraft can move through impassable terrain, all other units have their movement blocked.


Wall set: Uses the rules for **walls**. Most of the walls in are high and block LOS and movement. Agree with your opponent before the game begins how to interact with these walls.

Rocket prototype: Allows the use of the *Makeshift Repair* skill and serves as a mission objective.


ENGINEER VEHICLES


CUTTING AND GRAPPLE WEAPONS


An engineer vehicle equipped with these weapons can attempt to cut a gap through an adjacent barbed wire entanglement by taking an **ENGINEERING** special action.

Roll a die (vehicles with paired chainsaws or paired claws roll 2 dice): on , the unit clears a gap range 1 wide in the adjacent section of barbed wire.

DOZER BLADES

An engineer vehicle equipped with a dozer blade can attempt to bury an adjacent bunker or strongpoint by taking 2 **ENGINEERING** special actions (one after the other) in the same activation. Roll a die: on , the vehicle buries the bunker or strongpoint and any units occupying the bunker or strongpoint are eliminated.

An engineer vehicle equipped with a dozer blade can also attempt to fill in an adjacent trench by taking an **ENGINEERING** special action. Roll a die: on , the vehicle fills the trench. Any units occupying the trench escape unharmed and are placed in a square adjacent to the filled trench.

An engineer vehicle equipped with a dozer blade can attempt to clear a gap through an adjacent minefield by taking an **ENGINEERING** special action. Roll a die: on , the unit clears a square gap range 2 by range 2 in the adjacent minefield. On any other roll, the unit fails to clear a gap in the adjacent minefield.

DUST

1947

ADVANCED TABLETOP RULES

MOVEMENT

1 square of range equals 10cm or 4"

When assigned a **MOVE** action, a unit can move up to the total distance indicated by its move value. When assigned a **MARCH MOVE** action, a unit can move up to the total distance indicated by its march move value. Facing has no effect on movement.

Infantry move in **formation**. Each infantry unit has a **leader**. If a hero is joined to the unit, they are the unit leader. All soldiers within the infantry unit must have part of their base touching a 10cm/4" diameter command circle centered on the unit leader (use the blast template). You can move the leader, then place the rest of the unit's models within the blast template area.

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, but vehicle units may not pass through other vehicle units. Units cannot pass through enemy units (a unit leader or vehicle base may not cross the command circle of an enemy unit leader).

If a unit enters terrain that influences its movement, the movement inside that terrain is modified according to the terrain table (usually halved; round down). Only the part of movement inside the terrain is modified.

Any unit may pass through or end their movement under any aircraft unit.

Large and huge vehicles move like any other vehicle units.

Aircraft are not limited by impassable terrain or enemy units. Buildings and ground units have no effect on their movement. They cannot enter terrain and buildings, and are instead placed above them. Aircraft (except *Helicopters*) must take a **MOVE** or a **MARCH MOVE** action as their first action each time they are activated.

ATTACKS

0. CHECK RANGE

Units can only attack targets that are within their weapons range. Range is measured to the hull for vehicles without a base; to the base for vehicles and support weapons with a base; or 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

Front-mounted weapons can only attack targets that are 45° to either side of the center of the vehicle front.

Rear-mounted weapons can only attack targets that are 45° to either side of the center of the vehicle rear.

Side-mounted weapons can only attack targets that are 180° 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.

2. CHECK LINE OF SIGHT (LOS)

To determine LOS, trace an imaginary line as follows:

- **For vehicle units without a base**, trace a 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 a 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 a 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 a 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 LOS, then LOS is blocked. LOS to an infantry unit is blocked if it is impossible to trace unblocked LOS to at least 1 model in the target infantry unit.

Infantry units do not block LOS, but vehicle units do. Smoke blocks LOS to units behind; units in smoke can be targeted but receive cover.

Area terrain can block LOS to units behind and 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.

Walls, structures and buildings block LOS, however, openings do allow for LOS. LOS between a unit outside a building and a unit inside or through a 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 LOS. LOS within large buildings is blocked after range 3 (30cm/12").

Aircraft have LOS to any unit in the play area that is not in a building, and vice versa. Aircraft only have LOS 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 LOS to the unit through that opening. Units in the building only have LOS 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 LOS to the aircraft through that opening.

3. DECLARE TARGET UNITS

4. ROLL TO HIT TARGET UNITS

The number of models that participate in the **ATTACK** action determines the number of weapons used to attack. Any model in the attacking unit that can trace LOS to at least 1 model in the target unit can choose a single weapon to attack. **Heroes, vehicles, and aircraft can use all the weapons on their card in every attack action.** If a model in the attacking unit cannot trace LOS to a model in the target unit, that model cannot attack.

Check the unit card's weapon table, and cross-reference the weapon row with target unit's **type** and **armor** value. The number to the left of the forward slash is the number of dice to roll.

Score a hit for each ☐ rolled, unless modified by a skill or equipment.

If ☛ appears to the left of the slash, the weapon is a **blast weapon**. When attacking with a blast weapon, place the blast template with its center positioned anywhere within the weapon's arc of fire, range and LOS.

For infantry, roll 1 die for each miniature touched by the template. For vehicles without a base whose body, hull or turret is touched by the template, roll 1 die for each ☛ or the number of dice indicated. If the weapon shows multiple ☛, roll 1 die per ☛ for each miniature affected. Support weapons have multiple infantry mounted on a single base, so roll 1 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, the weapon only hits miniatures on the ground floor.

If the chart shows a ☛ for infantry targets and a number for vehicle targets, roll separately for each target, rolling 1 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 LOS.

5. TARGET UNITS ROLL SAVES

Units that 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's models (rounded in the target unit's favor) must be obscured by cover elements as seen from the LOS of the attacking unit leader. A model is in cover if it is not in LOS, it is inside an area terrain that provides cover, or it is behind a terrain feature that obscures part of its body. If in doubt, consider the unit in cover.

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.

Infantry units in cover: Roll a die for each hit the target infantry unit received. Each ☐ or ☐ negates 1 hit.

Vehicle units in cover: Roll a die for each hit the target vehicle unit received. Each ☐ rolled negates 1 hit.

An infantry unit that is not in cover receives an **infantry save**. Roll a die for each hit the target infantry unit received. Each ☐ negates 1 hit.

6. TARGET UNITS TAKE DAMAGE

Target units take damage as normal except for models not in LOS 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 LOS of the attacking unit leader cannot be removed.

If the target unit leader is removed, the unit receives a **stunned token** and has to nominate a new leader and restore coherence around that new leader at the end of the **ATTACK** action.

7. TARGET UNITS TAKE SUPPRESSION

In addition to the normal rules, suppressed units cannot advance towards enemy units.

8. RESOLVE CLOSE COMBAT

AREA TERRAIN

Area terrain is a piece of scenery with a clear perimeter. Models inside area terrain are in **cover** if it is provided by the terrain type.

If the LOS from an attacking unit crosses more than 10cm/4" of area terrain and that terrain provides cover, LOS is blocked. If an area terrain provides cover, it blocks LOS for the units behind it. Area terrain can also modify movement:

Type	Vehicle effect	Infantry effect
Open	None	None
Mud	½ MOVE / M.MOVE	½ MOVE / M.MOVE
Trees	Cover. ½ MOVE / M.MOVE	Cover
Roads	Improved terrain	None
Rubble	None for walkers Impassable for others	None
Sand	½ MOVE / M.MOVE	½ MOVE / M.MOVE
Swamp	½ MOVE / M.MOVE *	½ MOVE / M.MOVE
Tank traps	Impassable	Cover
River	½ MOVE / M.MOVE	½ MOVE / M.MOVE

*Vehicles other than walkers cannot enter swamps unless they have the *Amphibious* special rule.

SPECIAL WEAPONS

FLAME WEAPONS

Range for flame weapons 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 ½" wide and 12" long, divided into three 4" ranges. Models hit with a flame weapon can be hit even if not in LOS.

UNDER-BARREL WEAPONS

Under-barrel weapons can always be used in addition to the weapon that they are attached to.