

THE OPERATION "CERBERUS" MISSIONS

The men, the means, the mission!

The following scenarios are the core of *Operation "Cerberus"* – two sides locked in fierce urban combat. These battles were fought in various locations, engaging very different units each time. The invasion of Southern England quickly turned into utter chaos, as neither side emerged victorious.

The scenarios in *Operation "Cerberus"* do not form a continuous campaign. Each mission is designed to play independently of the others. We have kept the traditional presentation with an **"Attacker"** and **"Defender"** for each scenario, to keep things simple.

Decide with your opponent who will play as the defender and who will play as the attacker. These scenarios can be played in any order, but pay particular attention to the mission briefings. The attacking player should read what is intended for the **"Attacker,"** and the defending player should read the **"Defender"** parts. Feel free to switch sides after each game.

Refer to the table below the scenario map for available cover, available forces, and the time limit.

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).

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 one player must fulfill his objective.

Once you've played all the scenarios, it will be time to swap sides and try the scenarios all over again!

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

Finally, and most importantly, *Dust Tactics* and its expansions are **your** game! Never hesitate to improvise to enhance your enjoyment of the game.

Remember to check out our website often for the latest news, modeling tips, and preview articles. Pay us a visit as often as you can!

www.FantasyFlightGames.com

www.Dust-Tactics.com

SCENARIO MAP LEGEND



ATTACKER
DEPLOYMENT



ATTACKER
OBJECTIVE
AREA



ATTACKER
OBJECTIVE



GLOBAL
OBJECTIVE



DEFENDER
DEPLOYMENT



DEFENDER
OBJECTIVE
AREA



DEFENDER
OBJECTIVE



COVER
ZONE

1 – RACE TO THE TOP

After the first few weeks of fighting, both sides soon realized that their supply lines were in grave danger. The two armies were so mixed together that there were no clear front lines when new supplies arrived, and they could easily fall straight into the enemy's hands!

There has been an airdrop of food and ammo above the battlefield. Nobody really knows which side dropped it...but who cares – everybody needs those supplies!



The central structure is three stories tall.

SPECIAL RULES:

The defender places all cover, which can be placed anywhere on the board **except** in or on the central structure.

Take one additional ammo crate and place it on the objective space on the roof of the structure. This is the objective for both sides.

OBJECTIVES:

Do not calculate VP in this scenario.

Attacker and Defender: You must retrieve the ammo crate objective on the roof before your enemy does! To pick it up, you must have a unit enter the space with the crate. Then you must carry it back to your deployment zone (any space you used to enter the battlefield).

Only squads and heroes (armor class 6+) can enter the structure, but once the ammo crate has been carried outside, any unit type can carry it. The crate cannot be passed to another unit. If the unit carrying the crate is destroyed, any unit can pick it up. The objective ammo crate cannot be destroyed, and it does not grant any cover bonuses.

2 – THE VERY LAST STAND

During the invasion, the battlefields and front lines constantly shifted. Many units found themselves cut off from the rest of their forces. It was very difficult for these isolated units to form a defensive line and still be able to maneuver.

Many commanders instead chose to fortify a position and hold it to the last man. Maybe help would arrive in time; maybe not. Regardless, the enemy would pay dearly to take the position.



The central structure is three stories tall.

SPECIAL RULES:

The defender places all cover, which can be placed anywhere on the board **except** in or on the central structure.

***Note:** If players do not have enough anti-tank traps, they can substitute ammo crates instead.

The defender can enter through any space in the central structure.

OBJECTIVES:

Attacker: You must destroy the enemy! At the end of round 8, calculate the total AP value of all your units that are still on the battlefield. This is your victory point total.

Defender: You must survive as long as possible! At the end of round 8, calculate the total AP value of all your units that are still on the battlefield and multiply this total by 3: This is your victory point total.

The side with the highest victory point total wins the game.

SPECIAL RULES:

Note: The two structures in the center are considered one large structure, not two structures. Units can move through the windows where the structures border each other.

OBJECTIVES:

The side with the higher victory point total wins the battle!

4 – WE'VE GOT COMPANY!

Some of these objectives changed hands several times during the week – or even during the same day, for the most contested sites. Each time, the army that gained control had a terrible time keeping it from the inevitable counterattack. These fierce battles were later known as “the dead ends.”



SPECIAL RULES:

The defender can enter through any space in the structure.

OBJECTIVES:

Defender: You must hold the structure! If you have at least one miniature inside the structure at the end of round 8, you win the game.

5 – A BLOODY VICTORY

Although rare, there were a few major battles fought during Operation “Cerberus.” Most of these were very chaotic affairs, and neither side could claim a major victory. These large operations were often conducted by multiple units or regiments, sometimes with completely different command structures. This created even more disorder on the battlefield than usual.

SPECIAL RULES:

Note: This mission is designed for four players, forming two opposing sides, as usual. Use game tokens (such as a coin or cube) to identify which units belong to which player.

Remember that each **side**, not each player, can have only one Command Squad and one NCO Command Squad. Also remember that there cannot be more than one copy of the same hero on the board.

Since this mission is for four players, each role is defined differently:

- The Attackers are called “Attacker 1” and “Attacker 2”
- The Defenders are called “Defender 1” and “Defender 2”

We recommend that each player choose a force that mixes assault, support, infantry, and vehicle units. If one player on a side controls only vehicles and the other controls only troops, they’ll have a very rough time.

The defenders place all cover in the cover zone.

OBJECTIVE:

Attacker and Defender: The game board is divided into four rectangular quadrants made up of six large tiles, as shown on the map. Each quadrant is an objective area for a different player:

Attacker 1’s objective area:



Defender 1’s objective area:



Attacker 2’s objective area:

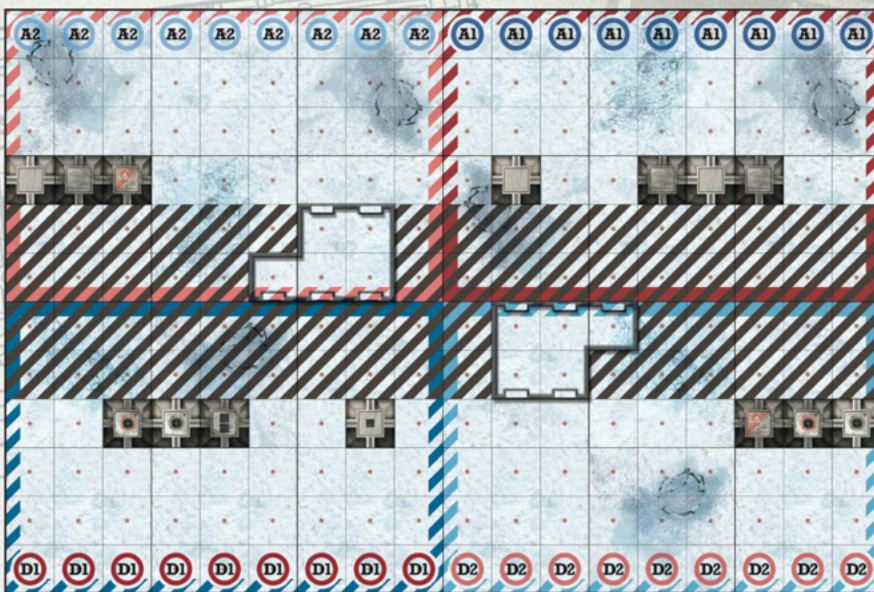


Defender 2’s objective area:



Each player’s objective is to have as many of his units as possible in his objective area, which is diagonally opposite of his deployment quadrant.

At the end of round 8, calculate the total AP value of **only your units** (not your ally’s units) in your objective area. This is your victory point total. The side with the higher victory point total wins the game.



4	4	300	300	300	300	8

Each structure is one story tall.



6 – THE FOUR HORSEMEN

Even after weeks of heavy fighting, there were still major objectives to take. Both armies threw everything they had left to take them, as the situation grew increasingly dire for everyone.

These huge battles were among the bloodiest fought during the entire invasion. These are the moments when Cerberus, the legendary guardian of the Underworld, saw the greatest number of brave fighters pass before him. For those few survivors, these battles were the closest anyone had come to seeing the Apocalypse. The nickname for this phase of the war, Operation “Cerberus,” was well chosen indeed.

SPECIAL RULES:

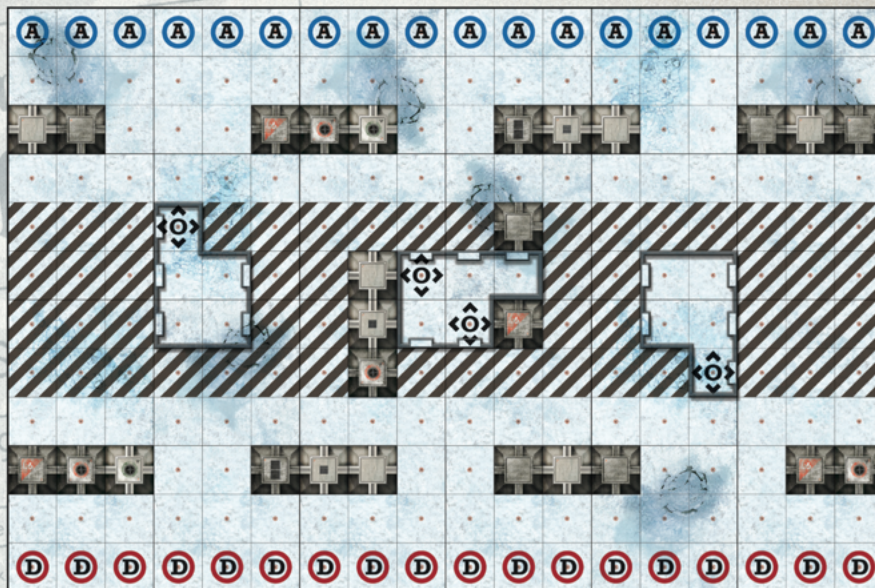
The cover must be placed in the cover zone.

Special Note: This is a particularly large battle! It's perfect for four players, forming two sides, as normal. Don't forget that if you choose to play this mission with four players, each side (not each player) can have only one Command Squad and one NCO Command Squad. Also, there cannot be more than one copy of the same hero on the board.

MISSION:

Attacker and Defender: There are four objective spaces on the board (marked on the mission map). You must control as many of these objectives as you can at the end of round 8. To control an objective, you must occupy that space with any unit (at least one miniature). The side that controls the most objectives wins the battle.

If both sides each control two objectives, calculate victory points to determine the winner.



4	4	600	600	8

Each structure is one story tall.



7 – THE HIDEOUT

As the struggle continued, field officers became more and more important...as there were fewer of them every day. To protect them, each army was ready to make big sacrifices, risking the lives of many to save a few.

But without these few leaders, the armies would lose their heads quickly.



The central structure is one story tall. Construct it as shown to the right.

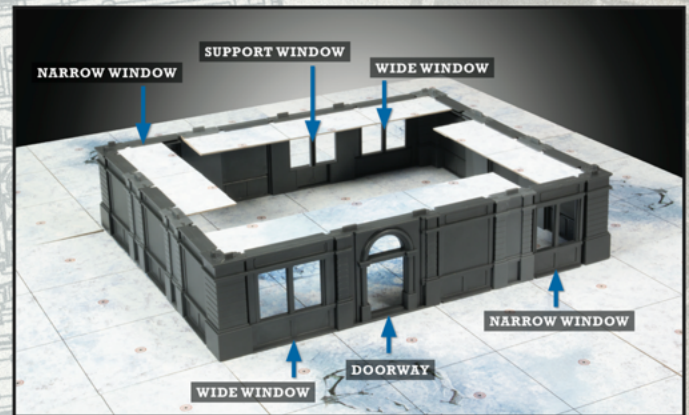
SPECIAL RULES:

Cover can be placed anywhere on the board **except** in or on the structure.

OBJECTIVES:

Attacker and Defender: You win the battle if any of your Command Squads are inside the structure at the end of round 8.

If both sides have a Command Squad inside the structure at the end of round 8, calculate victory points to determine the winner.



This structure requires the following components:

