

THE *Victory* BRIDGE



"VICTORY BRIDGE"

Welcome to "Victory Bridge!" This campaign is designed to help you discover the *Dust Tactics* rules, and learn how to use all of the units in this starter set.

The following scenarios are the core of *Dust Tactics*: Two sides locked in combat—one must defend a strategic bridge that leads to Southampton, the other must take the bridge in order to gain access to all southern England.

Decide with your opponent who is going play as defender and who will be the attacker. Play the scenarios in order and pay particular attention to the mission briefings. The attacking player should read what is intended for the "Attacker," and the player protecting the bridge should read the "Defender" parts. In general, the scenario maps place the attacking side on the left and the defending side on the right.

If a scenario doesn't have a specific mission objective, at the end of the game add up the Victory Points (VP) won by each side. Your victory points are equal to the AP value of all losses you inflicted on the enemy. The player who inflicted the most damage wins.

Keep count of the victories after each scenario. The player with most victories at the end of the campaign wins!

Once you're done, it will be time to swap sides and try it 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 sides' strengths and weaknesses if you use them from time to time.

Finally, and most importantly, *Dust Tactics* and its expansions are your game! Do whatever you want with it! If you don't like a rule, then change it. Missing a rule—Invent it. Never hesitate to add to the game when you feel like it.

You will find tons of optional rules on our website, as well as tactical advice to play your army. You will be able to ask all the rule questions you want, or share your experience with other players. Get previews of the upcoming units for your favorite bloc or browse through the articles to improve your gaming experience.

Pay us a visit as often as you can!

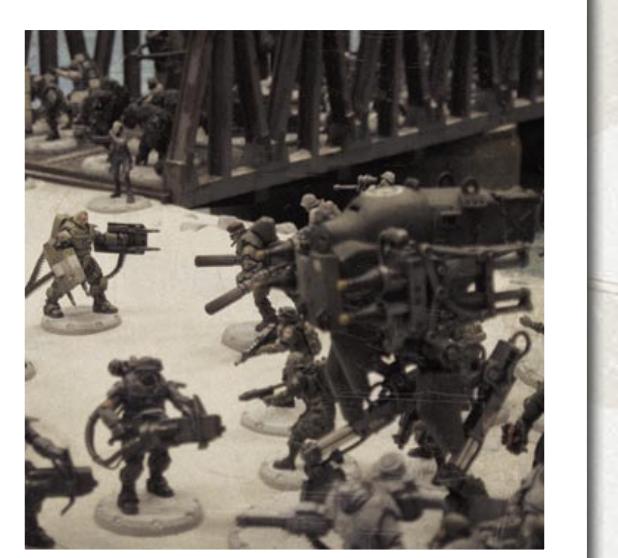
www.FantasyFlightGames.com

www.Dust-Tactics.com



INTRODUCTION

The year is 1947. The war that started eight years ago with Germany invading Poland isn't over. The conflict has long spread worldwide. Other than the three great blocs, there are but a handful of countries left hanging on to relative neutrality.



SCENARIO 1: RECON IN FORCE

Recon units are the eyes of the army. A general needs to know where the enemy is in order to engage him. Both sides in the war constantly send out recon patrols to locate weaknesses in the enemy lines. It is not uncommon for these units to discover each other. And it's even less uncommon for them to try to destroy each other...

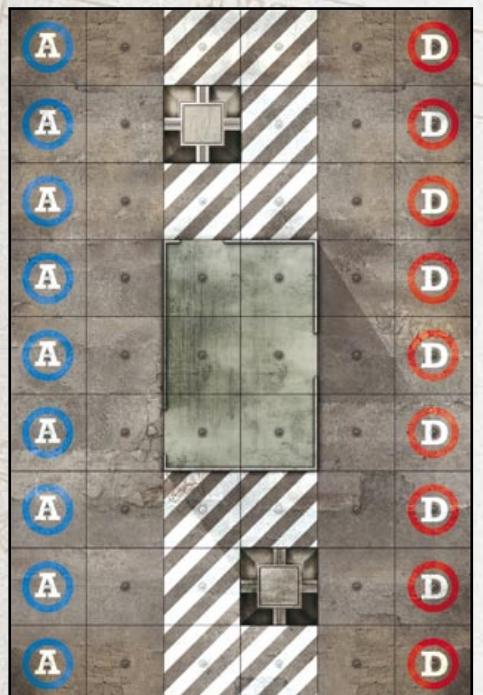
COVER AVAILABLE:

Two ammo crates and two anti-tank traps are available for this mission. They must all be placed on the squares marked on the map, following the normal rules.

DEPLOYMENT:

Attacker: Enter through any square marked "A."

Defender: Enter through any square marked "D."

**OBJECTIVES:**

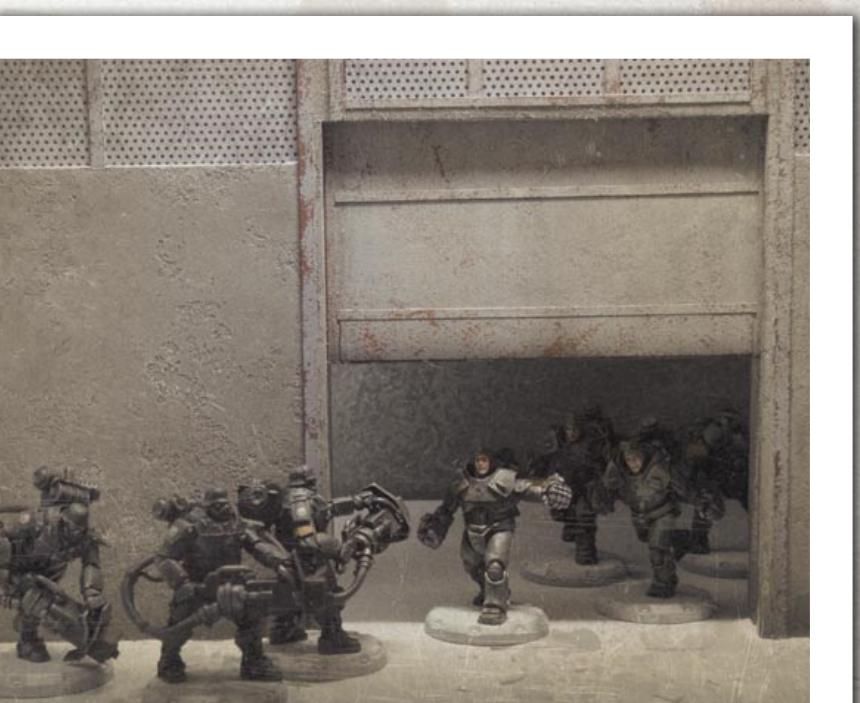
Attacker: Eliminate as many enemies as possible!
Defender: Kill as many as you can!

Calculate Victory Points at the end of the game, using the rules above. The player who inflicted the most casualties to its enemy wins the battle.

FORCES AVAILABLE:

Attacker: pick up one squad and one robot, chosen from the units in this box.
Defender: pick up one squad and one robot, chosen from the units in this box.

TIME: This mission is played for 8 rounds.

**LEGENDS FOR ALL SCENARIOS MAPS**

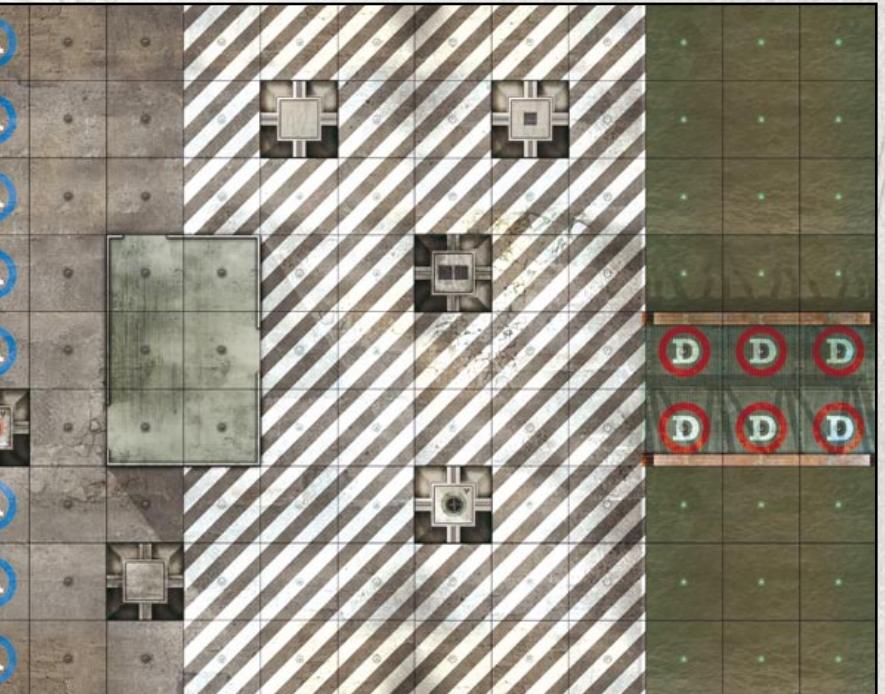
**ATTACKERS
DEPLOYMENT**



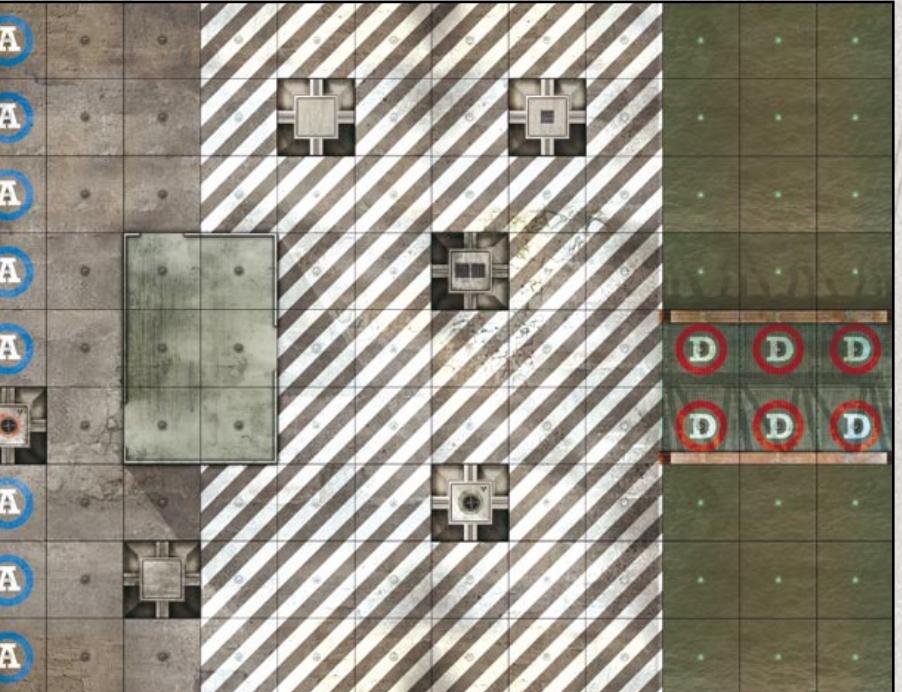
**DEFENDERS
DEPLOYMENT**



OBJECTIVES
**ZONE
OF COVERS**

**SCENARIO 2: BRIDGE IN SIGHT!**

Advance teams from the Axis battle group "Walter" have advanced towards the Cobden Bridge, which leads into the heart of Southampton. If Feldwebel Walter's men can seize the bridge from the defending Allies forces, the route into the city will be open and the defenses will quickly collapse!



COVER AVAILABLE: Two ammo crates and two anti-tank traps are available for this mission. They must all be placed on the squares marked on the map, following the normal rules.

DEPLOYMENT:

Attacker: Enter through any square marked "A."

Defender: Enter through any square marked "D."

OBJECTIVES:

Attacker: You must take control of the bridge! To win the battle, you must have at least one miniature alive on the bridge (the defender's deployment zone, marked "D") at the end of turn 8.

Defender: You must not let the bridge fall into enemy hands! If your opponent has no miniatures on the bridge (your deployment zone, marked "D") at the end of turn 8, you win the battle.

FORCES AVAILABLE:

Attacker: You can use all the forces in your army.
Defender: You can use all the forces in your army.

If you want, you can play this scenario using additional units you own, beyond those provided in this starter set. If you do, make sure both sides have the same number of Army Points (AP).

TIME: This mission is played for 8 rounds.

SCENARIO 3: "FORWARD, MEN!"

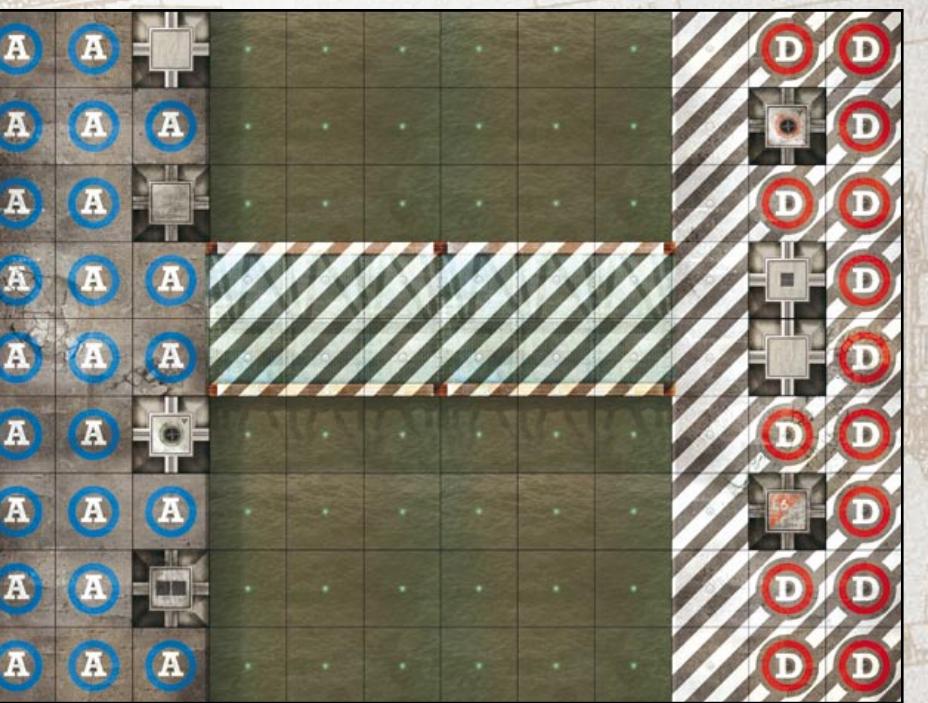
Having reached the base of the Cobden Bridge under heavy fire, Lara Walter has little time to prepare her troops for an assault across the bridge. But they must reach the far side before the Allies can send in their reserves and demolish her Sturmgrenadiere!

COVER AVAILABLE: Two ammo crates and two anti-tank traps are available for this mission. The Defender places all cover pieces. The ammo crates can be placed on any square marked on the map. The anti-tank traps cannot be placed on the bridge.

DEPLOYMENT:

Attacker: Enter through any square marked "A."

Defender: Enter through any square marked "D."

**OBJECTIVES:**

Attacker: You must cross the bridge before the enemy can deploy their reserves! If at least one of your miniatures is alive in the enemy's deployment zone (marked "D") at the end of any round, you immediately win the battle.

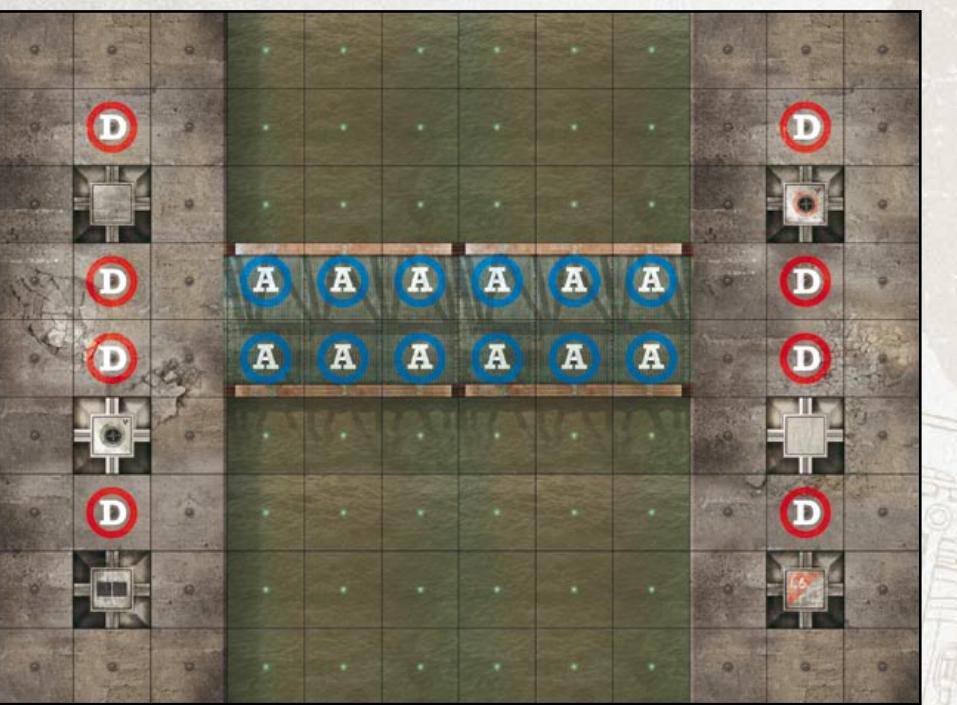
Defender: You must prevent the enemy from crossing the bridge! If he can advance even one of his units to your deployment zone (marked "D"), you will lose. If you can prevent this, you win the battle.

FORCES AVAILABLE:

Attacker: You can use all the forces in your army.
Defender: You can use all the forces in your army.

If you want, you can play this scenario using additional units you own, beyond those provided in this starter set. If you do, make sure both sides have the same number of Army Points (AP).

TIME: This mission is played for 8 turns.

SCENARIO 4 : COUNTER ATTACK**DEPLOYMENT:**

Attacker: Enter through any square marked "A."
Defender: Enter through any square marked "D."

OBJECTIVES:

Attacker: Your opponent has launched a counter-attack! You must repel him at all costs! You must have at least one miniature alive on the bridge (marked "A") at the end of turn 8. If you do, you win the battle.

Defender: Reinforcements have arrived! You must retake the bridge, whatever it costs! You must clear all enemy units from the bridge. If your opponent has no miniatures alive on the bridge at the end of turn 8, you win the battle.

FORCES AVAILABLE:

Attacker: You can use all the forces in your army.
Defender: You can use all forces in your army.

If you want, you can play this scenario using additional units you own, beyond those provided in this starter set. If you do, make sure both sides have the same number of Army Points (AP).

TIME: This mission is played for 8 rounds.

SCENARIO 5 : "THE BRIDGE IS TRAPPED!"

Things are looking grim for Southampton, as Axis fighters swarm over the Cobden Bridge. The city defenders have one chance to seize the initiative and blunt the Axis offensive: a desperate counter attack by Sergeant Major William "Rhino" Springfield and his Rangers!

COVER AVAILABLE: Two ammo crates and two anti-tank traps are available for this mission. Ammo crates can be placed anywhere (except on water of course!). Anti-tank obstacles cannot be placed on the bridge.



COVER AVAILABLE: Two ammo crates and two anti-tank traps are available for this mission. Ammo crates can be placed anywhere on the map. Anti-tank traps cannot be placed on the bridge or inside the building.

DEPLOYMENT:

Attacker: Enter through any square marked "A."
Defender: Enter through any square marked "D."

OBJECTIVES:

Attacker: Our commandos have seized the guard post that controls the explosives set to blow up the bridge! You must protect this post and keep the defenders from destroying the bridge! You win the scenario if you can prevent your opponent from reaching the Objective Square (marked "O"). You cannot place or move any unit in this square for the entire mission.

Defender: The bridge is lost... It's time to blow it up! At least that will slow down the enemy's advance. You must get one of your units to the Objective Square (marked "O"). If one of your units ends any round on this square, you blow up the bridge and win the scenario.

FORCES AVAILABLE:

Attacker: You can use all the forces in your army.
Defender: You can use all the forces in your army.

If you want, you can play this scenario using additional units you own, beyond those provided in this starter set. If you do, make sure both sides have the same number of Army Points (AP).

TIME: This mission is played for 8 rounds.

SCENARIO 6 : "THE SKY IS FALLING ON OUR HEADS!"

Communications between the front lines and headquarters is often unreliable. Sadly, it is not uncommon for poor communication to result in friendly air units dropping bombs too close to their own comrades below. Unaware that Feldwebel Walter and her troops have captured the Cobden Bridge, HQ has ordered a massive airstrike to destroy it!



COVER AVAILABLE: Two ammo crates and two anti-tank traps are available for this mission. They must all be placed on the squares marked on the map, following the normal rules.

DEPLOYMENT:

Attacker: Enter through any square marked "A."
Defender: Enter through any square marked "D."

OBJECTIVES:

Attacker: HQ has forgotten about us! Bombers have arrived to destroy this place... Soon there will be no bridge to hold! You must get out of here as quickly as possible. To escape the destruction, you must go through the enemy lines. Each of your units that reaches your opponent's deployment zone (marked "D") manages to escape. It is removed from the map immediately and you gain double its AP cost in Victory Points.

Defender: You must prevent the enemy from escaping. Block them by any means necessary! You get Victory Points for all the units you have destroyed by the end of round 8.

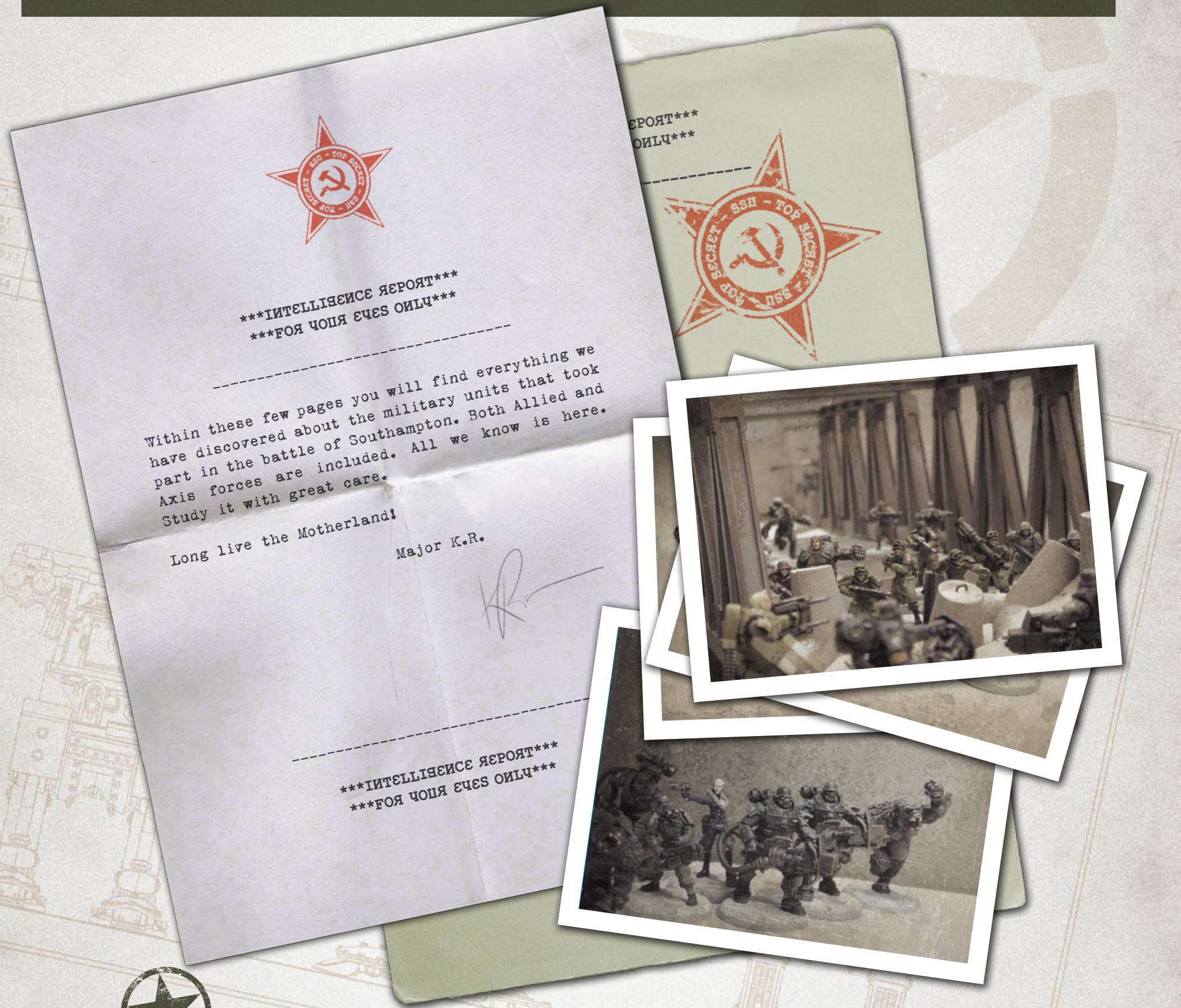
FORCES AVAILABLE:

Attacker: You can use all the forces in your army.
Defender: You can use all the forces in your army.

If you want, you can play this scenario using additional units you own, beyond those provided in this starter set. If you do, make sure both sides have the same number of Army Points (AP).

TIME: This mission is played for 8 rounds.





AXIS FORCES

"HANS"



"Hans" is the new nickname for a light assault robot introduced to the Axis' Panzer Divisions. It mounts two heavy short-range rocket launchers. One is designed to destroy armor, the other takes care of the infantry. Its weaponry makes it deadly at close range, but it is vulnerable to heavy anti-tank fire from afar. Use armor piercing shells. "Hans" can deal with both infantry and vehicles alike. It has a weapon effective against each of these targets. And don't forget that they are on two separate weapons lines, so it can attack two different targets when it decides to fire. These weapons have a short range, so don't forget to close in on the enemy on the first turn. During this turn only, you get two extra squares of movement.

These Grenadiers are deadly to robots: their big lasers are designed to destroy armored units. The most difficult challenge is to get them in range of their targets. But if you can get it done and make a sustained fire attack, you'll destroy any armored target.

"HEAVY FLAK GRENADIERS"

These have the same heavy body armor as the troops above, and they mount a brand new weapon never seen before. They call it a "Fliegerfaust." It is a six-barreled 20mm bazooka, which can fire a deadly salvo in one shot. Though it's pretty slow to reload, its firepower is impressive. With these, the Grenadiers can even shoot down planes!



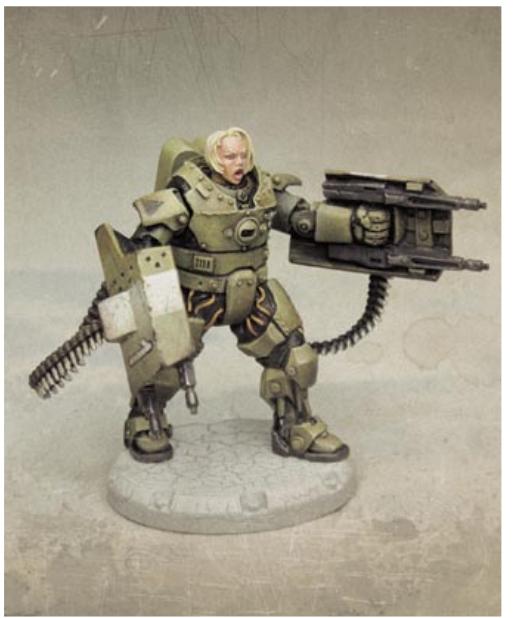
These Grenadiers have a very special weapon. It can destroy any target, up to light robots, in one turn. The downside is that you have to spend one action to reload once they are empty. Be sure to destroy every target in range since you'll be much less dangerous on your next turn.

"STURMPIONIEREN"



Regular Grenadiers squads have been issued flamethrowers in large quantities. It looks like the Axis is hoping to burn Great Britain instead of conquering it! These highly mobile squads were very effective in the street fights in and around Southampton. The terror weapon that is the flamethrower has once again proven its usefulness in an urban combat zone. Surely the Axis have found new oil supplies to have so many of these weapons!

These fast attack troops can deal with many foes. Their greatest asset, of course, is their speed. You'll have to choose between closing in so you can use your flamethrower or shoot the enemy from a distance. These Grenadiers are perfect for a surprise attack or to quickly take an objective.

"LARA"

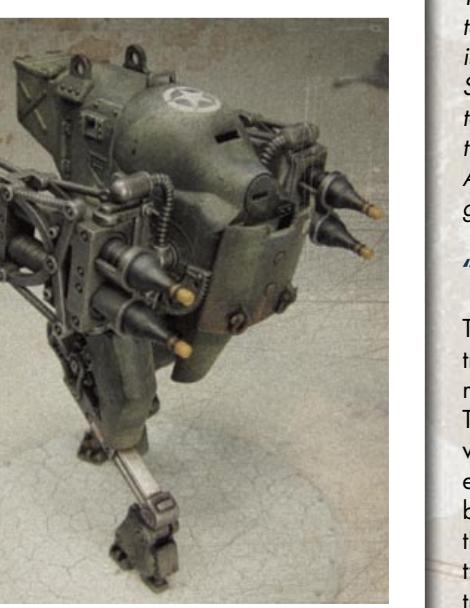
The Axis officer known as Lara Walter was not known to us before the invasion of southern England. Reports indicate that she is an able leader of troops, with a good sense of urban tactics. We have yet to figure out where she learned all this. Walter used a special weapon system in Southampton, probably made for her own use: twin-linked machine guns. The sheer firepower of these was very impressive. Let's hope Axis forces don't make these available to all their Heavy Grenadiers forces.

Lara adds a lot of anti-infantry firepower to any Heavy Grenadiers squad she joins. Her Assault skill allows you to move closer to the middle of

the board early in the game. Or her skill can allow you to make a surprise attack later on [two moves then fight]. Choose wisely what you want to do with her, since Assault works only once per game.

ALLIED FORCES**"BLACKHAWK"**

This brand new light attack robot mounts an impressive weapon system: two heavy PIAT launchers. Some specialists have argued that these were ineffective due to their short range. But they proved deadly enough in an urban area where engagement distances are shorter. The fact that they have a low noise signature and produce no muzzle smoke when firing makes it very hard to locate a hidden robot when it fires. And the explosive power of the rocket is enough to destroy any type of target.



The "Blackhawk" is a light and fast tank destroyer. Its main drawback is the short range of its weapons. So, make sure you protect it with terrain while it closes on its objectives. Once in range, you can use All In One to destroy even the biggest tanks.

"DEATH DEALERS"

The Allies seem to have the industrial capacity to produce more and more heavy weapons over time. They can now issue two heavy weapons to some of their Rangers squads: a machine gun and a bazooka. This combination makes the squad effective against any type of target. Maybe there is a trend developing here for all Allied forces. Only time will tell.



This squad can take out any type of target. But beware their lack of raw firepower in a single turn. They don't have UGLs like other Rangers, so none of their attacks ignore cover when facing infantry. Still, they can "finish" any enemy unit with their weapons, whether it is a robot or infantry.

"HELLBOYS"

As with the previous group of Rangers, some of the Allies' assault squads have been equipped with more heavy weapons than usual. To quickly counter the Axis forces in Southampton, these squads had two flamethrowers to deal with infantry. This extra firepower was crucial in street fights, although these squads had trouble dealing with armor even at close range.

These guys can do a lot of damage... if they get next to their opponents. They are fast enough to do so, but be sure to use any cover available to get them in range. Once they arrive, enjoy the fireworks.

**"THE HAMMERS"**

It was no trouble at all to discover the nickname for this type of unit, as Allied troops advertise them so openly! The Rangers known as "Hammers" are close combat specialists. They use the strength given by their armor and their famed Rocket Punch to destroy anything in their path. Although some Allied officers were reluctant to have these troops, they soon changed their minds when they were attacked in hand-to-hand combat by gorillas or undead monsters! "Hammers" are a very mobile offensive unit. Great care must be taken that they don't reach their objectives!

These fighters are hand-to-hand combat specialists. They move fast, so use that advantage to attack your enemies. They are the perfect unit to take out squads entrenched in buildings or behind cover, as close combat ignores all cover. Don't forget that their Rocket Punch also works on robots, though it's less effective than against infantry.

**"RHINO"**

We have numerous reports of William Springfield, code-named "Rhino," of course. His prowess as a heavyweight boxing champion before the war are very well known. But we had no idea, before the battle of Southampton, that he was in charge of the close-combat Heavy Rangers training program. It's no surprise that the Allies use one of their best fighters to train these new troops.

Naturally, "Rhino" is perfect for use with the "Hammers." He boosts their close-combat abilities greatly. With him they can move four squares and then attack (thanks to his Charge skill). He does massive damage in hand-to-hand combat, against squads and vehicles alike. Make sure that his sacrifice is not in vain.



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