

OPERATION ACHILLES

SPRING 1947



OPERATION "ACHILLES"

Welcome to *Operation Achilles*, Dust Tactics' new Campaign Expansion!

The final days of the battle for Zverograd have arrived. The three blocs send their last forces into Zverograd in final attempts to take the city—or what's left of it—no matter the cost. The Doomed City has been transformed into a giant killing field, riddled with minefields, bunkers, trenches, and other fortifications. Life there is cheap: death awaits around every corner, in every building.

The morale of soldiers in Zverograd is at an all time low. It's just a matter of time before the city gets to you. The best a soldier can hope for is to be seriously wounded and sent home. Everything is in short supply: food, ammunition, water. The opposing blocs are no longer the only threat to a soldier's life. The veterans of the battle of Stalingrad know well that hunger and thirst make terrible enemies, and every day is now a struggle for survival in Zverograd.

Thanks to their extensive air fleet, the Allies have suffered less than the two other blocs. A massive campaign of parachuting supplies into Zverograd has worked so far, but the Axis and the SSU are beginning to increase their capacity for airborne combat, threatening Allied dominance of the skies. As Allied resupply missions become less frequent, the fighting over the city's few remaining supplies grows increasingly desperate.

CONTENT LIST

THIS BOX INCLUDES:

- 1 Allied Hero, Lieutenant Colonel 'Bazooka' Joe Brown (Version 2)
- 2 Axis Heroes:
Generalmajor Sigrid von Thaler (Version 2)
Klaus von Richthofen
- 2 Terrain Posters
- 1 Strongpoint
- 3 Wagon/Trench tiles
- 3 Barbed Wire/Small Trench Tiles
- 3 Farm Animal Objective Markers

To make matters worse, two old foes are about to clash once again. American war hero Joe Brown has been stuck in the Doomed City for months now. His best efforts have been unable to tip the balance in favor of the Allies, and the waking nightmare that is Zverograd has begun to change him. He has gained more than a few white hairs over the last few months, but he has also learned to be more cautious and calculating, making him deadlier than ever. Meanwhile, Generalmajor Sigrid von Thaler, Joe's arch-nemesis, has arrived in the city with some of her latest creations from the dreadful labs of the Blutkreuz Korps. She is actively searching for Joe, and their final battle is creeping ever closer.

SIEGE WARFARE

Operation "Achilles" introduces many new features to the battlefields of Dust Tactics, including rules for heavy fortifications and trench warfare. Fortifications and trenches have been used by forces all over the world, and tend to result in prolonged, defensive wars, with well-established fronts and dangerous areas of no-man's-land between the fortified lines.

This Campaign Expansion includes one strongpoint. Bunkers and armed strongpoints can also be found in our range of products, with special weapons and specific unit cards. These can be purchased wherever Dust miniatures are sold, or directly from our website: www.Dust-Tactics.com.

THE ZVEROGRAD CYCLE

Operation "Achilles" completes the Zverograd cycle for Dust Tactics. For those of you who have been fighting in the city from the start, this is the last chance for your armies to make a difference here! After Operation "Achilles," the focus of the war will shift to a very different location. For those of you entering the Doomed City for the first time, the previous three expansions in the Zverograd cycle can be combined with this one to form an epic campaign. Check out Operation "Zverograd," Operation "Hades," and Operation "Icarus" to get even more out of this expansion. But don't worry, Operation "Achilles" also works perfectly as a stand-alone expansion to the core game. Enjoy the ride!

And also don't forget, you can find the latest information about the game on our website:

www.Dust-Tactics.com

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FORTRESS ZVEROGRAD

The overall situation in Zverograd has worsened considerably. The three blocs have been continuously pouring reinforcements into the city, but it has been like trying to fill a bottomless pit. Zverograd has been renamed the “Meat Grinder” by front line soldiers, whose life expectancy is now among the shortest on the planet.

Without any hope of gaining the upper hand, SSU forces have resorted to a desperate final gambit: they have flooded the metro and sewer systems. Whole areas of the city have had their streets crack under the force of explosions from artillery fire and the pressure of water from beneath. Many metro tunnels are now completely inaccessible. Only a few remain usable, and most of those are in the area surrounding Zverograd Central Station.

As a result of the flooding, the entrance to the Vrill structure beneath the monastery has been completely blocked. It would take months, maybe years, to regain access. Nevertheless, no one is willing to risk letting potentially powerful alien technology fall into enemy hands. Even the faintest hope of laying hands on the city’s Vrill treasures is enough to keep soldiers fighting over Zverograd for many more years...perhaps forever.

Axis forces are all but surrounded inside Zverograd after losing the Western part of the city and control of the airfield. They now control a very large part of the city center, however, and they have regrouped around their main base of operations at Memorial Park. They are now almost entirely dependent on airdropped supplies and were, for a time, considered an easy target by the other blocs, but Axis forces have once again proven everybody wrong. With their immense experience, the Axis forces dug in hard. With many veterans of Stalingrad in their ranks, they had all the knowledge required to build highly effective defensive structures. After just a few weeks, advances against Axis-controlled sectors were met with incredible anti-infantry and antitank fire from concrete bunkers. These well-placed fortifications were impervious to artillery fire and air strikes. In the cramped battleground of Zverograd, any ordnance powerful enough to breach the bunkers would also endanger nearby friendly troops.

As often happens, these highly effective tactics caught on and soon the other two blocs started to dig in as well.

The SSU still retains most of the eastern and northern parts of the city, but they have exhausted nearly all their reinforcements and Stavka has decided to cut its losses and leave the defenders of Zverograd to their fate. There are many other fronts to fight on; things are looking grim for SSU forces in North America and Africa. Thanks to the industrial facilities under SSU control inside the city, their soldiers can still get ammo and repair their vehicles, but every man who doesn’t come back from the daily ambushes and city fights is a definitive loss. Like the two other blocs, the SSU can’t just abandon Zverograd, but it can no longer afford to commit its full strength to this front. The SSU troops have decided to dig in permanently, as they did in Stalingrad. Since there are no clear objectives anymore, they have decided that the best course of action is to fortify their positions and hold out as long as they can. The SSU have been trying to transform their chunk of the city into a bastion. Whole city blocks on the edge of their sector have been heavily fortified. They can now withstand and repel all but the most ferocious assault.

The Allies have succeeded in their goal of taking control of the Western part of Zverograd. Their bold plan has worked, but at tremendous cost. Several elite regiments have been all but destroyed, and many others are barely

fit for further combat. The “Zverograd Situation” has horrified Allied command, but they see no easy way to pull out of the city. Orders have arrived with strict instructions to minimize casualties as much as possible. No more soldiers’ lives should be lost on this front, and reinforcements will be scarce. This has caused Allied forces in Zverograd to follow their enemies’ lead and dig in as hard as possible.

The situation in the Doomed City is as precarious as ever, but the time for massive assaults has passed. None of the warring blocs are willing to risk sending large forces against heavy fortifications, so special forces squads are the order of the day. Each bloc hopes that these small, highly trained units will be able to tip the balance of the stalemate in Zverograd. The primary goal of all three blocs is to take complete control of the city’s Central Train Station. The SSU managed to transform this huge complex into the biggest warehouse in the city, stocking it with supplies before losing much of it to Allied and Axis assaults. Now everyone wants a piece of it, as supplies are growing very scarce. The Central Station was already heavily fortified before the war. Now—with all three blocs inside and desperate to get the upper hand—it’s one of the most dangerous places on the planet.



OPERATION "ACHILLES"

The time for conquest and glory has passed. Now that all the blocs have fortified their positions, the soldiers are simply praying for an end to this nightmare. The war has become a struggle over the most basic resources: food and clean water. For the men and women trapped in Zverograd, the war is nothing more than a vicious and brutal struggle for survival.

For a complete description of the city of Zverograd please refer to the Operation "Hades" and Operation "Icarus" campaign expansions. In these two expansions you will find a map of the city and detailed information about the city's key locations. This expansion focuses on just one location, the site of some of the most vicious fighting of the war, Zverograd Central Station.

ZVEROGRAD CENTRAL STATION

(Number 18 on Zverograd's General Map)

Metro Station: Station (Blue Line).

A major transit hub, Zverograd Central Station was built to connect the city with the rest of Russia and, ultimately, the SSU as a whole. Of modern design, it was one of the most advanced rail buildings in the world before the fighting began.

A STRATEGIC POSITION

In the early days of the Axis invasion, the SSU knew that the Central Station would play a vital role in the defense of Zverograd, as it provided control of the railroads leading into the city. These supply lines would need to stay open at all costs, otherwise the massed forces of the bloc would soon starve; and worse, they would quickly run out of the ammunition they needed to repel the invaders.

Already a very large concrete building, the Central Station was hastily fortified with anything the SSU could find. Several nearby buildings were torn apart, their bricks used to block the entrances to the station. Streets around the building were cracked open to fill sandbags used in the protection of machine gun nests. The roof of the station soon housed numerous anti-aircraft guns, as well as mortars.

The siege has not been kind to the station. Heavy bombing has wreaked terrible damage on the building, creating gaping new entrances, blasting new passageways through the walls and sealing up old corridors with rubble. The many entrances into the station from the metro and sewers make the station almost impossible to defend effectively. These underground access routes are now used to launch surprise attacks into the heart of the station, to devastating effect.

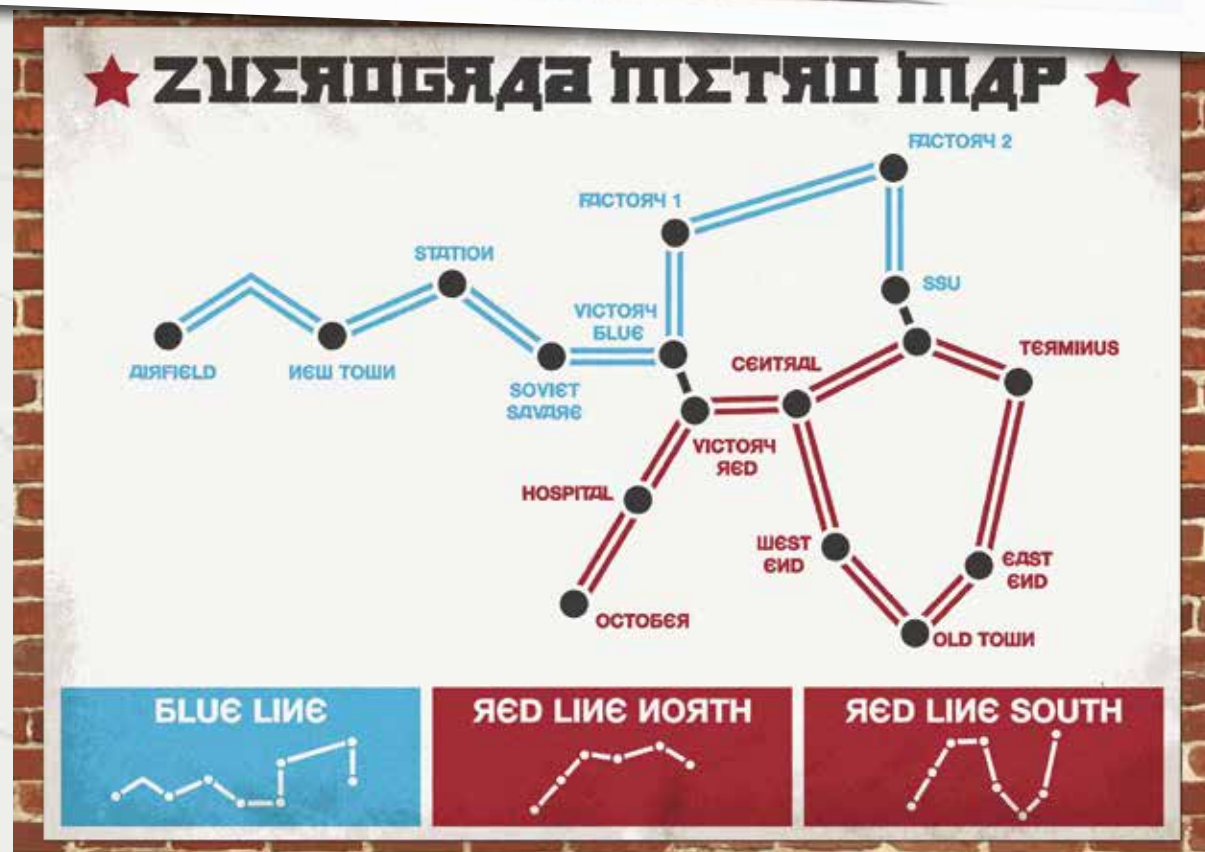


The metro beneath Zverograd Central Station has suffered less from the flooding than the rest of the city and is still usable. The sewers in the area have drained and are relatively undamaged. They can still be used by troops, as long as they are not deterred by numerous accounts of rogue Axis Zombies in the area. These Zombies were unharmed by the flooding, as they didn't need air to survive, but the deep water that remains in some parts of the sewers slows them down considerably.

Now, each of the three warring blocs controls a section of Zverograd Central Station. Axis troops hold the western and northwestern part of the station; SSU troops hold the large eastern part; and the Allies hold the southern part and most of the underground. The Station's northern part, and the railroads leading north to the Railway Classification Yard, are contested areas and the sites of constant fighting.

Even though fighting is intense in the station, no side is willing to commit troops to a large scale assault against enemy controlled areas. The three blocs are too firmly entrenched for such a strategy to pay off. No one has a clear chance of gaining the upper hand without tremendous losses, and should such an assault fail, there would not be enough troops left to defend against an enemy counterattack. Most of the combat missions within the station are carefully carried out by light recon parties. For now, Zverograd Central Station is in a stalemate situation, but this may soon change as supplies dwindle and the threats of thirst and starvation necessitate more desperate actions.

The center of the station is essentially a no-man's-land, over which no single bloc has been able to maintain control. This part of the building has been conquered and lost several times over the course of a week—or even a day—when there were enough men to mount such attacks. Everyone wants a piece of it. Before being repelled, the SSU amassed huge quantities of supplies in this part of the station. They were to be used to support a full-scale counter attack that would retake the city for the SSU once and for all. Many SSU chopper pilots died on dangerous runs landing tons of supplies right in the middle of the building. These supplies are now immensely valuable to the under-supplied forces in Zverograd. If any bloc wants to win in the Doomed City, they first need to take its Central Station.



THE NEW RULES

Operation Achilles introduces heavy fortifications and trench warfare to the battlefields of Dust Tactics. These tools are used by all forces on the planet, especially in territories that have been conquered for some time now. When you know the front is not going to move anytime soon, you might as well dig in just in case someone comes to shoot you.

Like all new rules in Dust Tactics we have tried to do our best to keep these rules clear and simple. As always, these rules are pretty intuitive and are based on common sense. A Bunker is a pretty large structure made of reinforced concrete for example, and Barbed Wire impedes soldiers movement.

We'll start by describing how Bunkers and Strongpoints work. These two have a lot in common, as a Strongpoint is just a Bunker without a roof. We have chosen these two names as they are the most commonly known and accepted name for these types of structures, but there are many more ways on how these special structures can be called: Blockhaus, Redoubt, Pillbox, etc. Name your Bunker how you like it best but always use the following rules. If it has a concrete roof use the Bunker rules and if it only has concrete walls but no roof use the Strongpoint rules.

This Campaign Expansion has one Strongpoint in it. Armed Bunkers and Strongpoints can also be found in our miniature range, with special weapons and specific unit cards. These can be found at the same place you got this Expansion or directly on our website at the following address:

www.Dust-Tactics.com

FORTIFICATIONS: GENERAL RULES

- ☞ Fortifications have their own unit cards, used to remind you how many AP they cost and what type of cover values soldier units have when they are inside. Fortifications are "passive" battlefield elements and therefore are never activated, even when part of your army.
- ☞ Fortifications can house as many models as you can fit on two regular Dust Tactics spaces.
- ☞ Units inside Fortifications are activated as normal. There are however restrictions on which weapons they can use.
- ☞ Some fortifications house special weapons called Support Weapons. Support Weapons need to be activated as usual and have a specific unit card. Only the weapon activates; the Bunker or Strongpoint it is housed in is just a motionless piece of reinforced concrete.
- ☞ Support Weapons inside a Fortification are regular units and as such can be re-activated by a Command Squad. They can't, however, be brought back into play after they have been destroyed.
- ☞ If it's not infantry, or doesn't have a specific Support Weapon unit card, it can't fit into a Fortification. No matter how hard you try, it won't get in.
- ☞ Fortifications with Support Weapons inside don't have enough space to hold infantry at the same time. If the Support Weapon is destroyed during the course of battle, infantry can then get in.
- ☞ Fortifications cannot be repaired during battle.

FORTIFICATIONS

Heavy fortifications have been a staple of siege warfare for thousands of years, and although technology and construction materials have evolved considerably over that time, the ultimate purpose of these structures remains the same: providing protection against enemy attacks.

This section will describe how bunkers and strongpoints work in Dust Tactics. For simplicity, the term "Fortification" is used when discussing rules that apply to both Bunkers and Strongpoints. If either individual term is used, the rules only apply to that specific type of structure.

Like other units, fortifications have their own unit cards with an Army Point cost. They can be purchased as part of an army and are deployed using special rules detailed below. Fortifications may also be part of special scenarios. In these scenarios, neither side controls the fortification at the start of the game and therefore it costs no AP.

The terms "bunker" and "strongpoint" can be used to describe a variety of different defensive structures: blockhouses, redoubts, pillboxes, etc. All of these structures serve the same basic function, protecting the soldiers within from incoming fire, and so all use the rules for bunkers and strongpoints detailed over the next few pages. If the structure has a concrete roof, use the bunker rules; if it only has concrete walls but no roof, use the strongpoint rules.

STRONGPOINT



BUNKER



DEPLOYING A FORTIFICATION

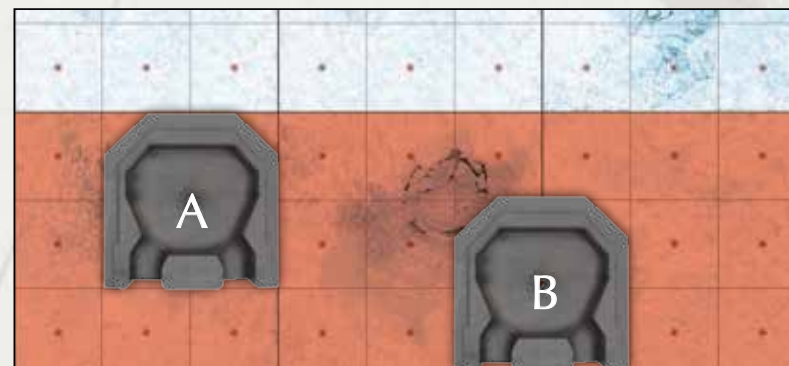
As you can see from the pictures on the previous page, Bunkers and Strongpoints are quite large items that take more than your usual amount of space on the battlefield. They follow a few special rules to “enter” the battlefield. Fortifications can “enter” the battlefield in two different ways.

If they are part of a fixed scenario, then just place the model where it’s supposed to be before the start of the game.

If a player bought a Fortification with its AP, to be part of his army, it enters the battlefield like a regular unit, but with a few special rules:

- ☞ The Fortification must be placed on the battlefield before any cover element, during the phase before the first initiative roll of the game.
- ☞ The Fortification can only be placed on an area where each space has a circle in the center. If any other symbol or any other element is in one of the spaces, the Fortification can’t be placed.
- ☞ The Fortification must be placed on the battlefield before any other unit in your army.
- ☞ If both sides have Fortifications, roll three dice per side (same roll as when deploying Cover Elements) to see who goes first. The side that obtains the most  results can choose to deploy his Fortifications, or force his opponent to deploy his first. After this is done, roll normally for Initiative and start the first round of the game.
- ☞ The Fortification must be placed within the first three spaces starting from your battlefield’s edge
- ☞ At least one of the two back entrances of any Fortification must be able to be accessed by infantry models on foot during the course of the battle: the element can’t be placed with its door next to the battlefield’s edge (otherwise no one could get inside...), or with both its doors blocked by a space with no dot in the middle.

In short, your Bunker or Strongpoint must be placed in a way that regular infantry are able to get in or out. Rocket Packs don’t allow you to fly through the front slit, neither do guys with scuba gear. A dwarf tossed by angry ANZAC troops is not a substitute. Only regular troops on foot, walking through a space with a dot in the middle of it, can enter a Fortification. If these guys can get in, your Fortification is well deployed.



EXAMPLE: The Strongpoint on the left (Marked A) is well placed. Both its doors are open to infantry. If one was blocked by a space without a dot in the center, that would be fine too, the Bunker would still be accessible and so could be deployed.

The Strongpoint on the right (Marked B) is not well placed. Both its entrances are directly outside the battlefield.

GAME EFFECTS OF FORTIFICATIONS

As Bunkers are made of reinforced concrete they block Line of Sight behind them, and block movement like a Structure (you can still fly over it of course).



Bunkers have a specific Line Of Sight (LOS) shown in the picture on the next page. Weapons can only be used through the front slit, unless the door has been destroyed (see below). If that happens, regular LOS rules applies when firing through the door (see Structures rules).





STRONGPOINT LINE OF SIGHT



Strongpoints are also made of reinforced concrete, but are lower than Bunkers. They block Line of Sight for infantry models behind them, like an anti-tank trap does. Strongpoints are still impossible to cross and, like a Bunker, they block movement like a Structure (you can still fly over it of course).

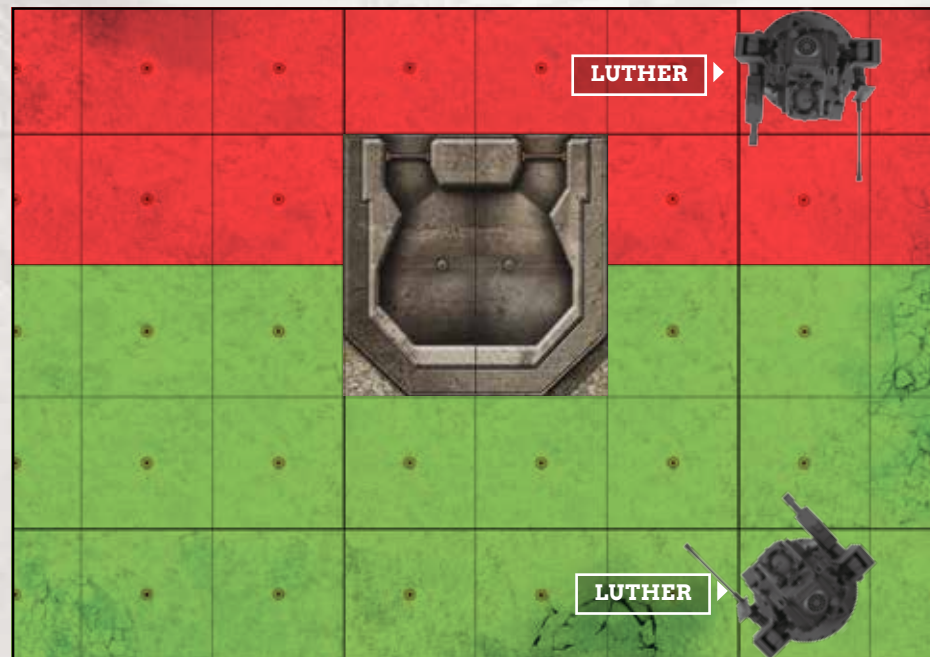
Strongpoints have no special LOS rules. If there's a Support Weapon inside, it can fire all around the Strongpoint. Infantry models also can fire all around and are only blocked if the LoS passes through the space of another unit next to them, of course.

In game terms, a Strongpoint is  5 and  15, if you want to destroy it directly. Remember, Strongpoints don't have back doors.

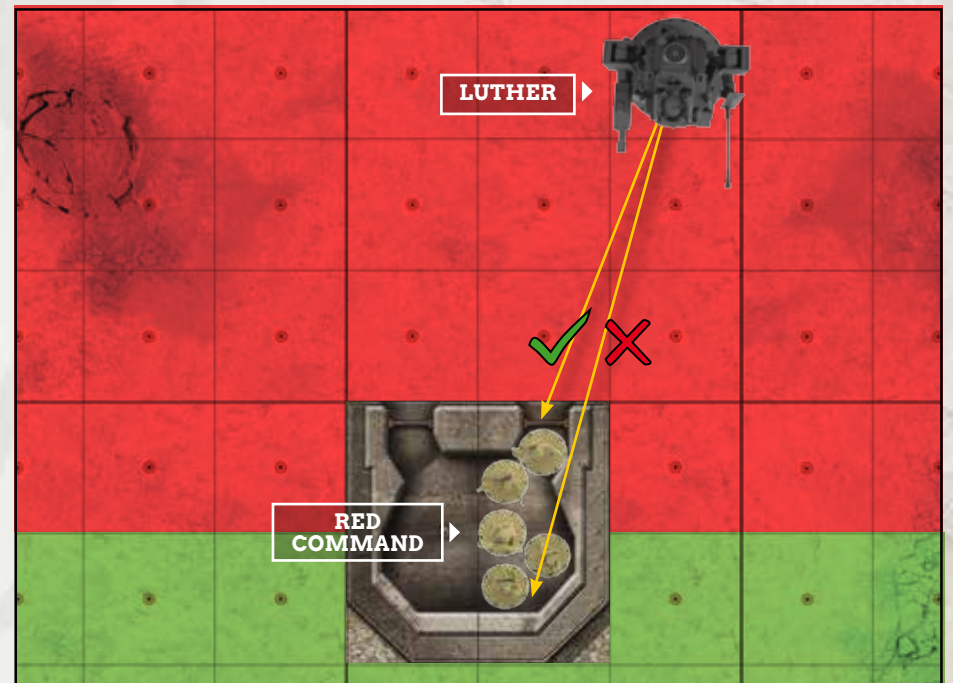
BUNKER LINE OF SIGHT

In game terms, a Bunker is  7 with  25. If you want to try and destroy it by firing at it, Good luck.

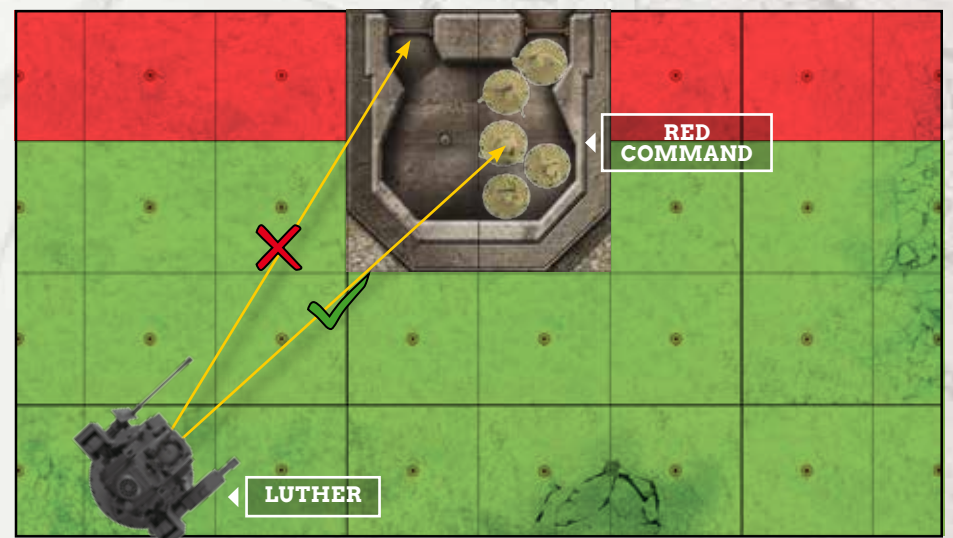
The doors are made from reinforced steel that are  5 with  12 each. Please note that if you want to shoot the doors (with guns for example) the LOS needs to pass through the door between both dots. When shooting at the door, you don't just shoot the space it's in, you must actually target it directly.



EXAMPLE: This diagram shows the Lines of Sight available for a Support Weapon inside a Bunker. It can fire through the front slit and target all of the enemies in the Green area, but cannot target enemies in the Red area. For regular infantry models, use the regular rules from the dot in the space of the Bunker the infantry occupies.



EXAMPLE: In the diagram above, the Ludwig 503 can fire at the door. The Line of Sight between the dot in his space and the dot in the Bunker space with the door goes through the door: the shot is possible. The same Ludwig can't fire at the Red Command: it can't target through the slit directly and a Bunker blocks the LOS. If the door was open he couldn't fire either since the shot would pass through a Bunker space, which blocks LOS.




EXAMPLE: The Ludwig 505 can fire at the Red Command: they'll benefit from the special Cover so it'll be tough to get them that way. But the shot is possible as the LOS passes through the front slit. From its position it can even fire at both spaces inside the Bunker. The same Ludwig can't fire at the door: the LOS passes through the Bunker (which blocks LoS) and doesn't pass through the door. If Ludwig 505 tries to shoot at the door, he'll only hit the concrete of the Bunker.

LIFE INSIDE A FORTIFICATION

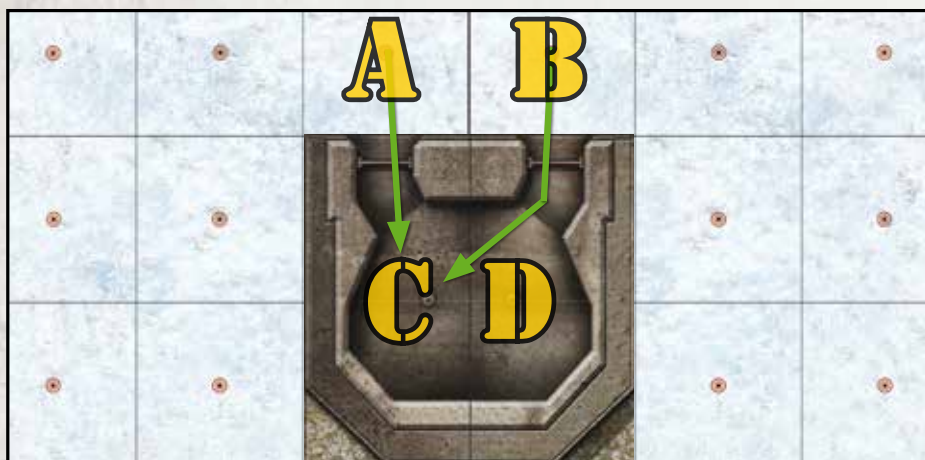
A Fortification can only be entered and exited through its two back doors. No matter how hard you try or how slim these soldiers are, they can't enter or exit a bunker through the firing slit!

For simplicity, we assume that a Bunker's doors are always shut and only open for infantry miniatures belonging to the player who controls the Bunker. If neither player controls the Bunker (like in a scenario where it must be captured) consider the doors open until one side moves a unit into it.

Infantry units can enter a Fortification by standing on the front space adjacent to one entrance. A diagonal move to enter it is not possible. Then by spending just 1  the unit is placed directly on one of the free spaces inside the Fortification (consider the corridor space inside crossed freely). There are two free spaces inside a Fortification, around the two dots inside. Although they don't form a space, place the models inside a Fortification directly upon one of the dots inside.

Of course, in case of a Bunker, this is only possible if the door is opened: either your forces control the Bunker or they have blown up the door (see previous).

There are no back doors on a Strongpoint: infantry units can enter them freely, as long as they abide to the rule above of standing on the front space adjacent to the entrance.








EXAMPLE: As explained above, a unit wanting to go from space A to space C needs only to spend 1 MOVE. This special rule also applies when figuring out Range between these two points. An attacking unit in space A could use a Range 1 Flamethrower to attack a unit in space C: the "space" between them doesn't count. It doesn't have a circle in the middle. It's a very short corridor that doesn't count as a full space. See below for more on how to attack a Bunker.

A unit wanting to go from space B to C would also only need to move 1 to get there.



A Fortification has two spaces inside: it can hold as many infantry as two regular spaces can. While inside a Fortification, these troops are very hard to kill (with a few exceptions, see below). A regular vehicle, whatever its type, can never enter a Bunker. Units inside a Fortification are activated as usual, using the regular Dust Tactics rules. Please read further for a few special rules about what a unit inside a Fortification can or cannot do.




BUNKER COVER SAVES

Any infantry unit -even a Hero- inside a Bunker receives a special Cover save with a value of  + . This save replaces any other save the unit might have, and also replaces any other rule or skill concerning cover the unit might have. Note that this special save works only for attacks that come from outside the Bunker.

Roll one die for a cover save, saving on a . If you had any  results, roll a second time also saving on . Note that any other form of protection, different from Cover, also applies after these two rolls, like the one from Damage Resilient for example.

STRONGPOINT COVER SAVES

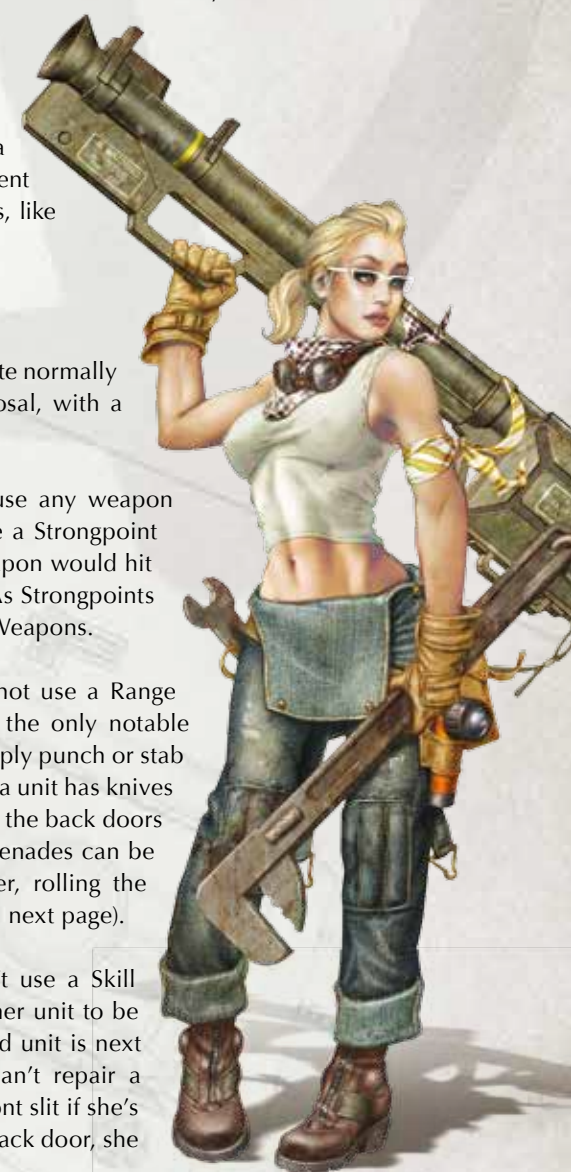
Any infantry unit -even a Hero- inside a Strongpoint receives a special Cover save with a value of  + . This save replaces any other the unit might have, as well as special skill and cover rules of the unit. Note that this special save works only for attacks that come from outside the Strongpoint.

Roll one die for a cover save, saving on a . If you had any  results, roll a second time, this time saving on a . Note that like for a Bunker, any other form of protection different from Cover also applies after these two rolls, like the one from Damage Resilient for example.

ACTIVATING INSIDE A FORTIFICATION

While inside a Fortification, units can activate normally and use any skill or weapon at their disposal, with a few exceptions:

- While inside a Bunker a unit cannot use any weapon with Range A. These work while inside a Strongpoint though. Inside a Bunker, a Range A weapon would hit the roof inside and kill everyone in it! As Strongpoints have no roof, they can house Artillery Weapons.
- While inside a Fortification a unit cannot use a Range C weapon through the front slit, with the only notable exception being grenades. You can't simply punch or stab someone with a knife through the slit! If a unit has knives and grenades, they can be used through the back doors if they are open (see the next page). Grenades can be thrown out the firing slit of the bunker, rolling the same amount of dice as usual (see the next page).
- While inside a Fortification, units can't use a Skill that demands it to be adjacent to another unit to be effective. This only works if the targeted unit is next to an entrance. For example, Rosie can't repair a vehicle outside a Bunker through the front slit if she's inside. If the vehicle stands next to the back door, she can use her Skill.



FORTIFICATION SUPPORT WEAPONS

All Fortifications can house a special type of vehicle called a “Support Weapon”.

These special vehicles have their own unit cards, with their own Army Point cost. As usual, everything shown on the picture of those unit cards is included in this cost: the weapon and the Fortification around it.



As you can see on this unit card, unlike any other vehicle in the game, this one has the special Cover save because its well protected by the Strongpoint around it.

All Support Weapons inside a Fortification benefit from the Cover written on their specific unit card. There are still boxes to tick when the unit is damaged as usual.

As it has a specific unit card, a Support Weapon inside a Fortification count as any other unit in your army and must be activated as such. Note that in this case both the Support Weapon and the Fortification count as a single unit, and so are activated at the same time.

HOW TO DESTROY A FORTIFICATION

As you have seen on the previous pages, Fortifications in Dust Tactics are very hard to destroy, just like in real life. They have several weak spots though. The first are the two doors in the back, the second is the front slit opening towards the outside (made for shooting the enemy) and the third is the occupants of the Fortification itself.

There are of course much bigger bunkers in the world of Dust, large enough to hold a full company of walkers. But these are far beyond the scope of a Dust Tactics battle and should be considered like an underground base (see relevant rules in Operation Blue Thunder).

As mentioned earlier, to destroy a Bunker with direct fire the attacker must inflict 25 against 7. Good luck if you want to try it. The Bunker may not be completely destroyed, but sufficiently damaged so it doesn't protect who's inside. The doors are also invulnerable to artillery weapons, mostly due to the shape of the Bunker (shells bounce off the Bunker's top).

There are a few weapons that are more efficient against a Bunker than others: Flame Weapons, Grenades thrown or fired at Range C and Range 1 (but not Grenade Weapons fired from a distance). These can be useful if fired through the slit. Demo Charges and Magnetic Mines can also be very useful if used against the door (see below). Note also that even from the back, a Bunker can only be attacked (assuming the door has been destroyed) if the attacking unit is in the space directly in front of the door, like in the example given on the previous page.

Flame Weapons:

While the flames themselves can't really harm the reinforced concrete that makes a Bunker, they can really harm those inside. If fired through the slit of the Bunker, a Flame Weapon can really hurt its occupants. When used, a Flame Weapon works as usual against enemies inside a Bunker.

Please note that Flame Weapons used by a flying unit can't harm the occupants of a Bunker. The flames these create can't penetrate the Bunker's top.

Special: a Bunker is always filled with ammunitions, explosives, oil, etc. All these very inflammable and explosives materials can ignite easily. If you score a with a Flame Weapon used on the ground through the slit against a unit inside a Bunker, roll three die. This is done in addition to your regular attack. If you score three , you've hit something big! The Bunker explodes and all units inside are killed outright. Roll these special die once for each Flame Weapon that scored a in the first place.

This rule also applies to Phaser Weapons and Tesla Weapons, but only if they are fired from a space adjacent to the slit of the Bunker. The slit is far too narrow to allow these weapons to hit anything inside from a distance.

Grenade Weapons:

While these particular weapons ignore cover, when fired from a distance they pretty much bounce off the Bunker, harmlessly. When fired or thrown from a space adjacent to the slit of the Bunker, they are effective. Infantry units armed with Knife & Grenade weapons can launch an attack against the occupants of the Bunker at Range C. They aim for the firing slit and hope one grenade makes it through. Roll your dice normally.

As mentioned above, units armed with any other type of Grenade Weapons can attempt to shoot them normally when adjacent to the Bunker slit.

Other Weapons:

Some weapons have been developed specifically to attack Bunkers: Demo Charges, Magnetic Mines and Dynamite. While they are not effective against the Bunker's concrete itself, they can blow up the doors easily.

When a unit attacks the Bunker door with one of these weapons, you can reroll once any failed roll to hit, just like when making a SUSTAINED ATTACK. If the unit is already making a SUSTAINED ATTACK, reroll once for it and then a second time for this special rule.

Consider Demo Charges, Magnetic Mines and Dynamite to be Explosives, as a new weapon type. Should we release other weapons of this type in the future, this denomination will be written directly on the unit card as "Name of the weapon": Explosives. You will then know that this weapon benefits from the special rule explained above.

Being open topped, a Strongpoint is much easier to destroy than a Bunker. Almost all weapons can easily harm what's inside. Please note that like for a Bunker, all close-combat (Range C weapons other than Grenades as described earlier) can't be used between units inside and outside a Strongpoint, unless the unit outside is on the space in front of the door.



THE BEST USE FOR FORTIFICATIONS

Now that you have tons of concrete and steel to protect you, how do you use your Bunker? It's a powerful tool, but any Fortification can become a deadly trap if not played properly. Here are some tips to get the most out of them.

Always remember that Bunkers are defensive weapons. This might sound obvious but sometimes you need to be reminded. When you place your Bunker on a flank of your deployment for example, you paralyze your opponent on this side of the battlefield. If at the end of the battle your Bunker hasn't fired a single shot, it doesn't mean that it's useless. It has done its job: protecting the area. If your opponent doesn't want to face the Bunker (which is understandable) then you must have planned a trap for him beforehand. Like when playing a big vehicle with a huge firepower: if your opponent doesn't have the guts to face it, you can move freely on this side of the battlefield.

As defensive positions, Fortifications are also perfect to protect high value units such as Command Squads. Depending on what skills you might primarily use with it, stick your officers in a Bunker. They'll feel protected and so much more relaxed: they may have better luck with those re-activation rolls!

Strongpoints make excellent fire bases. Put a squad with a heavy mortar and another with a heavy machine gun in it and you have something that will give pause to your opponent. These few guys might hold off several times their AP cost when inside a Strongpoint. While they keep your opponent busy, you can attack somewhere else.

Also remember that like in World War 2, garrison troops were rarely the best around. It's the same in Dust Tactics. Your elite troops should be on the offensive. Cheaper troops are better suited to hold their ground inside a Fortification.

Lastly, don't forget that your Fortification can also simply be used as terrain! They are beautiful models that greatly enhance your gaming table and experience, much like the other buildings in our range and in Operation Zverograd. They'll contribute to giving your battlefield a much more realistic look. With all expansions combined you have now the ability to play Dust Tactics on a full 3D table. Should you wish to do so, take the precaution of discussing the terrain with your opponent before the game to prevent any surprises.

TRENCHES

Another staple of modern warfare are trenches. Trenches are more famous for their crucial role in World War I, but were also widely used in World War II. Defensive positions designed to protect the infantry from direct fire and artillery fire, trenches are often the infantry's only means of staying alive. It's also the quickest and cheapest way of fortifying an area (if you have a shovel of course) and as such is favored by soldiers and their commanders alike. On the field there's no better use of your time than to dig-in for the coming battle.

Like other features of siege warfare, trenches can have many different names: foxholes, ditches, etc. Whatever you want to call them is up to you as long as you use the following rules with your opponents. As always, make sure that each player involved in the game knows what each terrain feature is. Using these rules will ensure that everyone knows what effects these can have on the units on the battlefield.




GAME EFFECTS OF TRENCHES

- Trenches grant Hard Cover to infantry squads inside them.
- Trenches do not block Line Of Sight. They are dug in the ground so anyone can see (and fire) through this space. Infantry units in Trenches also don't block LOS to other units: these guys are below ground so anyone can fire above their head. Several infantry units in the same Trench block each other LOS though, using regular Dust Tactics' rules
- Trenches are impassable terrain for wheeled vehicles. If a wheeled vehicle tries to cross a space with trenches it gets stuck there and can't move for the rest of the game.
- Trenches can be crossed by walkers (that was even one of the main reasons of their design in the first place).
- Trenches can be crossed by tracked vehicles.

USING TRENCHES

As you will discover later in this Expansion, Trenches are available in several scenarios of the Operation Achilles campaign. Trenches can also be used in random games that you create with your opponents. In this case, they follow a few special rules to "enter" the battlefield, much like Bunkers and Strongpoints do. Each space of Trenches costs 10 Army Points for the army who deploys it. Make sure you have resilient troops inside because they can be pretty easy for your opponent to conquer!

- Trenches spaces must be placed on the battlefield before any cover element, in the phase before the first initiative roll of the game has been made
- Trenches must be placed on the battlefield before any other unit in your army, but after any Bunkers or Strongpoints have been deployed.
- If both sides have Trenches, roll three dice per side (same roll as when deploying Cover Elements) to see who goes first. The side that obtains the most  results can choose to deploy his Fortifications, or force his opponent to deploy his. When this is done, roll normally for Initiative and start the first round of the game.
- Trenches must be placed on the first three spaces starting from your battlefield's edge, like Fortifications. As they can be entered through any space around, there are no other limitations.
- Trenches can't be placed inside a Structure
- No other cover elements can be placed inside Trenches

Trenches are difficult to represent realistically on the battlefield. Unless you have a home made gaming table with trenches already dug, they will often look odd when placed on the board. We have included several sets of Trenches in this Expansion. While maybe not very realistic, they represent trenches in a clear way for everyone involved in the game.

Please don't forget that even if there are soldiers in a Trench, no sane pilot would ever try to run them over: there are too many explosives on the battlefield for your vehicle to survive this way. Even if the soldiers inside Trenches are actually "below" ground level, there can never be two units on the same space in Dust Tactics.

BARBED WIRE

Created in the 1880's in the USA, barbed wire has since been extensively used in every war. Another staple of World War I where it was used to block enemy advance towards the trenches, barbed wire is still very common on many WWII battlefields.

Cheap and effective, barbed wire considerably slows down the enemy infantry advance towards defensive positions. It's vulnerable to artillery but pretty much impervious to machine gun fire, making it perfect for the defenders to shoot everything they have without damaging their defense.

Barbed wire can't be effectively destroyed by weapons during the course of the game. In reality a massive artillery fire lasting several hours clears a path through almost anything. This greatly exceeds the scope of a Dust Tactics battle and is therefore ignored.



BARBED WIRE ON THE BATTLEFIELD

Cheap and easy to deploy, barbed wire is very effective against infantry. It's also perfect to stop wheeled vehicles. Anything heavier than that crushes it: tanks were introduced during World War I to cross no man's land despite it being filled with barbed wire. Barbed wire can be used in random games that you create with your opponents. They follow special rules to "enter" the battlefield, much like Bunkers and Strongpoints do. One space of Barbed Wire costs 5 Army Points for the army who deploys it. Barbed Wire has several effects on the battlefield:

- ☞ Barbed wire blocks movement for infantry models. If anyone tries to cross a space with Barbed Wire present, it may cause damage (see below)
- ☞ Barbed wire blocks a wheeled vehicles movement the same way as infantry. Roll one die if such a vehicle tries to cross a space with barbed wire. On a ☞ result, the vehicle suffers one damage (half-tracked vehicles are not blocked by barbed wire)
- ☞ Barbed wire doesn't block Line Of Sight
- ☞ Barbed wire is deployed exactly like Trenches (see previous page)
- ☞ Barbed wire can be placed in the same space as an anti-tank trap. In this particular case, the trap doesn't grant cover to infantry until the barbed wire has been removed and both effects stacks: the space now blocks infantry and vehicle movement
- ☞ Barbed wire can be placed in the same space as a Minefield. In this case, both effects stack. The Minefield and the Barbed Wire must be removed separately by specialized units.

CLEARING A PATH

There are several ways to clear a path through barbed wire, most of which requires the use of a vehicle. Of course these are favored by the advancing infantry.

- ☞ Any vehicle that enters a space with barbed wire destroys it. The vehicle doesn't have the choice to do it or not, like for an ammo crate. It simply can't miss it. Please remember that wheeled vehicles may suffer damage in the process, and that half-tracks, tracked vehicles and walkers don't suffer damage.
- ☞ Any infantry unit with the COMBAT ENGINEER skill can freely move through barbed wire. If this unit spends 1 ACTION while inside the space, it clears the barbed wire.
- ☞ Regular infantry models can try and cross barbed wire, despite not being trained to clear barbed wire. This is a desperate and painful thing to attempt. In this case, roll one die for each model that attempts to cross the barbed wire. For each ☞ you roll, the model loses 1 ☞. There's no Cover save against this, but other sources of damage reduction like the Damage Resilient skill work.

MINEFIELDS

Minefields have also been extensively used in modern warfare since World War 1. One of the most efficient defensive weapons, they can be deadly to anyone. Even the soldiers that laid the minefield could forget where all of the mines were...

Mines can only be placed in a space where infantry can walk on. When a unit crosses a Minefield, roll one die for every miniature (infantry or vehicle): if you score a ☞, the miniature loses 1 ☞.

Minefields can be deployed by squads with the Combat Engineer skill and by vehicles with the Mine Deployer skill.

Minefields can be removed by squads with the Combat Engineer skill and by vehicles with the Mine Clearer skill.

As mentioned above, Minefields can be set up in spaces occupied by Barbed Wire: in this case, both effects stack. Contrary to other elements of Siege Warfare, Minefields can't be set up in advance and must be deployed during play. Of course you can still use them in "home games" but make sure your opponent has a way of clearing mines. If you choose to add mines to your force, each space of Mines costs 20 Army Points.

For further information on setting up or removing Minefields, please refer to the New Skills chapter of this booklet.

BARRICADES AND SANDBAGS

As this campaign expansion is mostly about siege warfare and fortifications, these two constructions fit perfectly in this rulebook. They don't need new rules actually, as they are treated exactly like Ammo Crates in Dust Tactics: they provide Soft Cover for infantry units and can be destroyed by vehicles.

For some of you who have such items for their battlefields, treat them exactly like Ammo Crates spaces. If you want to make them available in your army, each space is worth 5 Army Points and is placed like any other Fortification.

SKILLS SECTION

Dust Tactics units are thoroughly play-tested before being released. But even then we sometimes make mistakes or change our mind later on. We prefer to be honest about it and change a rule that doesn't work to make sure that the game is the best around. Here are the new skills for this Expansion, as well as a few rule modifications or clarifications.

UNITS WITH TWO IDENTICAL SKILLS

Sometimes a unit might have two times the same skill, if a Hero has the same one as the squad he joined for example. In this is the case, this skill can only be used once per activation.

BUNKER

A unit with this skill is a fortified place that grants a special Cover Save to any unit within. Please see relevant "Siege Warfare" rules on how Bunkers work.

CARRY CAPACITY

Vehicles with the ability to carry infantry models (like CARRY CAPACITY:8, for example) allow the units inside to use their weapons through special fire points. Any weapon can be used while inside such a vehicle except those with Range C.

Troops carried inside a vehicle can be activated as usual but can only perform ATTACK actions while inside a vehicle.

DOZER BLADE

Vehicles equipped with a DOZER BLADE can decide to "destroy" trenches when they enter a space with this feature. They effectively gather enough earth to block entirely the trench. In the process, they kill all infantry models standing in the space. Don't roll any dice.

ENGINEER VEHICLE

These special vehicles are designed to deal with the special elements often found on the battlefield. They can decide to "destroy" trenches when they enter a space with this feature. They effectively gather enough earth to block entirely the trench. In the process, they kill all infantry models standing in the space. Don't roll any dice.

LASER MEISTER

A unit with this skill has an uncanny understanding on how Laser weapons work. This is a very rare ability that only a handful of people on the planet possess.

When a unit with this skill uses a Laser Weapon, it considers ☒ results as ■ and ■ results as ☒. This applies to Laser rerolls as well. This skill is shared with a unit joined or while piloting a vehicle.

MINE CLEARER

A unit with this skill can spend 2 ACTIONS to clear up a Minefield in a space it's adjacent to. When it does so, roll one die: if the result is a ☒, the unit loses 1 ☒. Clearing mines is a dangerous business.

The space cleared can be occupied by another unit, friend or foe.

MINE DEPLOYER

A unit with this skill can spend 2 ACTIONS to set up a Minefield in a space it occupies. On its next activation, the unit must leave the space with their first ACTION for this turn, or they'll suffer from the mines.

If the MINE DEPLOYER skill comes with a number attached on the unit card, it means the unit can deploy Minefields from a distance, using a special mine launcher. It still needs to spend 2 ACTIONS to do so.

Example: a vehicle has the MINE DEPLOYER 6 skill. It can set up a Minefield up to Range 6 from its current position, like it was using a weapon.

When a Minefield is set up from a distance, it can be done in a space that is occupied by a unit, friend or foe.

STRONGPOINT

A unit with this skill is a fortified place that grants a special Cover Save to any unit within. Please see relevant "Siege Warfare" rules on how Strongpoints work.

SIEGE WARFARE FINAL WORDS

Unlike many other rules for Dust Tactics, these are more demanding on your part because many of you play with custom tables where every situation is difficult to account for in a general rule.

Fair play in these situations is crucial, as well as spending a few minutes before the game to explain how the beautiful terrain you made affects the game. Taking a moment to agree on all terrain rules before the game starts will help avoid confusion during the course of the battle.

Using the Siege Warfare rules can greatly enhance your gaming experience with Dust Tactics. You'll face many new situations and will have to develop new strategies to conquer these special battlefields. New opponents mean new tactics, and new weapons (or old ones!) that need to be used to claim victory. Enjoy this new part of the game!



TERMINUS: ZVEROGRAD, THE BATTLES FOR THE CENTRAL STATION

Those lucky enough to have escaped the Doomed City all say the same thing: if there was one place in Zverograd worse than the rest, it was the Central Station. The building itself was badly damaged, like the rest of the city. But what made it so much worse was the desperation of the soldiers fighting there. Those poor wretches had nothing left to lose.

WAGONS

There are three train wagons found in this Expansion. They are made from reinforced wood and provide Soft Cover for any units that are inside. However, as the wagons are completely empty inside, if a unit inside is attacked by another unit within the same wagon tile, both units don't receive any cover at all.



As you can see from the pictures in this Expansion, these wagons are designed to carry goods, not people. They are all marked with the same symbol in the center as a Tree: a square. Like Trees, these wagons provide Soft Cover to any unit inside the space and they block Line of Sight to any unit behind them (excluding Air units). Unlike Trees though, these wagons don't receive extra damage from flamethrowers and artillery weapons.

Only infantry units can enter these spaces (like for Trees), and they can do so from any space around the wagon. If cover elements, such as ammo crates, are placed inside the wagons, they don't provide additional cover: they take too much space and the occupant of the wagons simply stand on top of it. No antitank traps can ever be placed inside a wagon.

The wagons can be found on the other side of the Trenches tiles.

COVER AVAILABLE

Each scenario shows the available cover elements:

☠ Ammo crates:  ☠ Anti-tank traps: 



FORCES AVAILABLE

Each scenario shows the available Army Points for both the Attacker (A) and the Defender (D). These scenarios are designed to be played with the listed Army Points for each side. You can play with more or less, but make sure that each side uses the same number of points (unless the scenario specifies otherwise).

DEPLOYMENT

You may find yourself unable to deploy all your units on the first round of the game. This is not a problem, these units are then considered in reserve for the first round, are not activated and don't count as activations for this round.

However these units must deploy on the second round of the game. So the guys forward must continue their advance so that everyone can join the fray. Any unit that has not been deployed by the end of the second round is considered lost. It's AP value goes to the enemy for Victory Points.

TIME LIMIT

The time limit (⌚) in rounds for each scenario is shown under the scenario map. If there is a "∞", then there is no time limit for that scenario and ends when one player fulfill his objective, or is completely destroyed.

SCENARIO MAP LEGEND



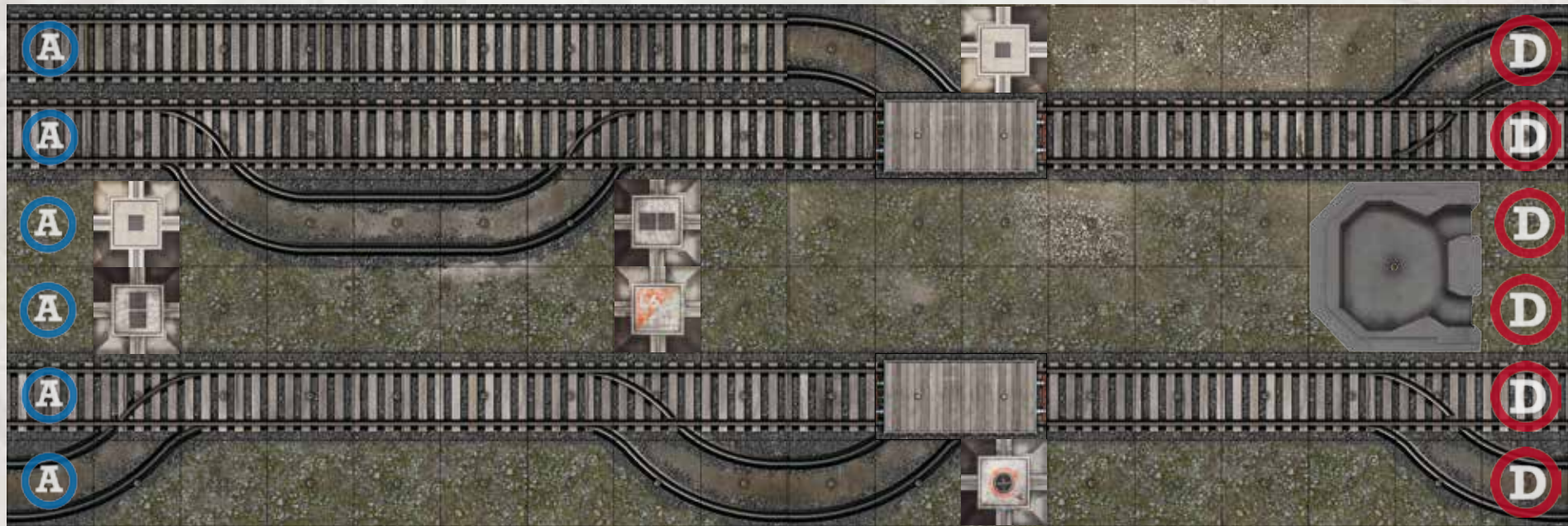
**ATTACKER
DEPLOYMENT**



**DEFENDER
DEPLOYMENT**



**GLOBAL
OBJECTIVE**



SCENARIO 1: OPEN THE PATH

It's time to finally take control of this no man's land. But those fools have built a Strongpoint on the tracks to stop any attempt to use the line to our advantage. We must destroy it at any cost! Let's take no prisoners!

These idiots think they can run us over? Let's show them what we can do. Man the guns. Start the engines. Make every bullet count. They must not pass!

OBJECTIVES:

Attacker: To win the Attacker must destroy the Strongpoint or control both spaces inside.

Defender: To win the Defender must prevent the destruction of the Strongpoint and have at least one unit inside at the end of round 10.

If the Attacker fails to destroy the Strongpoint but has forced the Defender out by the end of round 10, it's a draw.

SPECIAL:

4 ammo crates are available for this mission. They can be placed anywhere on the battlefield.

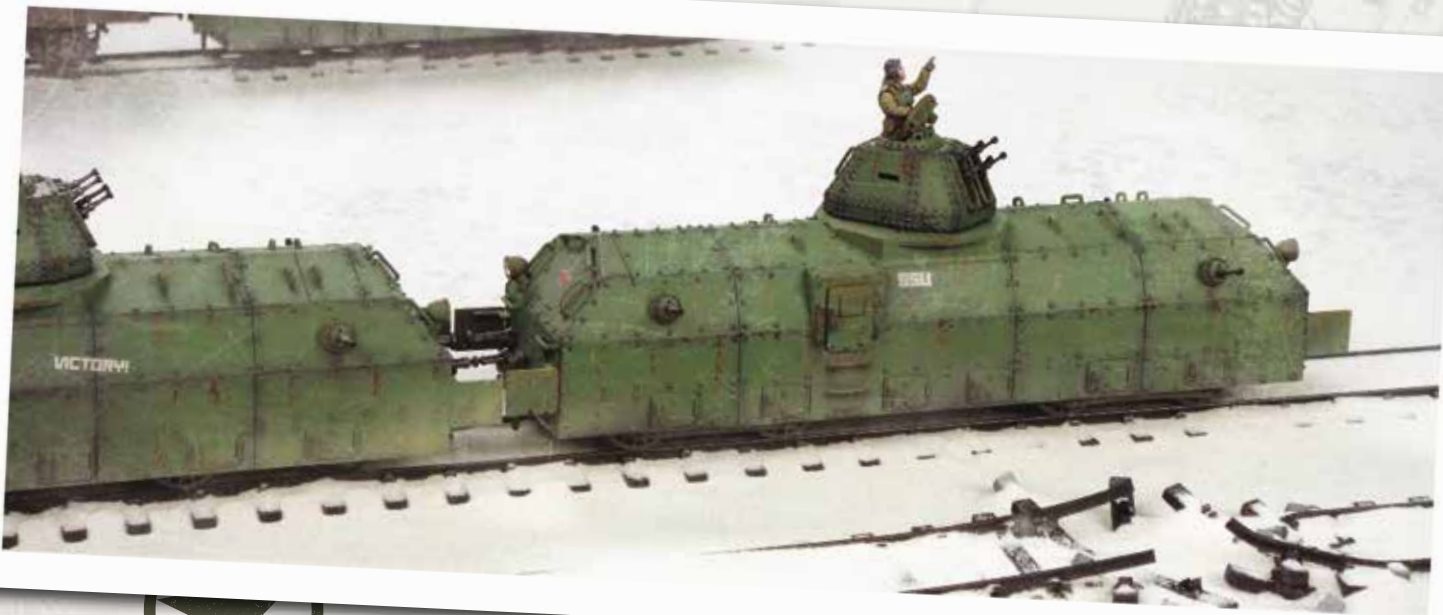
SCENARIO KEY

A
ATTACKER
350
POINTS

D
DEFENDER
250
POINTS

AMMO CRATES
4

TIME LIMIT
10
ROUNDS



SCENARIO 2: FACE OFF

“We need those trains to move our reinforcements! Capture these wagons so we can supply our troops! And while you’re at it, make them pay for their folly. No one can stand before us.”

OBJECTIVES:

Attacker and Defender: The side who controls more train spaces at the end of round 8 wins the game. If both sides control the same amount of spaces, it’s a draw.

Units don’t need to stay in the space to control it. When they have been inside, place a marker in the space to remember which side controls it.

SPECIAL:

4 ammo crates and 2 anti-tank traps are available for this mission. These can be anywhere on the poster that the player entered from.

SCENARIO KEY



350
POINTS

ATTACKER



350
POINTS

DEFENDER



4

AMMO CRATES



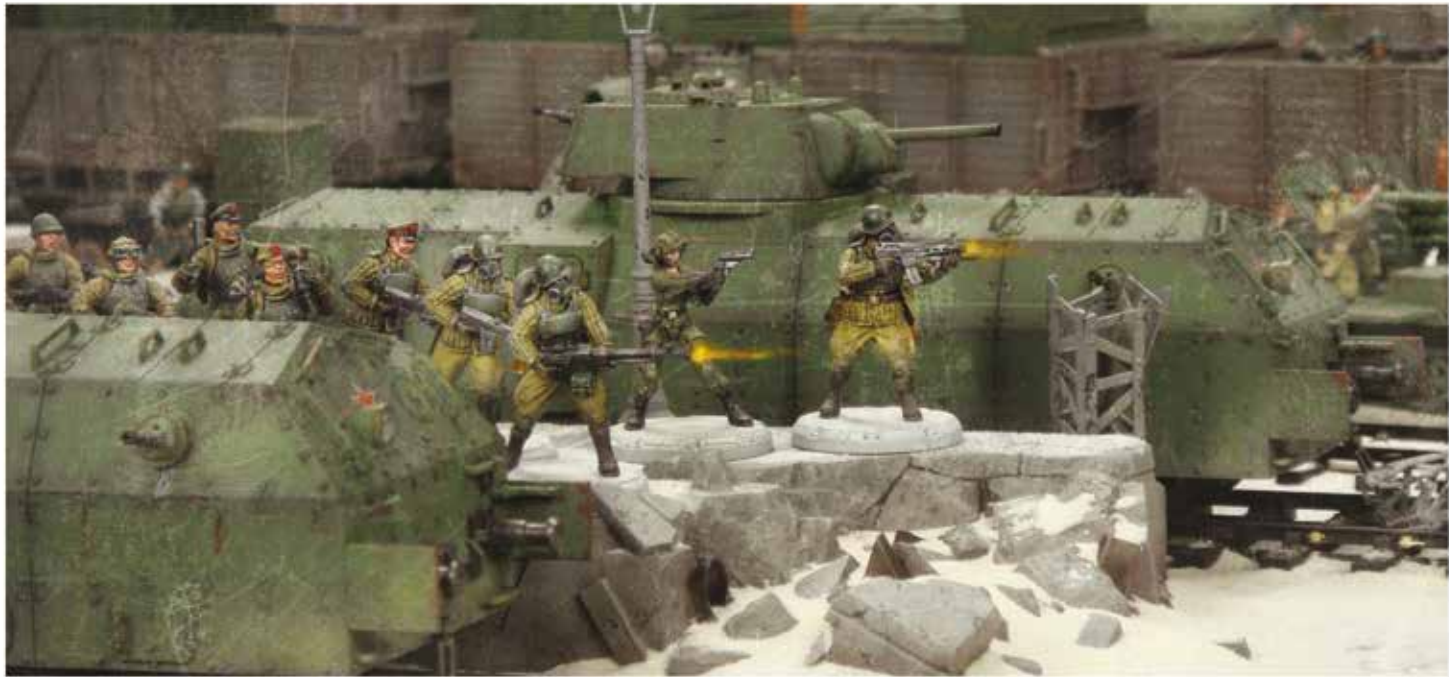
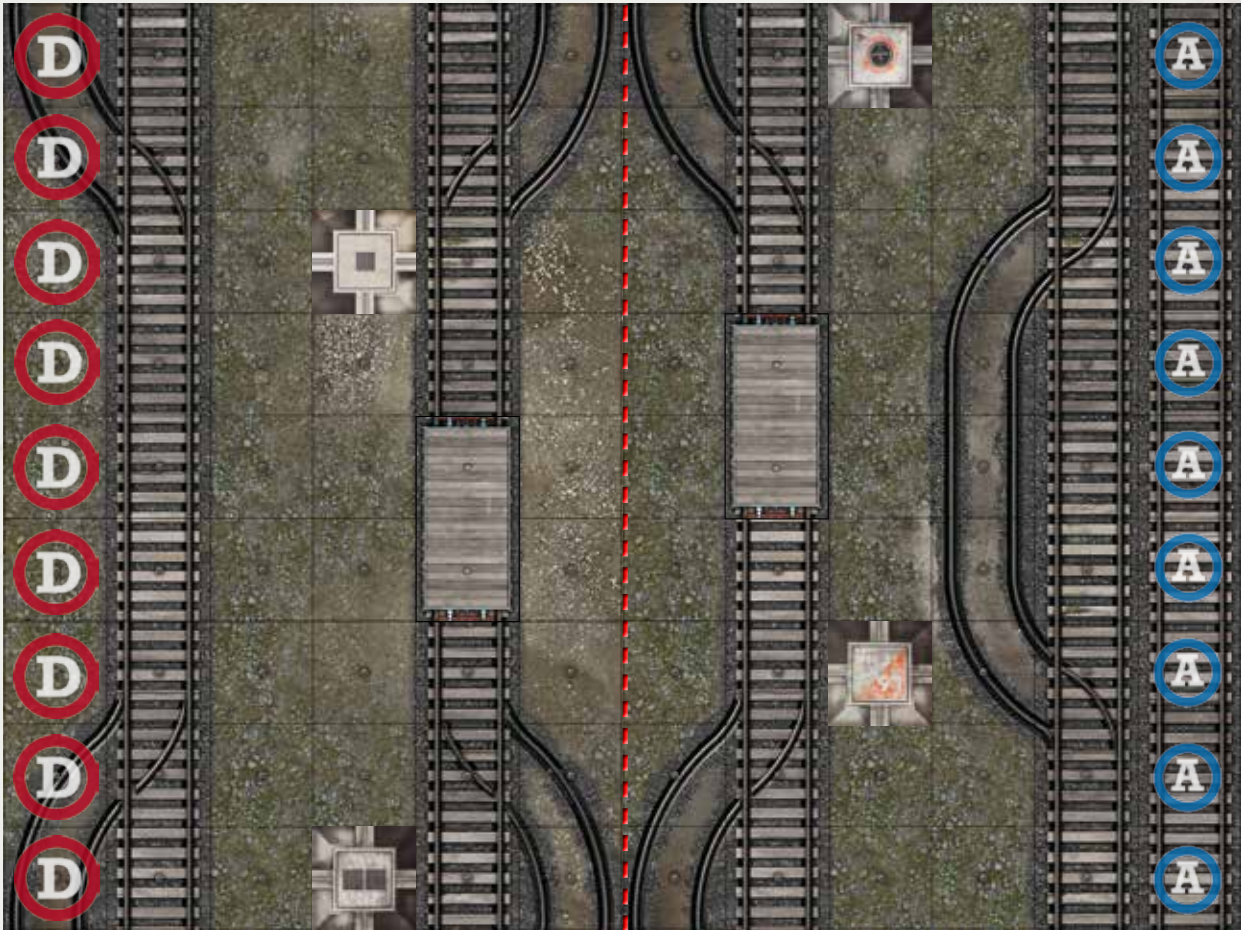
2

ANTI-TANK TRAPS



8
ROUNDS

TIME LIMIT



SCENARIO 3: LAST LINE OF DEFENSE

We finally got there! The last line of defense has been reached. It's now time for the last push before we can take the whole place down. Everyone forward! Let them have no respite. We must storm this place!

Enemies are approaching! Everyone to our defensive positions! We must repel their attack! Hit them with all we've got, they must not pass!

OBJECTIVES:

Attacker and Defender: It's a fight to the last man standing. Each side must completely destroy his opponent.

SPECIAL:

4 ammo crates are available for this mission. They can be placed anywhere on the battlefield.

SCENARIO KEY



350
POINTS

ATTACKER



300
POINTS

DEFENDER



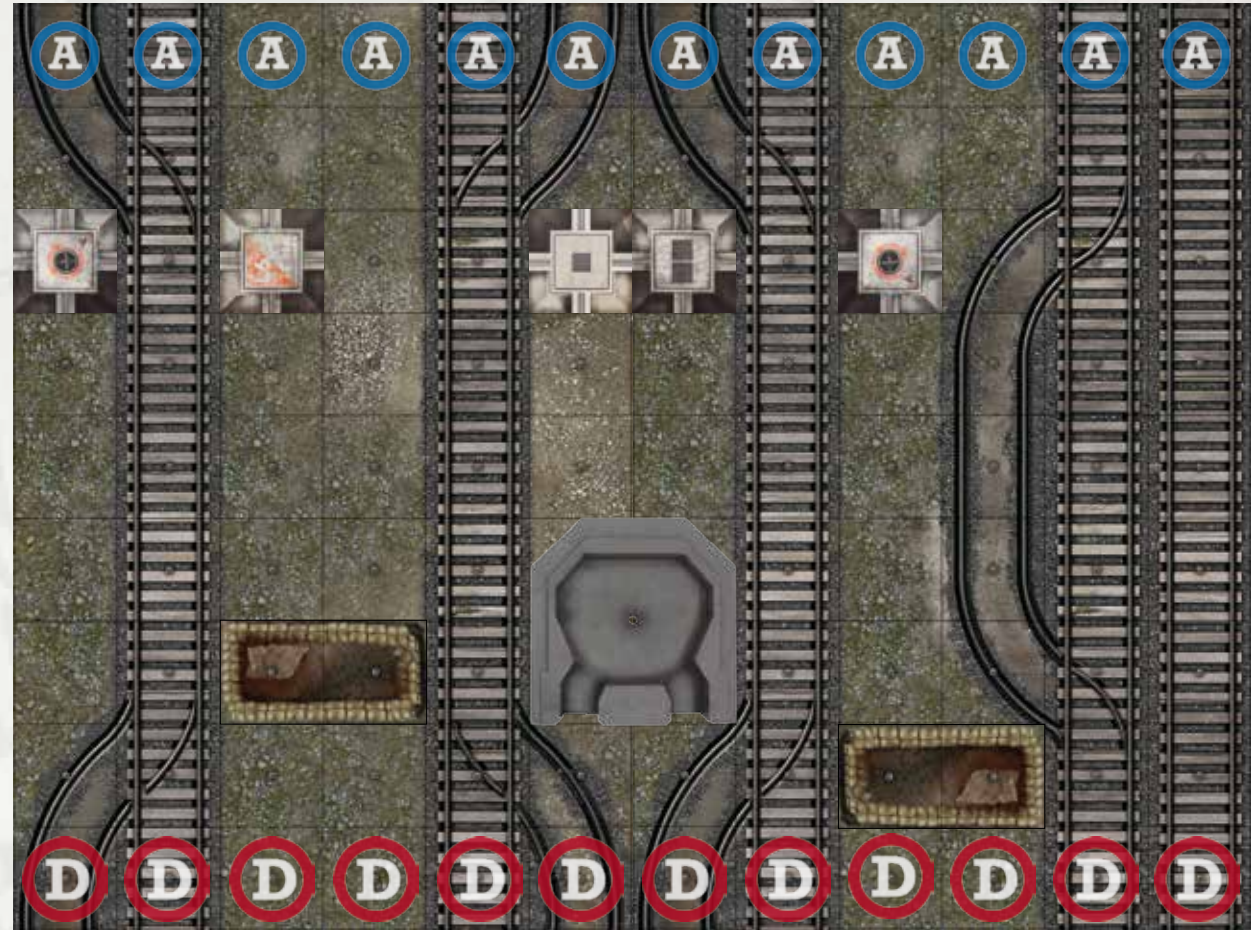
4

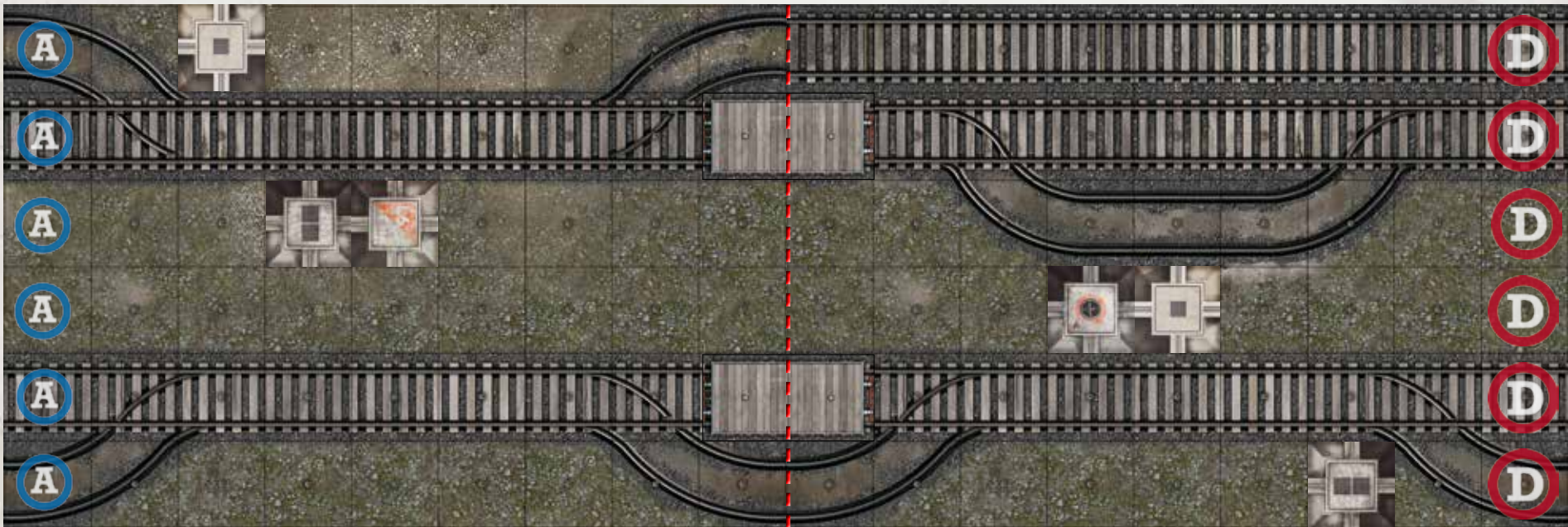
AMMO CRATES



∞
ROUNDS

TIME LIMIT





SCENARIO 4: TRAIN ROBBERY

Those two supply wagons seem to have been separated from their trains. Let's grab what we can inside before going back to our lines! We'll surely be heroes if we can bring back anything. Even get a medal!

OBJECTIVES:

Attacker and Defender: The side who controls the most train spaces at the end of round 8 wins the game.

Units don't need to stay in the space to control it. When they have been inside, place a marker in the space to remember which side controls it.

If both sides control the same amount of spaces at the end of the game, it's a draw.

SPECIAL:

Two ammo crates and two antitank traps are available for this mission. They can be placed anywhere on the side of the battlefield that they entered from.

SCENARIO KEY

	200 POINTS
	200 POINTS
	2
	2
	8 ROUNDS



SCENARIO 5: THE COW AND THE GOAT

“It’s the Colonel’s birthday and the cook has requested something very special. We’d better find something fast to bring back to camp or the cook is going to spoil our food for days! Three days rest at the infirmary for anyone who finds something.”

OBJECTIVES:

Attacker and Defender: The Cow and the Goat are the two objectives of this mission. They are placed on the battlefield at the start of the game and don’t move unless one unit gets into the space they’re in. The animal is then attached to this squad and follows its movements.

As sacred animals, the Cow and the Goat (Marked **C** and **G**) are invulnerable to any harm: bullets, explosives, artillery, etc. Being in Zverograd for quite some time now, they’re used to the sound of gunfire!

If the unit is destroyed, the animal who was attached to it stays in the last space the unit was in and must be captured again.

SPECIAL:

Calculate Victory Points at the end of the game. Each animal brought back to your initial deployment zone is worth an extra 100 VP.

No cover elements are available for this mission.

SCENARIO KEY

A

ATTACKER

200
POINTS

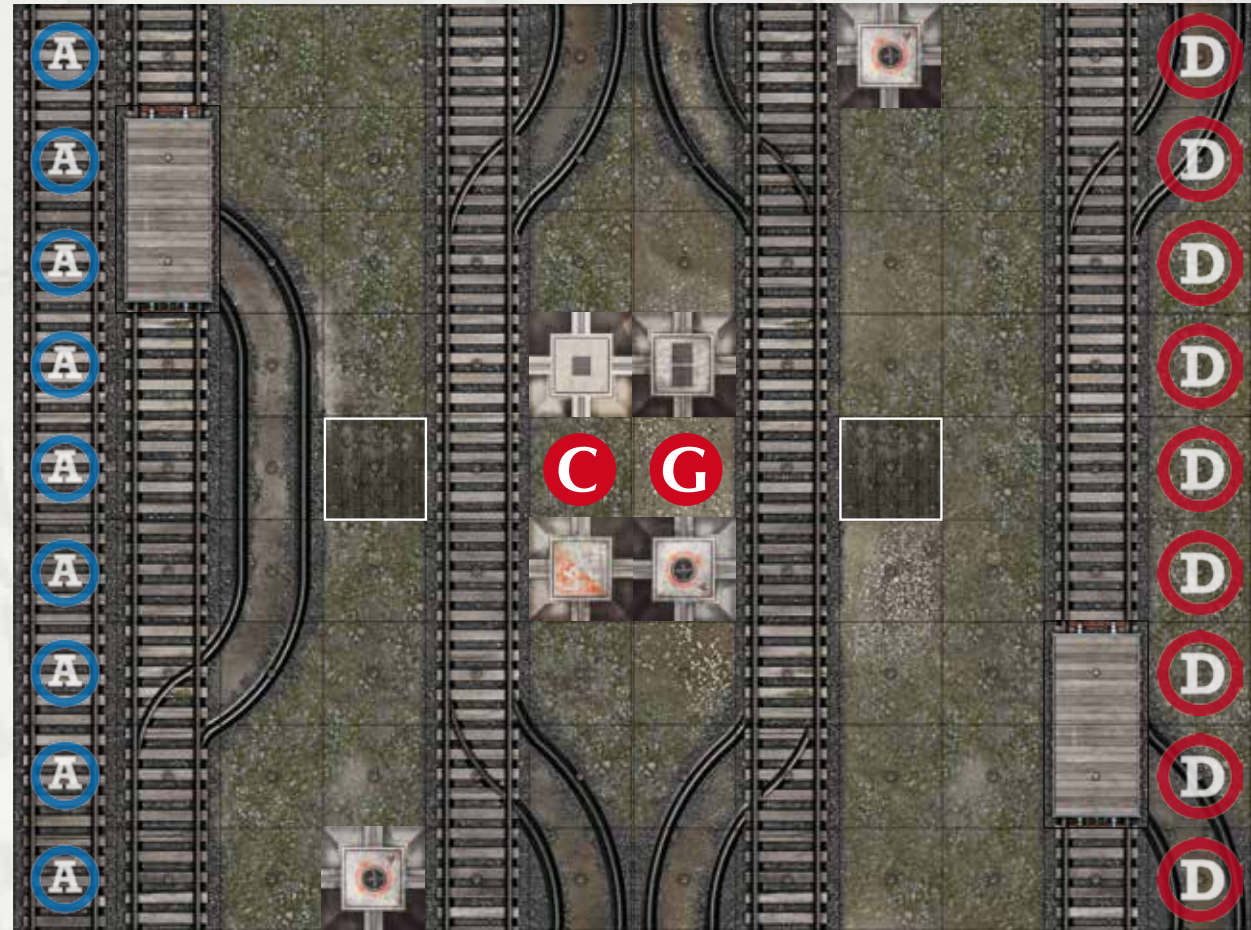
D

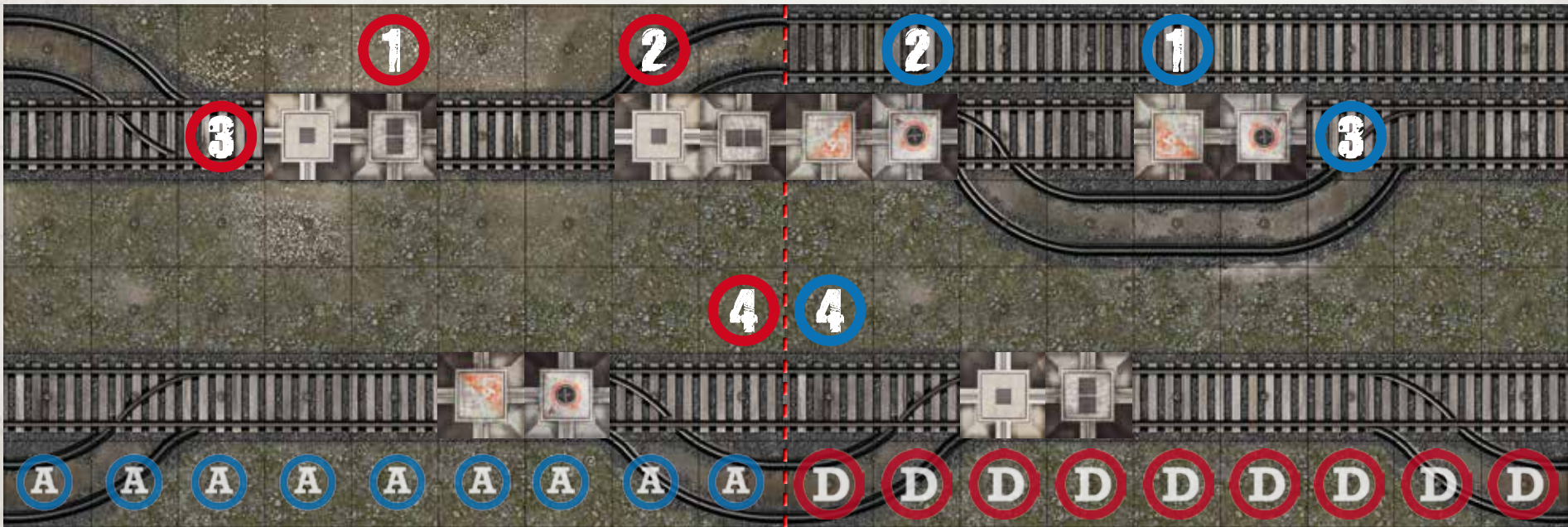
DEFENDER

200
POINTS

TIME LIMIT

8
ROUNDS






SCENARIO 8: WHERE ARE THE ANIMALS?

"We found living animals in one of the wagons we opened, but they ran off! We must find them at all costs so we can have fresh meat for dinner! Let's search this place top to bottom."

OBJECTIVES:

Attacker and Defender: Each side has four objectives on the map. These objectives must be activated following their numerical order, from 1 to 4, to trigger the special rule (see below). If one of your units goes on one objective before the precedent has been activated, nothing happens. This unit will then have to re enter this space after the precedent has been activated. If an enemy unit stands on the space of the other side's objective, nothing happens... but of course it must be "removed" by any mean to trigger the special rule.

SPECIAL RULE:

When you arrive at objective 1 with one of your units, roll one die. If you score a , you found the animals and win the game instantly! Nothing can modify this die roll and it can only be made once, even if another unit goes into this space. If you failed, you can go to objective 2: you then roll two dice. Again if you failed go to objective 3 and roll three dice.

If you failed all, you can go to objective 4. No dice roll is required, you automatically win the game.

If neither side has found the animals by the end of round 10, it's a draw.

4 ammo crates are available for this mission.

SCENARIO KEY

	300 POINTS
	300 POINTS
	4
	10 ROUNDS



SCENARIO 7: OOH SHINY CRATES

“Look what’s sitting there, unguarded, in the middle of no man’s land! Supply crates! And a lot of them! Let’s go get them before the others notice.”

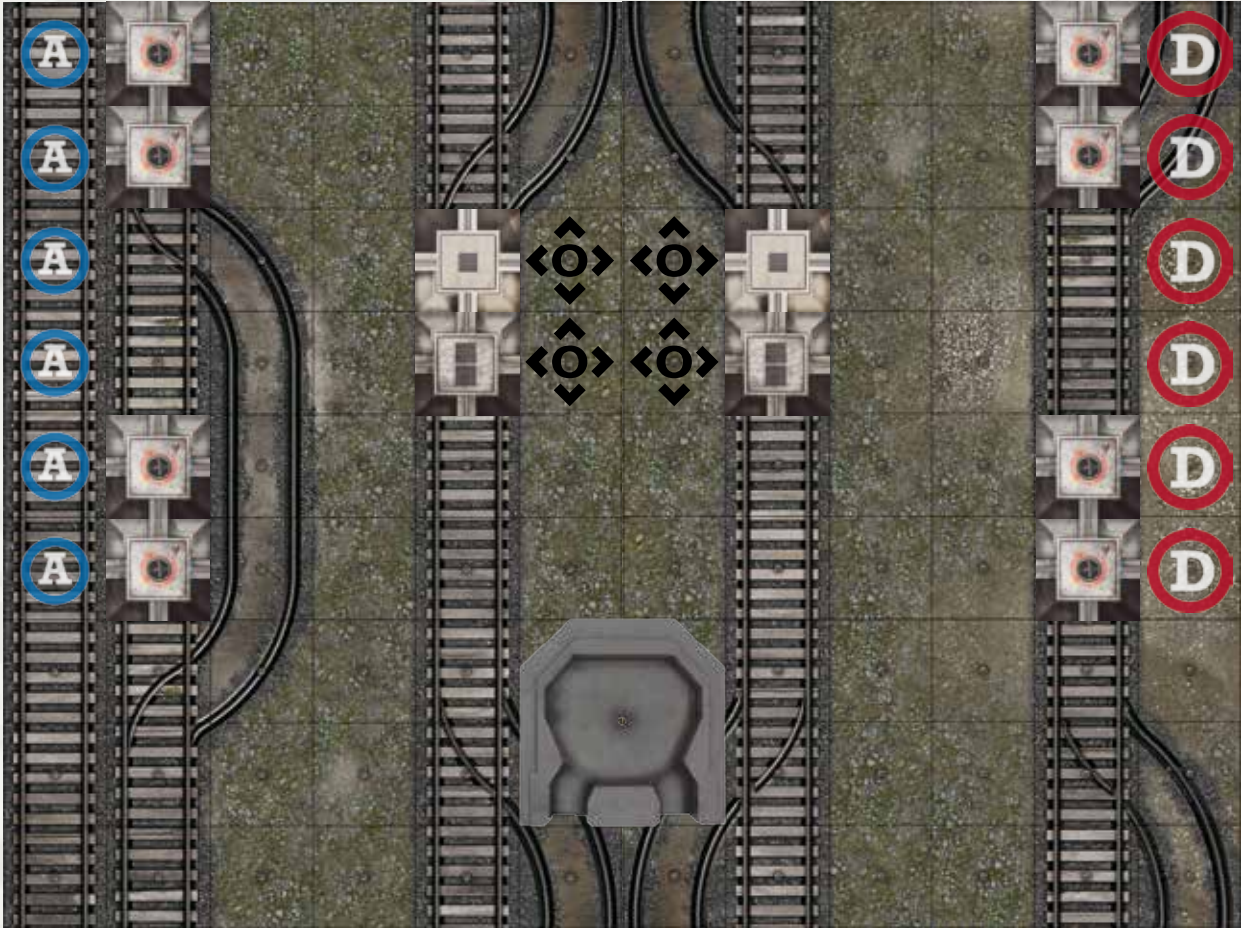
OBJECTIVES:

Attacker and Defender: There are four ammo crates in the middle of the battlefield: they are both cover and objectives. The side who controls more at the end of round 8 wins the game. If both sides control the same amount, the side who also controls the Strongpoint wins. In any other case it’s a draw. These special ammo crates can’t be destroyed but provide their regular cover save.

SPECIAL RULES:

The Strongpoint has been deserted. The first ones inside control it!

There are no extra cover elements for this mission, outside of the 4 objectives crates.



SCENARIO KEY



250
POINTS

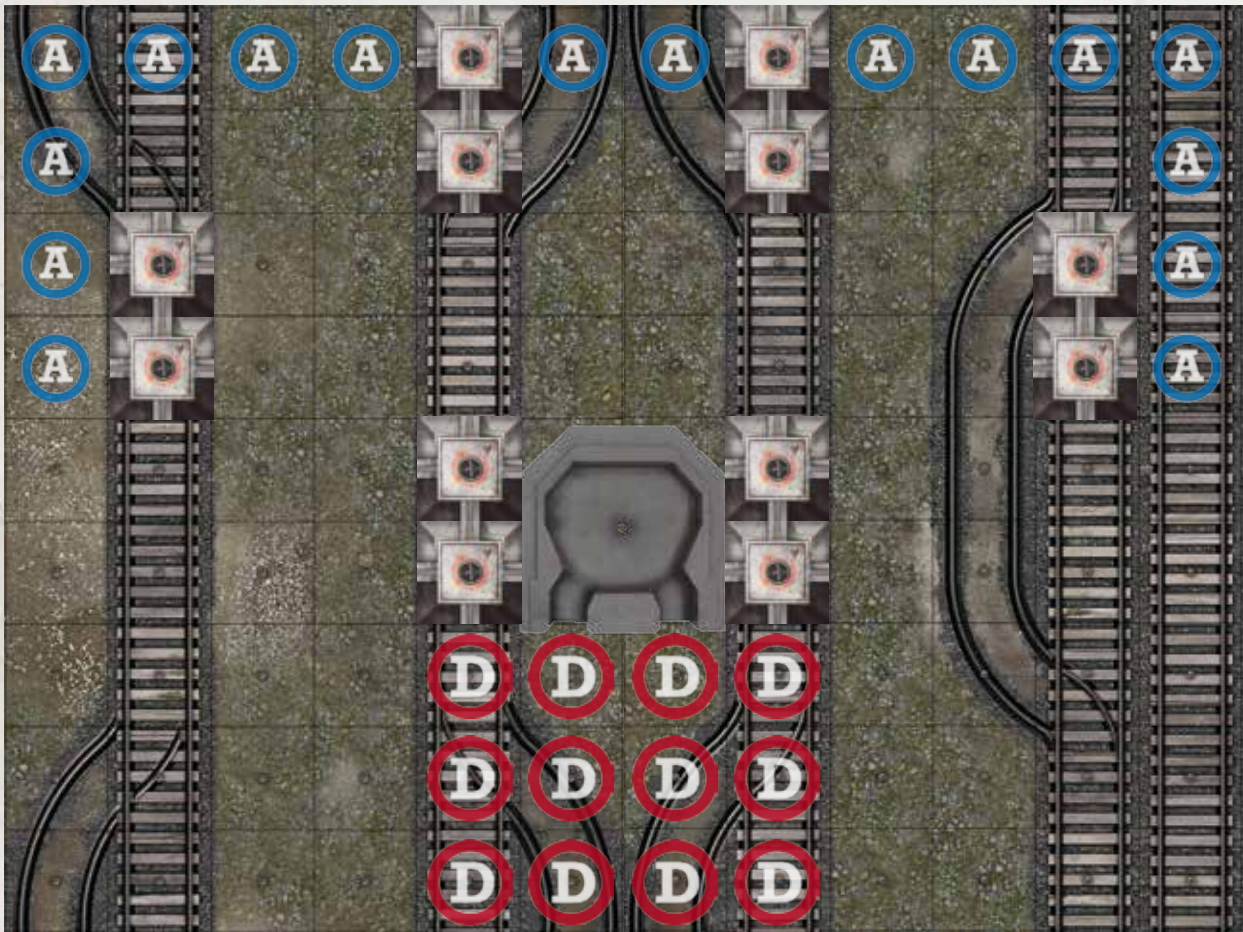


250
POINTS



8
ROUNDS





SCENARIO 8: SURROUNDED

"We have finally found their HQ! Let's assault it before they have a chance to regroup. It must be filled with cowardly officers, cooks, and nurses. Have no mercy!"

"They have breached through our defenses! We must hold them off long enough for reinforcements to arrive. Everybody grab a gun and start shooting!"

OBJECTIVES:

Attacker: You must destroy all enemies or control both spaces of the Strongpoint at the end of a round to win the game.

Defender: At least one of your units must survive and control at least one of the spaces of the Strongpoint. If so, you win the game.

Any other result is a draw.

SPECIAL:

There are two ammo crates and one antitank trap for this mission. They can be placed anywhere on the battlefield. The anti-tank trap must be placed by the Defender.

SCENARIO KEY



DEFENDER

300*
POINTS



ATTACKER

350
POINTS

The Defender does not start with their whole army on the table.

The Defender starts the game with 100 points.

On Round 2, the defender receives 50 points of reserves.

On Round 3 the defender receives 100 points of reserves.

On Round 4 the defender receives 50 points of reserves.

Points not spent can be used at a later round, but not after round 4.



AMMO CRATES

2



ANTI-TANK TRAPS

1



TIME LIMIT

8
ROUNDS



NEW UNITS

Here you will find reports from the intelligence services regarding the new units that have recently reached the battlefield. Study them carefully; a skilled general must know his enemy well.

The figures described here are not included in this expansion, only Joe, Sigrid and Klaus are. As a free bonus we also have included the Innocent Bystanders.

HEAVY DESTROYER WALKER

This new chassis is rapidly becoming a staple for many Allied armored forces. Much easier to produce than the heavy HAW or HSW chassis, this new vehicle can still mount almost any weapon system available to the Allies. The Heavy Destroyer Walker offers a decent level of protection in battle, while being “strategically viable”: not too heavy to easily be transported by boat around the world. It can hold its own proudly on any type of battlefield. Factories making this walker can now be found in almost every Nation of the Allies. The Australian, Free French, and Brazilian armies now all produce their own versions of this powerful walker. It’s very certain that the HDW chassis will be seen around the world for many more years, at least until this war is over.

The Mark 5-A is an amazing armored vehicle killer. Its design is based on two fundamental lessons learned from years fighting the Axis and the SSU in armored warfare. The first one is that these guys seem to always build bigger and heavier. The second lesson is that in a fight between two armored vehicles most of the time the one who wins is the one that shot first. So instead of mounting a huge gun, the 5-A has six. Even if they are not easy to reload, who cares since it’ll shoot first, or at least it’s supposed to...

The model B mounts the most powerful weapon the Allies have at their disposal: a huge Phaser Gun. Also a primary tank hunter weapon, its known effectiveness against troops in cover has made this variant loved by the regiments who have had the chance to field this vehicle.



USMC FIRE SQUAD

For years the Marine Corps’ doctrine has been to overwhelm enemy positions by using superior firepower while the rest of the troops, like Assault Squads, close in on the target. Fire Squads are a staple of the USMC: they concentrate enough guns to annihilate several times their number.

The main task of a Fire Squad is to provide covering fire for units with shorter range weaponry, like a USMC Assault Squad: these usually work in pairs and are extremely efficient this way. Like all USMC soldiers, the Fire Squad benefits from the All In One skill. With this skill they can deliver that extra boost of firepower just when needed. Make sure your guys use it before they get into too much trouble.



LIEUTENANT COLONEL JOE BROWN

Since we first met this hero the world of Dust hasn't changed much, but Joe has. Years of fighting have started to take their toll on this once nonchalant young man. Joe has lost many good friends and many good men, and has endured this war more than many others.

As you can see, Joe has gained tremendous experience and is now deadlier than ever. His personal weapon has been upgraded by Rosie herself, who said that "this old thing needs a boost". Nobody still knows if she was talking about Joe or about his old faithful grenade launcher... Joe has managed to keep his .45 but is now a little more careful than he used to: he makes sure that he and the guys he's with have plenty of ammo for the fights to come. Sure his "boys" complain about the extra weight but they know that with Joe, they'll come out on top of any bad situation they'll be sent to.

Of course Joe has kept his old habits gained in many special operations. There aren't many operatives on the planet that can claim to have done as much as he has done. With his promotion to Lieutenant Colonel, Joe has been given overall command of his very own unit, the 8th Ranger Battalion. This formation has been nicknamed "Brown's Roughnecks" in honor of their commanding officer.



GENERALMAJOR SIGRID VON THALER

A slow descent into madness. An infinite killing frenzy. A hatred so powerful it burns into her very own soul. As this endless war continues, Sigrid Von Thaler becomes war incarnate. From the front lines of the deadliest special operations to the most secretive labs of the BlutKreuz Korps, Sigrid is everywhere on the planet. She has become one of the most ruthless leaders of the Axis, always demanding more from her allies. Her overconfidence has led her into big trouble over the years, a trait more and more present in her persona.

Sigrid is now even more obsessed with a total Axis victory than she ever was. She looks for every opportunity to battle her nemesis Joe Brown, anywhere on the planet. Thoughtful and cautious for years, Sigrid is now reckless. She needs the adrenaline rush from the front line where she now uses the deadliest Panzerfaust to dispatch her enemies.



KLAUS VON RICHTHOFEN

It's not easy to make a first name for yourself when your name is already synonym with a legend. And in the case of Klaus, he shares his last name with several. Through hard work and dedication, as well as an uncanny talent, Klaus von Richthofen lives up to match what was expected of him: become one of the greatest pilot in the Axis.

In the whole bloc there aren't many people, even less pilots, who have received as many decorations as he has (Hans-Ulrich Rudel being one of them). And his career is far from over. Right from the start when he first saw the weapon, Klaus von Richthofen was fascinated by laser. He has spent an incredible amount of time figuring out how they work and how to use them best on the battlefield. At his instance, top Axis scientists worked to adapt these weapons on the brand new plane of the bloc. The result is amazing and now Klaus has his dream aircraft at hand. With it he has accomplished feats unheard of for any fighter pilot, as well as scoring an impressive number of victories on ground targets. The legend is in march, and it looks like no one can stop it.

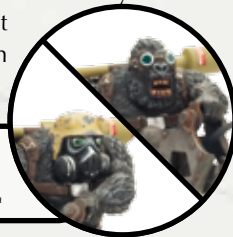


KAMPFAFFE PIONIERS

The process to enhance the brain of a Gorilla to make a "Kampfaffe", or "Combat Gorilla" is long and extremely painful. The whole experience is very traumatizing for the brain of the subject, but mostly to its brain and cranium. There are a lot of "losses" during these experiments: very few subjects survive it. Even fewer wake up with a superior brain and only a handful on the planet have superhuman intelligence. Those who have a cognitive level close to the one of a human are drawn into the *KampfAffe Pioniere*, the Engineers of the Gorillas. Their intellectual capacities allow them to use much more complex tools and weapons than regular "Apes". Of course they are highly prized by the BlutKreuz Korps, something very rare in an organization that tends to consider many of its assets not much better than slaves.

The KampfAffe Pioniere are armed with a unique and deadly weapon: the FeuerFaust. It can launch an incredible fireball a small distance, burning man and vehicle alike, a feat unknown in any portable flamethrower found in "human" hands. They also have a formidable close-combat weapon with which they can even cut a tank in half. All these coupled with the natural speed, strength and endurance of the gorillas, make them formidable foes.

Includes optional heads to field the unit with or without gas masks.



Klaus is a great Hero paired with his plane. He can then cause serious damage to your opponent. And if you have a little bit of luck (some players have!) he can devastate his enemies. Klaus is also great within a squad of Laser Grenadiers where its abilities greatly enhance their firepower. Its 4  also comes in handy of course, generally keeping the squad at full strength for an extra round. This gives an extra chance to use these amazing Laser weapons to crush anything facing them.

HORTEN HO-347. VTOL AIRCRAFT

The new “rocket planes” have proven to be an incredible asset for Axis armies all around the world. With these the Luftwaffe has managed to even out its losses: maybe it has fewer planes than its opponents, but the planes they do have are far superior! Ever experimenting with new ideas and technologies, Axis scientists have come up with this new design that has just started its field and combat tests. Combining lasers and jet-powered engines, the Fledermaus VII might be the ultimate weapon, the one that will give the final victory to the Axis.

The HO-357.VII is still a prototype: with only one man in command, the idea is to double the number of planes in the air. But only exceptional pilots can operate the plane and its weapons at the same time. As this plane was made for one of these men, Klaus von Richthofen, it works for now. But maybe these laser weapons will have to be adapted on “regular” Horten in the future.

The HO-357.V mounts a weapon that has been in use in the Luftwaffe since 1945: the X-4 Missile. Designed to stop Allied bombers from delivering their deadly payload on the Reich, this missile is the first air to air wire-guided weapon ever produced in the world. It's extremely effective but very difficult to use as the pilot must fly his plane while controlling the missile at the same time. Designed to tear apart big planes, this weapon system is only used on ground targets as a last resort.

“DER BLITZ”

The FLEDERMAUS VII mounts new and improved Laser Weapons. These are capable of firing a more focused beam on armor while firing short bursts on infantry. Found only on this plane at the moment, they might be found on other vehicles soon. This plane is deadly against any type of opponent. When piloted by a member of the legendary von Richthofen family, who have produced so many top aces in the past, your opponent will have to watch the skies, otherwise lightning (the “Blitz”) will strike him down.

“DER ADLER”

The FLEDERMAUS V is the ultimate fighter plane on the planet. Fortunately for its opponents, it can only mount two of its deadly missiles and once these are fired, the beast has lost its two largest claws. The “Adler” (eagle) is a great asset to take care of enemy planes and free up the skies from any threat your forces might face.

Once this is done or both its missiles have been fired, the plane still has nice weaponry that your opponent won't be able to ignore for long.

STEEL GUARDS NCO COMMAND SQUAD

Drawn from the most hardened veterans of the Steel Guard, these guys can change the course of a battle. Most of these men have fought for the Motherland since the beginning of the Axis invasion, a few started even earlier. They now benefit from the best technology the SSU can offer in terms of firepower and protection. These Steel Guards are the most reliable soldiers any general could dream of having under his command.

Like their Allied or Axis counterparts, the SSU NCO Command Squad is very tactical to play. These guys have an impressive long range firepower but some of their special skills are best used close to the front line; you'll have to make a choice whether to expose them or not. As with any other NCO squad, be sure to use all of these abilities early on, just in case you lose the squad. Of course the most important choice will be which unit will benefit most from the Combat Drugs. There are many good candidates in the SSU army.

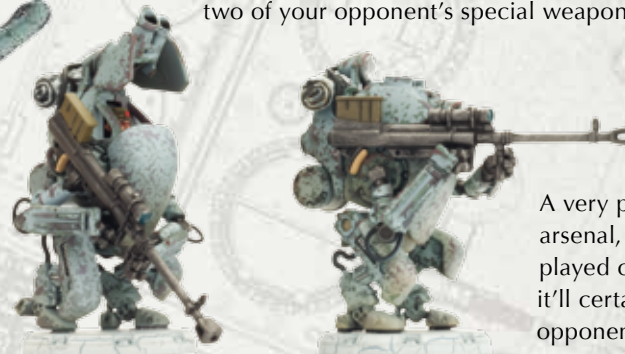
Replenished molotov cocktails can make a difference too when facing tough armor or infantry; while blocking a powerful enemy anti-tank units LOS with the Smoke Shells can expand the life of your KVs for one round.



STEEL GUARDS SNIPER TEAM

The SSU was the first bloc to see the value of Sniper units in urban combat in Stalingrad. A few soldiers could paralyze a whole company, prevent communication, even stop an assault! During this intense period many of these valorous men and women were injured from booby traps or counter fire: the Steel Guards offered them a second chance to fight for their country. But this time, with heavier weaponry.

A unique unit in the world of Dust, the STEEL GUARDS SNIPER TEAM can be difficult to play, but if done correctly can be devastating. Their heavy sniper rifles have increased range and damage and both members of the squad have the Spotter skill thanks to their enhanced optics. They can easily take down two of your opponent's special weapons in one turn.



A very potent weapon in your arsenal, this squad must be played cautiously because it'll certainly be one of your opponents first targets.

STEEL GUARDS ASSAULT SQUAD

Battle hardened veterans who have been wounded in combat, these guys have the chance to be brought back to the front line thanks to the latest SSU technology in human enhancement. The SSU High Command prefers to keep these men together, forming elite squads with deadly firepower and combat experience. The Assault Squads of the Steel Guards are some of the most feared soldiers on the planet. Nobody faces them without being changed by the experience.

With incredible firepower at their disposal, and being also quite resilient, the Steel Guards are a squad your opponent can't ignore. Maybe he'll do it once, but never again. Although they seem very tough (and they are!), they can still be brought down by combined firepower. Don't leave your Steel Guards in the open for too long as you might lose them before they're in range. They can also be played as an efficient defensive unit, guarding your Command Squad for example. Your opponent will think twice before getting too close. Played offensively, they are best paired with their NCO's who can give a huge boost to their abilities thanks to their Combat Drugs.



INNOCENT BYSTANDERS: FARM ANIMALS

In this never ending conflict, supply lines are not always open. In many battles, on many fronts, all sides are often short on the two most crucial things they need: ammo and something to eat. When that happens, you pick up the magazines from your fallen comrades. And you look anywhere to find food. For thousands of years armies have been "living on the land" to save up rations and cook something fresh. The innocent farm or wild animals are always the first victims of hungry soldiers.

We have decided to include these extra miniatures for free in Operation Achilles (which is already packed!) always trying to do more for you. These can be used as objectives markers, or in a diorama, or simply to give some variety to your gaming tables. If you like them let us know, there might be more in the future!



FORTIFICATIONS

As the war grows ever deadlier, soldiers have come to rely on the safety that battlefield fortifications can provide. Each Fortifications box contains a modular plastic kit designed to create either a bunker or strongpoint that can be outfitted with the signature heavy weaponry of each warring bloc.



Axis Strongpoint with Zwei Laser Kanone



Allied Strongpoint with Dual Field Phaser Guns



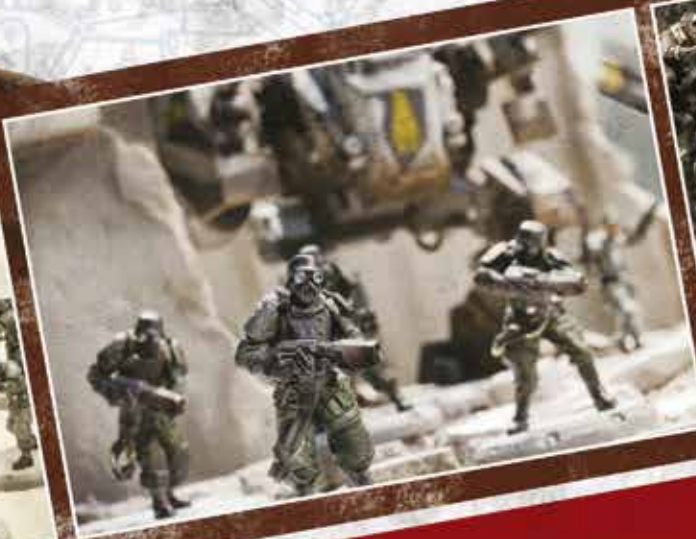
SSU Strongpoint with Tesla Gun



DUSTTM WARFARE

**Get the walkers. Get the rules.
Rewrite history.**

In the year 1947, World War II still rages. In the alternate 1940s reality of *Dust Warfare*, players control heroes, squads, and fearsome combat walkers as they battle for the fate of the world. Designed by renowned miniatures guru Andy Chambers, *Dust Warfare* integrates dynamic and engaging new tabletop miniatures game design with the stunning miniatures from *Dust Tactics*.



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