

# Operation SeeLowe

WINTER 1947



**TACTICS**



## OPERATION "SEELÖWE"

Welcome to Operation "Seelöwe" (aka Operation "Sea Lion"). The Axis invasion of Great Britain has begun. Now, bloody combat rages along the shores of the country. The City of Dover is a field of ruins, where Axis walkers that parachuted in from occupied France fight against the Home Guard. The beaches of Brighton are covered with barges marked with the Axis symbol. Portsmouth has been wiped off the map, and Southampton is about to fall.

Around the world, the situation is dire for the Allies. On this new front in Western Europe, it is catastrophic!

But a much more discreet offensive has just begun on the other end of the United Kingdom. Her Majesty's fleet has set sail to face the Axis Kriegsmarine in the Channel, leaving the base at Scapa Flow defenseless. It is a critical juncture for this naval base because the Allies are developing a revolutionary new aircraft carrier here. Unfortunately, they have no idea that the Axis intelligence service already knows about the project...

For the Axis army, and especially for the Blutkreuz Korps, now is the time to strike! Huge Junkers have been specially modified to carry these unique warriors, tasked with a simple mission: Take control of Scapa Flow! If the new carrier cannot be taken back to Germany, it must be destroyed!

Unknown to the Axis, a special division of ASOCOM is training at Scapa Flow. These elite soldiers are part of a program that is testing new equipment for the naval arsenal. They will present a challenge for the invading Axis forces.

Before you play this part of the story, the Dust Studio team invites you to discover one of the cornerstones of the World of Dust: the infamous Blutkreuz Korps! The first units from their sinister laboratories are now ready for battle, so it is time to learn of those who conceived these abominations.

After the introduction of the Blutkreuz Korps, you will find a few simple new rules, mostly covering close combat. This was discussed only briefly in the original *Dust Tactics Core Set* rulebook. Here it is explained in greater detail.

Finally, you will find eight new scenarios that tell the story of the attack on



### CONTENT LIST

- THIS BOX INCLUDES:**
- 6 TERRAIN TILES
  - 2 HEROES & 2 UNIT CARDS
  - 2 AMMO CRATES
  - 2 ANTI-TANK TRAPS
  - THIS RULEBOOK

Scapa Flow and its defenses. These scenarios also use new terrain tiles that are included in this expansion. These new tiles represent structures and they add a new level of strategy to *Dust Tactics*!

And don't forget – you can find the latest information on our websites:

[www.FantasyFlightGames.com](http://www.FantasyFlightGames.com)

[www.Dust-Tactics.com](http://www.Dust-Tactics.com)



## THE BLUTKREUZ KORPS

In all the world, there is no organization as secret as the Blutkreuz Korps. Few people know of its existence, even within the Axis ranks. But the discoveries the Korps has made and the experiences it has faced affect the lives of millions. You could say that the Korps has changed the entire world. And it doesn't want to stop there...

### THE STORY OF THE BLUTKREUZ KORPS

#### Operation Neu Schwabenland

At the beginning of 1938, a few months before the war started, Leutnant Manfred Kreuzer was the head of a Wehrmacht expedition. His destination: Antarctica. His objective was to locate new petrol deposits in preparation for the long military operations of the coming war.

After weeks with little success, the expedition encountered an old captain of the Norwegian navy, now a half-crazed whale hunter. He told the soldiers stories of a "shining cave" that was only visible on certain evenings. He claimed to have discovered it along the coast of Queen Maud Land.

Kreuzer, not wanting to return to Germany empty-handed, ordered his expedition to search for the mysterious cave. His discovery would alter the course of human history.

The soldiers under his command had trouble locating the site the old sailor had described, even though he gave precise directions. In fact, the cave was real, but protected by a sort of optical camouflage – a wall of projected images. These reflections deceived the soldiers until one of them slipped on the ice, "went through the rock," and vanished from sight!

Once they recovered from their surprise, the rest of the expedition followed. Within the cave they found a fabulous "ship," partly destroyed and embedded in the rock. Kreuzer and his men immediately understood that they had made an amazing discovery. The materials and technology they found did not resemble anything they had ever seen or even imagined. They had just laid hands on a Vrill exploration vessel, though they did not yet know this name.

Over the following days, the soldiers recovered everything they could from the wreckage. Probing deeper into the bowels of the alien ship, they found an armored sarcophagus that resisted every effort to open it. They decided to drag it back to their submarine because they knew that it must truly be a treasure to be so well hidden and protected.

What little news they received from Europe announced the imminent war. For the submarine, it was time to leave Antarctica. The "Neu Schwabenland" expedition was a success!

As soon as they arrived in Germany, the soldiers and submarine crew were placed in complete isolation. Kreuzer had preceded his arrival with an encrypted telegram that announced his discovery to the High Command. The loyalty of his men was meticulously verified as they would become the first soldiers of the Blutkreuz Korps.

The announcement of the discovery led Reichsführer Himmler himself to visit the expedition. After a few days, he sent his first report to the Führer. Himmler was fascinated by the objects that had been recovered from Antarctica, and he recognized that they could prove to be an incredible advantage to the Reich in the coming war.



He summoned one of the most brilliant minds in Germany to study these discoveries: the Baron Leopold Von Thaler. Blessed with a genius imagination, this scientist was in charge of the "Wunderwaffen" program – the "miraculous weapons" that would win all battles. Also, his wife Frida was one of the greatest clairvoyants in all of Germany. She was famous, and many prominent citizens regularly consulted her for advice. Even Hitler himself called on her to try to foresee his future. They were the perfect couple to study the mysteries brought back from Antarctica.

#### The Creation of the Blutkreuz Korps

In April 1938, Leopold Von Thaler gathered together a team of scholars and engineers, and established his laboratories in Schloss Adler (the "Eagle's Nest"). This castle soon became one of the most protected places in all of Germany. He decided, at the prompting of his wife, to name this new organization the Blutkreuz Korps.

Work on the artifacts from Antarctica began immediately, starting with the sarcophagus. But all attempts to force it open failed. They soon realized that the key to opening the sarcophagus must lie in the symbols on its surface. The effort to decipher these symbols would end up taking two years.

While the scientists established their base, the soldiers were sent out again. Their destination was a much less comfortable area of the planet: the coast of the frozen continent, Antarctica. Hitler had ordered them to establish a permanent outpost in the territory of Queen Maud Land. The alien vessel must be protected at all costs; if not, the soldiers had orders to bury it beneath tons of rock and ice so their enemies would never find it. Manfred Kreuzer, now promoted to Oberleutnant, commanded a powerful army. He had unlimited resources, but his objectives required them.

When the war erupted in Europe, the teams of Von Thaler had made very little progress. The military successes of Germany did not turn into scientific success. The Vrill technology was beyond their understanding, and the materials required to use that technology may not be available on planet Earth.

The next major discovery again surfaced in Antarctica. Kreuzer's scouts discovered a strange material that seemed charged with amazing energy. The scientists in his expedition were terrified by the properties they observed. They quickly sent some samples to Germany because the local equipment could not properly study the mineral.

#### The Awakening of Kvasir

As the German armies conquered Europe, the scholars at Schloss Adler finally managed to awaken the alien in the sarcophagus. In March 1940, Leopold Von Thaler was the first human being to meet the mysterious traveler. To his great amazement, the alien required only a few minutes to learn the German language and speak it fluently. Von Thaler explained to him that they were in a scientific laboratory and that he needed the alien to tell his story, to better help the human race. The alien seemed reassured by the scientist's words, so he began his tale.

The world from which he came was dying, and his civilization was about to become extinct. The only hope for his people was an incredible mineral whose energetic properties could save his world. He himself was an expert scientist, sent to explore other planets of the galaxy in search of this mineral. Obviously, his vessel crashed during his inspection of Earth. But, he did discover that the blue planet hides many deposits of the mineral, particularly in Antarctica. When Von Thaler asked him what this mineral can do, the alien told him of fantastic flying machines, spaceships, and dreadful machines of war.



### A Partial Truth

In actuality, the alien lied to his hosts. His civilization was not dying at all, but it did need the mineral. The Vrill have visited Earth many times in the past, and it is one of their "strategic stocks" of the precious mineral, should there be a major galactic conflict. Such a conflict is happening even now. The Vrill didn't think that the human race would evolve so fast, even though the human's technology is still far behind that of the aliens.

The scientist wanted to know more, but the alien refused to disclose the secrets of his people. Von Thaler tried hard to convince him, and in the end the alien felt compelled to help those who saved his life. Above all, his hosts offered to help him repair his vessel so he might return to his people.

After many long discussions, Von Thaler decided to name the aliens "Vrill," and the new material "VK," for "Vrill Kultur." The space traveler chose to call himself "Kvasir," in honor of the religious convictions of his host.

This information was not enough for Hitler. In 1942, the United States of America joined the war, and the balance of power shifted in favor of the Allies. The winds of victory had changed direction, and the Reich needed a new ace up its sleeve to regain the upper hand. Himmler once again visited Von Thaler and Kvasir. He managed to obtain some practical applications of VK from the alien, and in the summer of 1942 the Reich organized a military expedition to exploit the mineral's true power.

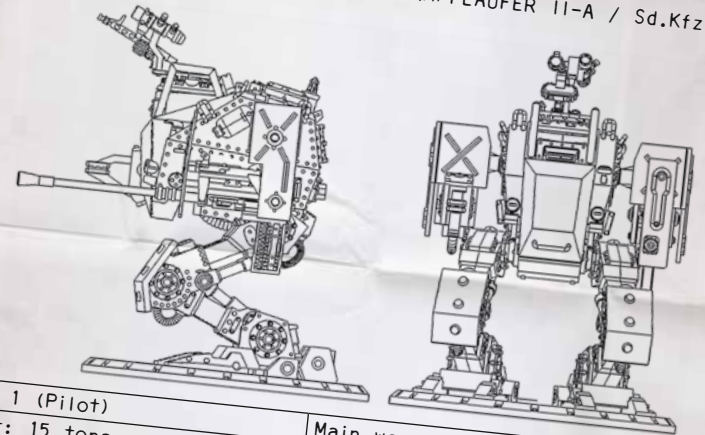
Meanwhile, the scholars of the Eagle's Nest struggled to convert the information they have received from Kvasir into practical application. They must not only understand what the alien revealed, but also conceive machines that human industry might be able to construct. They achieved this objective, and by the end of 1942 Baron Von Thaler proudly introduced a new kind of war machine: the combat walker or Panzer Kampfläufer (aka "Luther"). The first pilot was the Baron's own daughter, Sigrid Von Thaler. The demonstration was a success, and the High Command ordered it into immediate mass production.

### Stalingrad

The baptism by fire for the first "Luther" took place in October 1942. They were deployed where the Axis army needed them most: Stalingrad. In the city, the situation for both sides was dire, but worse for the invading Germans. Hitler had sent all of his forces to conquer this symbolic city and Soviet resistance was extraordinary.



TECHNICAL FILE: "LUTHER" - PANZER KAMPFLÄUFER II-A / Sd.Kfz. 401/



Crew: 1 (Pilot)	Main weapons:
Weight: 15 tons	- 5 cm FlaK 43 (90 shell)
Speed: - 35 km/h (street)	Secondary weapons:
- 29 km/h (all-terrain)	- 1 x 7,92-mm MG 44 (300 cartridges)
Autonomy: 200 km (approximate)	- KampfZange Ausf/B

After such monumental success, the Axis' greatest concern became the supply of VK required to operate the new war machines. Since Antarctica was the only known source of VK, they sent many soldiers and resources to secure more of the precious mineral.

### The Wiederbeleben Serum

In spite of their success at Stalingrad, the Axis armies suffered greatly at the hands of the Soviet resistance. Over a few short months, thousands of soldiers disappeared, or became unable to fight. Germany needed to find new troops quickly. Otherwise, its army would be crushed under the sheer number of Soviet troops. The solution came from the Blutkreuz Korps...again.

Since the polar expedition returned in 1938, the German scientists had been conducting experiments with the Vrill bodies they found on the vessel. According to Kvasir, a Vrill's average lifespan is several hundred years. The prospect of "eternal life" fascinated Axis leaders, and they gave the scientists unlimited resources to replicate and adapt this longevity to human beings.

Despite their best efforts, the replication did not succeed. However, their research did lead to an unexpected discovery when Professor Stefan Priapinski inadvertently tested the latest version of his elixir on a soldier who died in Stalingrad. After a few minutes, the dead body rose again! It destroyed everything around it, like a deranged man, and even attacked the scientists. Two full squads of Sturmgranadiere were needed to "kill" it a second time. The Wiederbeleben Serum was born.

The combat walkers appeared in that field of ruins for the first time. And they excelled. Their mobility, far superior to any tank, was a formidable advantage. Their high frame gave the crew a better view of the battlefield – especially one littered with obstacles, such as the city of Stalingrad. From the first day of deployment, it was a slaughter. The Russian soldiers were terrified by these new machines and had no effective weaponry to fight them. Russian forces had to concentrate all of their heavy firepower on it in order to immobilize just one "Luther."

Over the next few months, the Red Army began Operation "Uranus" to reclaim Stalingrad and surround the Axis forces. Losses were heavy on both sides, but once again, thanks to the "Luther," the German invaders were able to hold their positions. During winter the battle intensified, and in January 1943, the Axis introduced another type of walker: the "Ludwig." This new machine was equipped with two anti-tank cannons, which repulsed every Russian counter-attack. Stalingrad finally fell in February, as the Germans and their allies occupied the western side of the city.



It would take many more months to complete the formula and cultivate enough cells from the Vrill bodies. In March 1943, the scientists were finally ready to perform a large-scale test. At first, the results were very promising. The soldiers who returned from the dead had incredible resilience. For unknown reasons, some of them turned against their fellow infantry. Still, this only happened a few times and the Germans desperately needed new soldiers on the Eastern Front.

These zombies could not properly handle any ranged weapons, so they were equipped for close combat only. These hand-to-hand weapons and the zombies' inhuman strength would cause a lot of trouble for the Soviets.

This "undead weapon" from the Blutkreuz Korps had a devastating psychological effect on the Soviet troops – they were absolutely terrified, and maintaining their focus became more difficult by the day. The red generals had more trouble planning attacks with a reasonable chance of success.



After seeing the performance of this "undead weapon," many high-ranking German officers requested the widespread use of the Wiederbeleben Serum, which proved impossible. Producing the Serum was a long, expensive process. Also, no Axis soldier wanted to serve with "one of those things"; they were frightening to both friends and enemies. Only the Sturmgegnadien of the Blutkreuz Korps could stand the zombies' presence.

### Operation "Valkyrie"

There is one fact regarding the Blutkreuz, whose secrecy surpasses even the existence of Kvasir and his story: Operation "Valkyrie" – the assassination of the Führer by Angela Wolf and Sigrid Von Thaler.

The decision was made in the summer of 1942, right after the battle of Stalingrad. The prophecies of Sigrid's mother revealed that Hitler was leading Germany and the Axis towards ultimate defeat. He must be stopped at all costs.

Frida Von Thaler saw Europe in ruins, invaded by shadows and warriors of pure energy. She did not know where these creatures came from, but they behaved like an occupying force! At the center of all her visions stood the Führer. If this man continued to preside over Germany, the Fatherland would be destroyed.

Using all of their influence, the Von Thalers proposed a great triumphant parade. This would be a unique occasion to assassinate the chief madman, who was leading the country toward catastrophe, but it was also an opportunity to prepare for the transition of power and establish the foundation for a new regime. Just planning for the arrest of the Nazis would take many months.

In Berlin on April 20, 1943, an immense crowd gathered on the streets of the German capital, in defiance of possible British bombardment. The Reich hadn't organized such a great celebration since the dawn of the war – and it would be the last such gathering for a very long time.

When the dictator's car passed in front of the Reichstag (which Hitler himself had ordered burned to the ground just ten years earlier), a powerful detonation rent the air. The Führer collapsed, blood pouring from his chest. The news instantly spread across the country and reached all battlefronts. Everything went exactly as planned...

The news brought the Axis powers to their knees. On all fronts, the troops of the bloc fell back. The soldiers felt lost, and their officers quickly realized that there was a power struggle in Berlin. For the Allies and the SSU, this news seemed to predict imminent victory: the head of Nazi Germany was dead! There was no one to impede world liberation.

But the Blutkreuz Korps had planned everything. Just a few weeks after the assassination, Grand Admiral Karl Dönitz was appointed "Protector of the Axis." Field Marshal Erwin Rommel took command of all German armies, who welcomed him as a hero. Nazis everywhere were arrested, and, except for a few armed units that were integrated into the regular army, the SS was disbanded. Many Nazis were tried and imprisoned or executed.



By June 1943, the Axis Bloc was officially formed with Germany at its center. The new bloc supplanted all its member countries (Japan would later join the bloc in August 1945), and had only one ruler. The Blutkreuz Korps achieved its objective. It had saved the country, but it would soon condemn the planet.

### The Point of No Return

Kvasir, who was still receiving help from his "friends," had been working on repairing his vessel in Antarctica since 1942. The scientists of the Blutkreuz Korps did everything they could to delay his departure, because each conversation with the alien expanded their knowledge.

Long before, Himmler had made a decision: Kvasir would never return home. The death of the Führer did not change this fact. But despite all of Von Thaler's efforts, by the end of 1945, the alien had finished repairing his vessel and was preparing to leave Earth. Sigrid Von Thaler, now in charge of Kvasir, tried to convince him to stay on Earth to "help humanity rise toward the stars." Nothing she said seemed to work; the alien was eager to return home. He escaped from Sigrid, but she tracked him to his space vessel. As the Vrill ship was about to take off, Sigrid killed Kvasir with a laser blast. Kvasir collapsed across the ship's command console, and with his dying breath he sent a distress signal to his world.



Sigrid Von Thaler was forced to report to Dönitz and narrowly avoided execution. Kvasir's request for aid and his subsequent death put the entire human race in danger. It was clear that neither the Axis, the SSU, nor the Allies could hope to repel a Vrill invasion. The only hope lay in unifying all factions against the alien enemy. Dönitz and Rommel decided once again that the Axis must conquer the world. The only way that Earth could resist would be under one banner.

### The End of the Baron

Starting in 1946, ASOCOM had only one objective: stop the Blutkreuz Korps. Even a single day's delay in their work might make all the difference in the war. The Allies and the SSU had great difficulty facing the new Axis technologies. One bloc was beginning to gain supremacy over the other two blocs. It was time to act!

The Allies "played their last card" by organizing a massive assault on Schloss Adler. Leopold Von Thaler was celebrating the Axis' birthday with his family at Blutkreuz Headquarters. Many agents gave their lives to bring this valuable information to the Allies. Joe Brown was chosen to lead an exceptional group of skilled Allied commandos in the attack. They must do as much damage as possible, and there was little chance that they would return alive, but the moment to strike had come. Armed with the place and time, the Allies prepared to attack.

On the evening of June 17, 1946, 300 Allied paratroopers landed in Schloss Adler. The sanctuary was well defended, but the attacking force was determined to succeed.

When Leopold Von Thaler tried to reach his command bunker, he became separated from his bodyguards. Panicked, he stumbled upon Joe Brown and his rangers, who immediately took him prisoner. Their original objective was to kill him – but capturing him alive could prove even more useful!

A few minutes later, in the great hall of the castle, Sigrid and Joe met for the first time. Joe was holding her captured father, but she managed to point her Mauser at the American soldier's head. At that moment, Schloss Adler's generator exploded, and the lights in the entire castle went out. Gunfire erupted randomly in the darkness. When the soldiers finally lit some torches, Sigrid found the body of her father on the ground with a single bullet in his head.

Nobody knew for certain who shot the Baron, but Joe and his men had escaped. Sigrid swore that she would avenge her father!

Unfortunately for the Blutkreuz Korps, Leopold Von Thaler's death deprived them of a genius and the only scientist in the organization who had a long-term vision for VK's potential. Even though he was always working with other great scientists, it was Von Thaler who gave direction to their research. After his death, the research became more convoluted and disorganized. Most of the later Axis innovations were merely continuations of the same projects that the Baron had already started. The scientists of the Blutkreuz Korps drew upon his knowledge, but could not innovate beyond his ideas.

Leopold Von Thaler did manage to give the Axis a strong advantage in the war. The other blocs were still far behind German technology, but they were attempting to catch up.

### THE FOUNDERS OF THE BLUTKREUZ KORPS

While it is affiliated with other occult groups that preceded it – such as the Thule-Gesellschaft – the Blutkreuz was in fact born by an act of will by a few men and women. They alone gave birth to this organization, and still lead it in one way or another.

#### Baron Leopold Von Thaler (1880–1946)

Leopold Von Thaler belonged to Bavarian nobility. At a very young age, he showed a strong predisposition for science. He pursued fascinating studies around the world, working with passion and talent. He was a disciple of the greatest thinkers from the dawn of the century.

But the Baron was also intrigued by every aspect of ancient history, myth, and legends. He believed that science could rationally explain all of them, with the proper – but missing – data. Many of his theories made the scientific community giggle. Sometimes, they even judged him to be a dangerous fraud. But in a European society that was experiencing the bloodiest war of all time, he found someone who was ready to listen. In 1915, he joined the Thule-Gesellschaft, a wise and secret society. The society's theories fascinated Von Thaler, who joined its cause completely. It was also here that he would meet Frida, the woman who would become his wife.

Leopold Von Thaler wasn't interested in politics, and he was indifferent to the rise of Nazism in his country. However, some members of the party – like Himmler – are ready to finance his ideas and his work. During this period, science offered new advantages to Germany in the upcoming conflict. The Baron conducted research in a variety of subjects: botany, to increase the production of food; chemistry, to create new types of fuel; and, of course, weaponry.

Von Thaler was the perfect candidate to oversee the development of "miraculous" weapons that would make the German army invincible. In this field, he made many valuable discoveries. He became chief of the Blutkreuz Korps. He established a very friendly relationship with the alien, Kvasir, whom he would always consider to be an "important guest," and not a specimen.

Leopold Von Thaler would die with many regrets – the greatest of which was his deteriorated relationship with his daughter, Sigrid. With the passing of time, they had grown more and more apart, as she surrendered to her own personal demons...

#### Baroness Frida Von Thaler (1885–)

Frida was born to an ancient noble Prussian family. Since her youth, she had been passionate about the stories and legends of Germanic folklore. Eventually, her interest expanded into occultism and divination, an art in which she seemed naturally gifted. In 1915, she joined the Thule-Gesellschaft, which she would leave a few years later. She felt that they were all swindlers, with one notable exception – her future husband.

Once in Berlin, Frida devoted herself to fortune-telling, astrology, and botany. She made a name for herself among the women of high society. These ladies soon spoke of her to the dignitaries of the emerging Reich, who would come to consult her. She responded to only one guest: Adolf Hitler. He called on her regularly, but he would also consult many other "experts." In 1936, during a séance, Frida Von Thaler had a vision that clearly showed Germany in ruin, defeated by its enemies. And at its head, the one responsible for the tragedy of her homeland, none other than Adolf Hitler himself.

After this revelation, Frida vowed to use every means possible to put an end to the dictator's regime. In her vision she also saw a great cross, much like a sword, with a drop of blood at its tip. This would become the symbol of the Blutkreuz Korps. And it was Frida who would lead the organization's operations from behind the scenes – especially Operation "Valkyrie." Its success would move the Korps to the very center of power, thanks to the talents of her daughter, Sigrid, and her "adopted" daughter, Angela.

Despite her skills, Frida Von Thaler failed to foresee the lethal fate of her husband. The loss of her "old wise madman" nearly drove her insane. She was equally blind to the fate of Kvasir, which placed the Blutkreuz Korps at the very heart of a tragedy that would endanger the entire planet.



Frida now lives as a recluse, though she is always well protected. She is still one of the most influential women in the Axis Bloc. The old woman only rarely takes visitors, mostly her daughter and Angela. But the High Command consults her before every important decision. Her advice is too precious to ignore.

### **Professor Stefan Priapinski (1900–1946?)**

Stefan Priapinski was born in Austria, at the beginning of the century. He was one of the most brilliant scientists of the Blutkreuz Korps. And he still is...somehow.



After having studied with great success in Vienna, he moved to Germany in the 1920's. He felt perfectly at ease in post-war Berlin society, no matter how poor and destitute he was. Young Priapinski met many strange people and had weird experiences during this time. These experiences would considerably influence his spirit, but the consequences would not be felt for some time.

At the beginning of the 1930's, he managed to find a stable job at an important chemistry laboratory. This enabled him to meet an influential businessman, who would introduce him to the Nazi inner-circle, which was emerging at the time. Priapinski was fascinated by the movement, and became an enthusiastic follower. With the passing of time,

his sanity grew more fragile, and his ideas became more crazy. Nevertheless, Heinrich Himmler himself became interested in his theories. The Nazi leader was searching to recruit scientists for the Ahnenerbe Institute that he had just founded. He convinced Priapinski to join, and gave him the title of "Professor."

With the creation of the Blutkreuz Korps, Himmler felt that he needed one of "his" men to join it. So, he asked the Korps to accept Priapinski into the "chemical" department. He would be one of the very few members who was not chosen by the Von Thalers. At first, the Baron thought he was just a madman, but accepted him as a "necessary evil." Still, his research did have some success. Somehow, by accident, he was responsible for the creation of the Wiederbeleben Serum.

Some years later, he would directly test the effects of his invention during Operation "Red Lightning," when the Allies and the SSU attacked Kosice Castle, in Slovakia. Priapinski injected himself with a dose of the serum after he was convinced that the castle would fall and the attackers would execute him. In the end, he was killed by Sigrid Von Thaler, who had planned to eliminate him long before he took the serum.

Stefan Priapinski disappeared when the RAF bombed the castle. Those who know him (and still live), are convinced that he is hidden somewhere, plotting his revenge.

### **THE OPERATIONS OF THE BLUTKREUZ KORPS**

The Blutkreuz Korps works on a variety of projects, in many different subjects. It is a multidisciplinary organization that takes an interest in everything that may offer an advantage to the Axis. It includes hundreds of scientists, and the equivalent of a full division of Panzer Grenadiers.

#### **New Technologies**

The most important activity of the Blutkreuz Korps is, of course, the discovery of new applications for VK. Armaments, motorization, energy, and armor are just a few of the main fields of research. The "New Technologies" department oversees most of the researchers and receives the largest part of the budget. Its greatest invention so far is the creation of laser ray weaponry—using VK as a source of energy, as revealed by Kvasir.

Today, the Blutkreuz Korps focuses more on improving existing technology, rather than discovering new ones. This is where the loss of Leopold Von Thaler has had its heaviest consequences. He is no longer there to push beyond the limits of known science. His successors are satisfied to follow the direction he had already chosen. Thus far, it's been sufficient. But if the Axis loses its ability to

innovate, the result could be catastrophic for the Bloc over the long term.

Only one department of "New Technologies" seems to do its best to reach new objectives and create unbelievable new things: Space Research. These researchers are working on a "Solar Cannon" project, an artificial satellite with a mirror that amplifies the Sun's rays. The energy beam it creates could burn down entire cities. So far, the Axis is a long way from being able to build such a machine, but the fact that VK could propel a missile into outer space makes this project possible.

#### **Archaeological Madness**

The second most important activity of the Blutkreuz Korps is their search for ancient relics. Many who spoke with Kvasir thought it wasn't the first time the traveler had come to earth. The Blutkreuz Korps has sent teams all over the world to find traces of any previous visits. Who knows what the Vrill might have left behind? Another vessel or a hidden base?

Since the beginning of the war, travel has become difficult for the German scientists. But their activities in the conquered or neutral territories are considerable. This division of the Blutkreuz Korps also tries to influence the military command of the Axis Bloc, hoping to gain control of key territories. According to these researchers, some of these regions could hold the keys to victory.

Since organizing operations of this scale are very difficult, especially when the results are so uncertain, the Blutkreuz Korps directly organizes many special operations itself. It can mobilize its own resources to gain control of a battle zone. Then they merely have to hold it until the "big brains" do their job.

The Korps has decided to continue many of the old activities of the Ahnenerbe, including the search for powerful religious or magic artifacts. Many influential members of the Blutkreuz Korps, especially Frida Von Thaler, are convinced that these artifacts exist. They may be mystic objects or Vrill inventions, but this doesn't matter. It's essential to find them, study them, and use them to ensure the victory of the Axis! Many Blutkreuz Korps scientists think these expeditions are a waste of time and resources, but they must follow their leaders' decisions.

#### **Practical Applications**

Before mass production of new materials can begin, it's necessary to test them! Over the years, the Blutkreuz Korps has created a small, elite army. Its first soldiers were the ones who participated in Operation "Neu Schwabenland." Later, the Von Thalers recruited the most talented soldiers, chosen for their superior intellect and exceptional



training. They were recruited from all nations of the Axis Bloc, and share the same semi-religious fanaticism.

The military force of the Blutkreuz Korps numbers some 1,500 men, split into three brigades. The Blutkreuz Korps Sturmgnadien is an elite infantry unit responsible for the defense of the most important installations. The Blutkreuz Panzer Korps operates the walkers, and is constantly fighting on the Eastern Front; finally, the Blutkreuz Panzer Grenadiers is a mixed unit in charge of special operations.

The Blutkreuz Panzer Grenadiers is composed of motorized and airborne troops, both Sturmgnadien and a good number of combat walkers. This first brigade tests new war materials during its missions. If it approves them, those weapons can be fully adopted by the other two brigades, and eventually by the regular army. Of course, supply problems can often limit access to these devices.

### THE ENEMIES OF THE BLUTKREUZ KORPS

An organization as powerful as the Blutkreuz Korps eventually faces enemies that are just as powerful. The other great powers of the world will do everything they can to destroy them. After stealing their secrets, of course...

Despite their cruel and evil nature, the Blutkreuz Korps is a powerful weapon that may soon become essential for the survival of the human race. They are at the center of the most advanced research in the field of Vrill technology. Even though the Allies may have more resources, the Axis Bloc is still more technologically advanced.

### ASOCOM

Allied Special Operations Command (ASOCOM) was created in 1944, during the unification process of the Allied Bloc. This organization was born mainly from the fusion of the British SOE and the American OSS. Spies of many nationalities soon joined, united by the same objective: the liberation of Europe. ASOCOM's task is huge. It mainly consists of intervening everywhere to counter the activities of the various enemies of the Allied Bloc. It also acts like a scalpel when the Allies need to rapidly show their power.

Obviously, ASOCOM is the natural enemy of the Blutkreuz Korps. These two entities use the most advanced equipment to achieve their objectives. They participate in the most dangerous operations – where failure is not an option, and where success brings great rewards. Both organizations have nearly unlimited resources, which they use now for a single purpose: destroy the enemy.

There are many different departments and services inside ASOCOM. They are gathered together at the "Octagon," the immense headquarters of the Allied armed services, deep in the heart of Kansas. One such branch is the "Counter-attack" service, which fights directly against the Blutkreuz Korps. Joe Brown is a member of this branch.



As the need for special operations expands, hatred and rancor between the agents of these two organizations multiplies. Everywhere, the struggles between the two Blocs often become personal battles. The antagonism between Joe Brown and Sigrid Von Thaler, for example, has become legendary. It is as if destiny itself pits these mortal foes against one another.

In every neutral country, the Blutkreuz Korps has placed bounties on the heads of all agents from the other Blocs. Members of ASOCOM always demand the highest rewards.

### Majestic 12

Majestic 12 (M12) is another organization that operates from within the Allied Bloc. But its objectives are very different from those of ASOCOM. M12 was founded by a group of American businessmen and military leaders. It seeks any information regarding new alien technologies. Its only purpose: to make huge profits. M12 is very interested in the Blutkreuz Korps, since it is the primary source of scientific innovation.

M12's objectives occasionally oppose those of the Allied Bloc. When this occurs, M12 agents do not hesitate to consider everyone else as an enemy. The leaders of M12 are well aware that if the Allied Bloc discovers a new technology, it will soon be available to everyone, which is something that M12 cannot accept. It wants to become the sole proprietor of such knowledge and technology, so it might monopolize the profits when the war finally ends.

Here the situation becomes complicated. A part of M12 realizes that the longer the conflict goes on, the more profitable their contracts with the army become. Soon this faction will not hesitate causing a problem for the Allied war efforts. If the Allied Bloc wins the war too quickly, M12 will suffer enormous financial losses.

Thus far, Majestic 12 hasn't managed to get its hands on any truly important technology. Not because its agents aren't making every possible effort; rather, the secrets of the Blutkreuz Korps are too well protected. But M12 agents working in the petrol industry have made some remarkable discoveries. If they cannot get plans or prototypes, why not control the resources? To this end, M12 already controls three VK mines in secret locations. While the Allies fight the Axis to uncover the mineral deposits in Antarctica, some members of M12 already have a large quantity at their disposal...and they sell it to the highest bidder!

### Ahnenerbe

Heinrich Himmler founded Ahnenerbe in 1935. It is a pseudo-intellectual society whose purpose is to uncover scientific "proof" of the divine nature of the Aryan race. The society has attracted some brilliant minds, such as Baron Von Thaler, but it is mostly made up of imposters and charlatans!

Ahnenerbe organized and funded Operation "Neu Schwabenland," the first known discovery of VK. But it immediately lost control over the discoveries it had made.

The society was quickly infiltrated by the SS, which provided much of its funding. As a result, Ahnenerbe did not survive the regime purge that occurred when the Blutkreuz Korps assumed power. Officially, the society was disbanded, and its members were imprisoned. But a few of its members managed to avoid this fate. Some of the most influential members are still at large. They move in the shadows, with agents of the Blutkreuz Korps and the Abwehr actively searching for them. These scattered survivors now live with a single purpose: find the body of the Führer and resurrect him with the Wiederbeleben Serum! They have high hopes for this plan. The Führer wasn't shot in the head when he was killed, so his brain can be reactivated with the Serum. For these few men and women, only Hitler's return can restore them to their former role. Surely he would put an end to the corruption, reconstruct the Reich, and destroy the usurpers!

Even though they may be considered insane, the members of Ahnenerbe are still very dangerous. They are extremely fanatical, and they can count on the support of the few SS



who have escaped the new Axis regime. They are also very knowledgeable about the machinery of power, and even the structure of the Blutkreuz Korps. Their operational capacity should not be underestimated, but so far the Axis has ignored their existence.

### THE SPECIAL UNITS OF THE BLUTKREUZ KORPS

While combat was not intended to be their primary role, the Korps quickly focused their efforts to find a solution for the dramatic losses suffered by the Wehrmacht on the Eastern Front. This work is not yet finished, though the Axis has achieved some spectacular progress.

There are two types of special troops created to defend the Axis – even though they are mostly used to annihilate enemies, rather than protect territories!



#### The “Untertoten” Program

As described above, the Blutkreuz Korps has been working since 1943 on a program of “resurrection” for soldiers who fall in battle. The creatures created with the help of the Wiederbeleben Serum are called “Untertoten.” These are dead bodies of soldiers, gathered from the battlefield, and injected with a dose of the special mixture directly into their brain. A few moments later, they return to life. The brain works, more or less (usually less...), and they can be equipped with simple weapons. The rate of success in

the creation of these zombies is about 49%, which isn't too bad. The remaining 51% are too violent, too uncontrollable, and too dangerous to both the enemy and friendly units. So, out of kindness, they are killed a second time by their guardians, then recycled as fertilizer.

Obviously, the population of the Axis knows nothing about all of this. The populace would be horrified to learn that their war heroes were treated in such a fashion. The few regular units that have fought alongside the zombies have disappeared on the Eastern Front. Once the High Command saw the men's reaction to these abominations, the “monsters” were used only in separate units. These units are always led by Blutkreuz Korps troops.

The Axis keeps the program secret, as its citizens would not accept seeing the bodies of fallen soldiers used this way. The Allies, on the other hand, speak often of these creatures. The mere existence of these monstrosities justify all sacrifices that the people of the Allied Bloc can sustain. Meanwhile, the SSU also keeps the secret, as it does not wish to frighten its own population.

A small number of the Untertoten have a brain that has a better reaction to the Serum (about 5%). These subjects can speak, and use more sophisticated weapons. They become zombie sergeants who lead groups of about fifteen zombies.

The Axis is preparing to launch a new “Ubertoten” program: superior undead soldiers. In this program, the Serum is injected into the subject before death! So far, the rate of success is very low, and there are few volunteers. The most impressive success in the program thus far is the creation of the “TotenMeister.” Nobody knows its real name. Scientists can only determine that it was once a woman. Now “she” is an undead creature with incredible strength. Neither dead nor living, the TotenMeister is the first soldier of the next generation being created by the Axis scientists. If they can replicate this success, they will create an invincible army of undead.

#### The “KampfAffen” Program

Even before their meeting with Kvasir, the Axis already had strong ambitions for outer space. Obviously, since Kvasir's death, this ambition has become even more important.

German scientists have long understood that they need a physically strong subject to survive the acceleration that a rocket requires if it is shot into Earth's atmosphere. So, nearly twelve years ago they began genetically improving apes. Their similarity to human beings and their Herculean strength made them the perfect candidates.

Since its creation, the Blutkreuz Korps began experimenting with the application of certain drugs on gorillas. The first specimen was a piece of art: Markus KampfAffe 001. The process not only reactivated his brain, but also pushed his mental capacity to unknown levels. This is a secret that Markus carefully avoids sharing with his creators.

The “war gorillas” form very effective combat units. They are equipped with steel close combat weapons, and use their inhuman strength against the enemies of the Axis. Sometimes, they “accidentally” attack the wrong targets. The KampfAffen are quite sensitive about the poor treatment their guardians often inflict upon them. These men consider the apes to be nothing more than stupid monkeys. When the gorillas are able to avenge themselves without fear of retaliation, they are quite happy to do it.

So far, the Blutkreuz Korps doesn't know about the revolt that is brewing, and Markus keeps careful watch over it. He hopes to free his “people” from Axis control, but he knows that it will be a long and difficult process. He would like to turn to another Bloc for help, but it seems to him that all human beings share the same cruel hatred for his simian brothers. But Markus has made a promise: someday, they will be free.





## THE NEW RULES

In this rulebook, you will find the following new rules:

### THE “C” RANGE

This new range category describes weapons used exclusively in close combat (that’s what the “C” stands for). Until now, the minimum range in *Dust Tactics* was 1 square. Range C works the same way as range 1, but it only applies to hand-to-hand weapons like “Knife” and “Knife & Grenade.”

### REACTIVE FIRE

Reactive Fire is a new tactical option available to all units. This is an exceptional action, but it is not easy to perform. Also, whether you succeed or not, it counts as your unit’s actions for the entire game round, so your unit won’t be able to do anything else that round.

### STRUCTURES

Included in this box are special terrain tiles – the first structures for *Dust Tactics*! You will need a few new rules to understand their effect on the game, how units behave inside them, and how units can enter and exit them.

### “PHASER” WEAPONS

Finally, as terrestrial technology progresses, a new kind of weapon has become available to the Allies. It causes a different type of damage. The weapon is called a “Phaser,” and it shoots a condensed ball of energy. This ball explodes on impact and damages all units in the area. The wave of energy doesn’t make any distinctions between friend and foe, and burns everything it touches!

## RANGE “C”

*Operation “Cyclone”* introduced range A, which governs artillery weapons. This was the first weapon to have a variable range. Now it’s time to introduce weapons with range C.

To make it simple: all weapons with range C are treated **in exactly the same way** as weapons with range 1.

To expound a bit more: When you declare attacks with a squad and announce that one of your weapons is “Knife” or “Knife & Grenade,” resolve attacks from all **other** weapons first. Your opponent removes casualties caused by these other weapons (if any) **before** resolving the hand-to-hand (range C) weapon. Your opponent can then retaliate against your close-combat attack with his surviving units (if any). Attacks made by weapons at range C are then resolved **simultaneously** (i.e., both players roll dice at the same time).

Some heroes might be equipped with other special weapons, but as long as these weapons have range C, you can use them in close combat and therefore retaliate against an enemy attack. So, **all weapons with range C** can be used to attack in close combat and to retaliate against a unit in close combat.

From this point forward, all close combat weapons are considered as range C. As for units that have already been published, treat the following weapons as if they had range C:

– Knife


– Knife & Grenade


When you use a range C weapon with the option for sustained attack, you reroll the dice just once, as usual. The sustained attack means that your unit takes time to carefully aim. It doesn’t matter if you are using a gun or a knife – you are allowed to reroll only once.

Also, **all weapons with range C ignore cover**. If a pack of enraged gorillas jumps at your squad, an anti-tank obstacle won’t provide any protection! Close combat is very effective when attacking units in cover or units that are protected inside buildings.

## REACTIVE FIRE

Reactive Fire is a special action available to all units that haven’t been activated yet during the current game round. Reactive Fire allows your unit to attempt to shoot at an enemy unit when it moves while within line of sight and range of your weapons.

Reactive Fire temporarily interrupts the action of an enemy unit to allow one of your units to open fire. In order to perform this action, you must first select one of your unactivated units and roll one die. If you obtain a , your unit does not get to fire at the enemy. In fact, **if you fail your roll, your unit is considered activated for this game round, even though it didn’t do anything!**

If you obtain a , your unit immediately activates and performs a single **SHOOT** action with **all** weapon lines that have sufficient range to target the opposing unit. Once you’re done, the enemy unit continues with its action.


Whether you succeed or not, attempting Reactive Fire activates your unit for the game round. Move the unit card to your activated units pile. It can’t perform any other actions for the rest of the game round (unless a *Command Squad* reactivates it).

In order to attempt Reactive Fire, the unit **must** have a weapon with sufficient range to attack and damage the target unit. Also, Reactive Fire can only target the unit that your opponent activated, and **no other units**.

**EXAMPLE:** A *Luther* moves into **line of sight** of *The Gunners* squad at range 10, *The Gunners’ Bazooka* has range 3. The *Luther* is in **line of sight** of *The Gunners*, but not in their **zone of fire**. *The Gunners* cannot attempt to use Reactive Fire against the *Luther*.

**EXAMPLE:** The same *Luther* also enters **line of sight** of a *Pounder*, at range 12. The *Pounder’s* cannon has unlimited range. The *Luther* is both in **line of sight** of the *Pounder* and in its **zone of fire**, so it can attempt to use Reactive Fire.

**EXAMPLE:** Let’s continue with the previous example. The *Luther* is 12 squares away from the *Pounder*. The Axis player chose to perform a double movement to try to hide behind a building. The Allied player knows that if his opponent manages to get behind the building, he will be able to protect his walker until the end of the game – he must be stopped! The Allied player declares that he will attempt to use Reactive Fire. He rolls one die to react against the *Luther*.

The Allied player is lucky and rolls a ! The *Pounder* opens fire on the *Luther*, following normal combat rules. Three squares away from the *Pounder*, there is also a unit of *Recon Grenadiers*. The *Pounder* cannot use its machine gun against them because they didn’t trigger the Reactive Fire.

If the Axis player had activated the *Recon Grenadiers*, the *Pounder* would have been able to use Reactive Fire against them with **all** of its weapons against them.



## POSSIBLE SITUATIONS FOR REACTIVE FIRE

– If an enemy unit performs the action sequence **MOVE + SHOOT**, Reactive Fire must occur immediately after the **MOVE** action.

**EXAMPLE:** The enemy unit moves to open fire on your unit. Right after its movement, you can try to use Reactive Fire to interrupt the unit's turn and shoot it. If you have success with your roll, you can perform 1 **SHOOT** action against the enemy unit. If the enemy unit survives the shot, it continues performing its second action (**SHOOT**).

– If an enemy unit performs the action sequence **SHOOT + MOVE**, Reactive Fire must occur immediately after the **SHOOT** action.

**EXAMPLE:** The enemy unit has shot at your unit and is now moving to take shelter. Right after the unit takes its shot and you remove your casualties, you can attempt to use Reactive Fire.

– If an enemy unit performs the action sequence **MOVE + MOVE**, Reactive Fire must occur immediately after the first **MOVE** action.

**EXAMPLE:** An enemy unit decides to perform a double movement to get dangerously close to your *Command Squad*. If it manages to complete its movement, you won't be able to intercept it before the next game round. You must do something! If you have success with your roll, you can shoot after the first **MOVE** of the enemy unit. In this way you might have a chance to destroy it before it's too late.

– If an enemy unit uses the **Charge** ability (the action sequence **MOVE + MOVE + CLOSE-COMBAT ATTACK**), Reactive Fire must occur immediately after the second **MOVE**, but before the **CLOSE-COMBAT ATTACK**.

**EXAMPLE:** An enemy unit is charging your unit. It's time to shoot all you have to avoid being slaughtered! If your roll succeeds, you will be able to open fire (a simple **SHOOT** action), then try to survive the charge attack by the survivors of the enemy squad.


**Note:** If the enemy unit has the **Fast** ability, you can try to use Reactive Fire after it has completed all of its movement.


– If the enemy unit performs the action sequence **SHOOT + SHOOT**, none of your units can use Reactive Fire against that enemy unit.



In Summary:

To use Reactive Fire, your unit **must not** already be activated during this game round.

When your opponent declares what he is going to do on his turn, you must **immediately** declare if you will attempt to use Reactive Fire.

To attempt using Reactive Fire, roll one die. If you roll a , you get to perform a single **SHOOT** action. You can also activate an ability that does not require an action.

If you roll a , your Reactive Fire failed. You do not perform a **SHOOT** action.











Whether your roll is a  or a , your unit is deactivated for the rest of the game round. You can still try to reactivate it as usual with a *Command Squad*.

## STRUCTURES

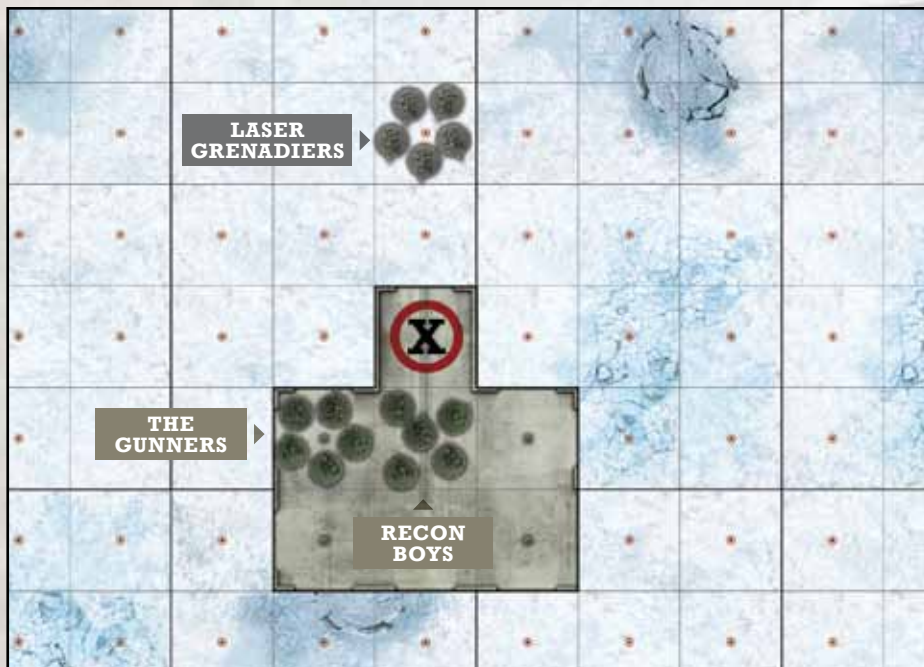
The first structures for *Dust Tactics* are contained in this box! The following rules will allow you to use them on the battlefield. There are three types of structures: hangars, buildings, and bunkers. Only hangars and buildings are contained in this box.

### GENERAL STRUCTURE RULES

Unless a scenario's rules dictate otherwise, the following rules apply to all structures:

- Hangars cover the same area as one full terrain tile (9 squares, 3x3).
- Buildings are terrain features whose size is smaller than one full terrain tile. Buildings come in several different shapes and sizes.
- All structures block line of sight.
- A structure's walls cannot be destroyed.
- Soldiers and heroes (**ARMOR** ) with the **Jump** ability can jump over any type of structure.
- Tanks (**ARMOR** ) with the **Jump** ability **cannot** jump over any type of structure.
- Units (**ARMOR** , , ) cannot land on top of structures.
- Soldiers and heroes (**ARMOR** ) can enter any type of structure.
- Tanks (**ARMOR** ) cannot enter buildings, but they can enter hangars.
- Aircraft (**ARMOR** ) cannot enter buildings or hangars.
- Soldiers (**ARMOR** ) are considered to be in **SOFT COVER** when they are **inside** a building and it is targeted by an enemy unit that is **also inside** the building.
- Soldiers (**ARMOR** ) are considered to be in **HARD COVER** when they are **inside** a building and it is targeted by an enemy unit that is **outside** the building.
- In order for a unit inside a structure to attack an enemy unit outside a structure, the attacking unit must be on a square that shows an exit in the direction it wants to attack.
- In order for a unit outside a structure to attack an enemy unit inside a structure, the enemy unit must be on a square that shows an exit.
- When a unit is inside a structure, it follows the standard rules for shooting and moving (walkers cannot "cut" one or two corners that block line of sight, targets receive cover from attacks that cross a corner, etc.)
- Inside a structure, cover combines in the normal way (a squad inside a hangar and on a square with an ammo crate is considered to be in **HARD COVER** against attacks from inside the hangar.
- Anti-tank traps cannot be placed inside buildings.





**EXAMPLE:** *The Gunnners* are inside a building, so they are in **HARD COVER** against shots coming from a *Laser Grenadiers* squad. However, the *Laser Grenadiers* cannot target the *Recon Boys* because their square does not have an exit in the direction of the *Laser Grenadiers*. This also applies to the *Recon Boys*, who cannot target the *Laser Grenadiers*.

If the *Recon Boys* move to the square marked “X,” they will be able to target the *Laser Grenadiers*. The *Recon Boys* will then be in **HARD COVER** against the *Laser Grenadiers*’ attack.

Finally, if the *Laser Grenadiers* were in the square marked “X,” they would be able to target either Allied squad. The *Recon Boys* would be in **SOFT COVER** (inside the building) and *The Gunnners* would be in **HARD COVER** (inside the building and with a line of sight that goes diagonally through a corner between the two enemies).

**IMPORTANT** No matter the situation, don’t forget that you can shoot back at an enemy unit if that enemy unit shoots at that unit. In other words, if an enemy unit has a clear line of sight to one of your units, your unit also has a clear line of sight to that enemy unit.

## “PHASER” WEAPONS

For the past few months, the Allies have been testing a new type of weapon that comes from VK technology: the “Phaser.” It shoots a concentrated ball of energy that explodes on impact. Thanks to the power of VK, Allied scientists have managed to sufficiently shrink an entire generator. They can now equip new troops with next generation weaponry.

Unlike other weapons, Phaser weapons do not have a fixed amount of damage. The damage a Phaser produces is represented like this:  $X/Y$ . The “X” represents the number of dice you roll to “aim at” the enemy. The “Y” tells you how powerful the explosion is. Roll a number of dice equal to the “X” value. For each  $\oplus$  you obtain during the “X” roll, you roll “Y” dice to calculate the damage. For each  $\oplus$  you obtain during the “Y” roll, you inflict one hit on the target.

**EXAMPLE:** A *Honey* is equipped with a 1200W Phaser Gun. It decides to open fire on a *Laser Grenadiers* squad. Against these soldiers, the Phaser does damage  $2/3$ . The Allied player rolls two dice. He obtains one  $\oplus$  and one  $\ominus$ . Each  $\oplus$  allows him to roll three damage dice. The Allied player now rolls three dice and obtains two  $\oplus$ . In total, the *Honey* scores two hits and the *Laser Grenadiers* lose two soldiers.

When you perform a sustained attack with a Phaser weapon, it allows you to aim better. You only reroll the dice to “aim at” the enemy (the “X” value). If you use the **Berserk** skill, or any other skill that modifies your chance to hit, with a unit equipped with a Phaser weapon, the same rule applies: you only reroll the “X” value.

**EXAMPLE:** Let’s continue with the previous example. The *Honey* opens fire with a sustained attack on the *Laser Grenadiers*. He rolls two dice and obtains one  $\oplus$  and one  $\ominus$ . He sets the  $\oplus$  aside and rerolls the  $\ominus$  (the effect of the sustained attack): he rolls a second  $\oplus$ ! As we previously mentioned, each  $\oplus$  allows him to roll three damage dice. The Allied player now rolls six dice against the *Laser Grenadiers*. Each  $\oplus$  inflicts one casualty to the squad. The player rolls his dice and obtains three  $\oplus$ . The *Laser Grenadiers* lose three soldiers.

Phaser weapons can be deadly...if you are lucky! You can control their aim, but you cannot control the explosion that they trigger. In order to simulate the ball of energy that explodes on impact, **Phaser weapons ignore all cover**.

## NEW ABILITIES

*Operation “SeeLöwe”* introduces a few new abilities, mostly for new units (available separately). There are also updates to existing abilities. The following text **replaces** those of all previous expansions and the *Dust Tactics Core Set* rulebook.

### ADVANCED REACTIVE FIRE

A unit with this ability can react very quickly to changes on the battlefield. Its crew is trained to face any new situation in just a few seconds. When this unit attempts to use Reactive Fire, roll two dice instead of one. If you roll at least one  $\oplus$ , you may perform the attack. A hero with this ability shares it with any squad he joins.

### BLUTKREUZ APE

A unit with this ability comes from the dreadful laboratories of the Blutkreuz Korps. This ability describes the genetically modified apes who fight in name of the Axis against their will. A hero with this ability can only join a squad that has this ability. He cannot join **any other squad**. A squad with this ability can only be joined by a hero that also has this ability. If the hero does not have **Blutkreuz Ape**, he cannot join the squad.

### BLUTKREUZ ZOMBIE

A unit with this ability comes from the dreadful laboratories of the Blutkreuz Korps. This ability describes the undead – fallen soldiers who rise again to fight in name of the Axis a second time. A hero with this ability can only join a squad that has this ability. He cannot join **any other squad**. A squad with this ability can only be joined by a hero that also has this ability. If the hero does not have **Blutkreuz Zombie**, he cannot join the squad.









### SCOUT VEHICLE



A unit with this ability is always deployed in the vanguard. Its other purpose is to reconnoiter the field for other troops. During the first game round (and only during that round), a unit with this ability can move two extra squares. If a vehicle with this ability enters the game after the first round, it cannot use this ability.



### SUPERIOR REACTIVE FIRE


A unit with this ability can react very quickly to changes on the battlefield. Its crew is trained to face any new situation in just a few seconds. When this unit attempts to use Reactive Fire, roll three dice instead of one. If you roll at least one , you may perform the attack. A hero with this ability shares it with any squad he joins.

### WIEDERBELEBEN SERUM

A hero with this ability has access to the most terrifying technologies of the Blutkreuz Korps. He owns a stock of the terrible serum that allows him to steal the life force from his enemies. When this hero inflicts a casualty to a squad or removes a health point from an enemy **hero**, he recovers one . There is no limit to the amount of  a hero can recover with this ability, but he can never exceed his maximum .

**Note:** This "regeneration" ability can only be used to recover  that was lost earlier in the battle. This regeneration ability does not happen until after all close combat hits have been resolved. So, a hero can only recover  after the close combat is complete (even if it is later in the same game round).

**EXAMPLE:** *TotenMeister* and some *Axis Zombies* attack an Allied squad in close combat, defeating it. During the combat, *TotenMeister* loses three . The  is removed from her unit card – since close combat fights are simultaneous, she takes the damage despite inflicting casualties on the enemy.

Later that round, *Joe* and a *BBQ Squad* decide to attack the *Axis* creatures, bravely declaring that they will engage them in close combat. If the *TotenMeister* survives the Allies assault, she will be able to regenerate the three  she lost in the previous combat (as long as she successfully causes three damage from her attacks).




### CHARGE

**Note: This rule replaces the one described in the Core Set rulebook!**

Using this ability, a unit can attack with all of its weapons that have range 1 or C, even if it just moved twice this turn. The unit **must** perform its actions in this order. It cannot attack and then make a double movement, and it cannot move, attack, and then move again. Using **Charge** expends both of a unit's actions for the round. A hero with this ability shares it with any squad he joins.

### DAMAGE RESILIENT

**Note: This rule replaces the one described in the Core Set rulebook!**

Units with this ability are particularly tough. They take the hits without flinching and keep on fighting. Each time a unit with this ability suffers a point of damage, roll one die: if you get a , the damage is ignored. Damage Resilient protection is independent from cover. A miniature that has this ability **and** is behind cover benefits from both. A hero with this ability **does not** share it with any squad he joins.

### HEROIC ATTACK

A hero with this ability is a true leader! His presence alone enables him to be able to change the course of battle. He knows how to inspire the troops, and can make them achieve incredible feats. Once per game, the hero can use Heroic Attack. This doesn't count as performing an action, but you must activate the hero to use the ability. A hero using Heroic Attack is **invulnerable to all attacks** against him (this also applies to artillery fire, close combat, etc.) The ability lasts until the end of the round. As long as the hero is invulnerable, he can move, attack, and act normally. A hero with this ability shares it with any squad he joins.



## THE NEW AP SYSTEM

Early in 2011, Fantasy Flight Games released the official tournament rules for *Dust Tactics*, which included a revised army point system. This revised point system met with such an overwhelmingly positive response that we decided to incorporate it into non-competitive play as well.

We have found the game to be more balanced and enjoyable when using these points, so it only seemed right to make this the official way to play *Dust Tactics*.

All units up to this point have the old point system printed on their unit card. To calculate you army's total cost with the new AP system, use the tables below.

All scenarios up to this point used the old point system to determine army composition. To make these scenarios compatible with the new AP system, use the table below.



Scenario		
Name	Attacker AP	Defender AP
<b>Operation "Blue Thunder"</b>		
Reconnaissance	see scenario	see scenario
Patrol	160	160
General Assault	160	160
Counterattack	160	see scenario
Intrusion	160	160
Descent	160	160
Destruction	160	160
Evacuation	160	160
<b>Operation "Cyclone"</b>		
Standing on the Beach	180 (soldiers) 120 (walkers)	40 (each round)
Counterattack	300	300
Close the Window	160 (round 1) 140 (round 2)	40 (each round)
The Crossroads	300	300
They're Here!	240	240
An Unwelcome Surprise	240	240
Rescue the General	240	240
Das Boot	240	240

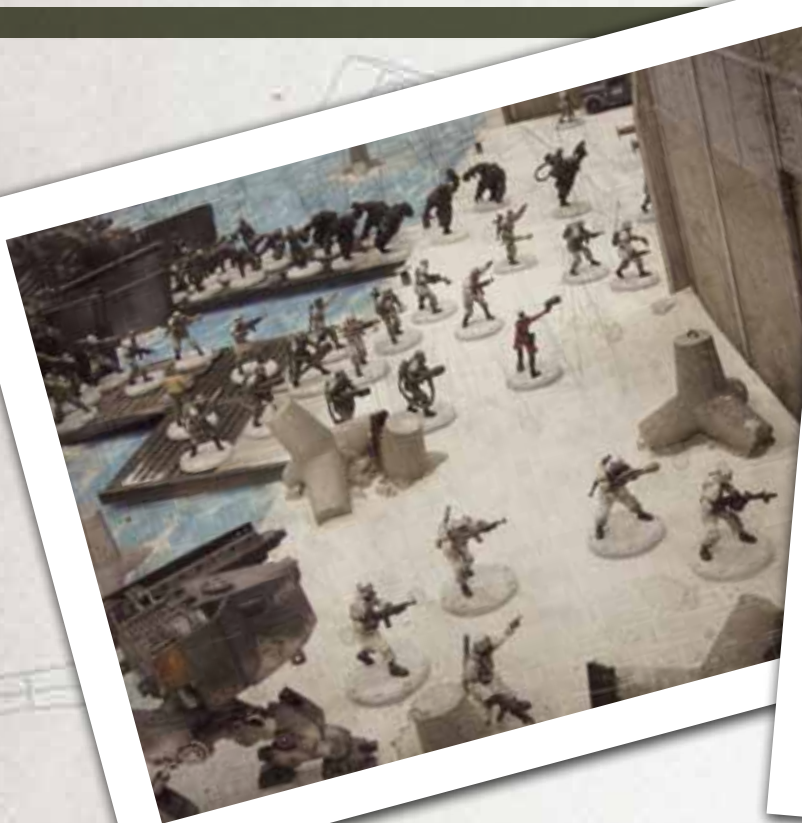


Axis	
Name	AP
<b>HEROES</b>	
Sigrid Von Thaler	20
Stefan	18
Manfred	16
TotenMeister	24
Markus	20
Grenadier X	24
<b>WalkerS</b>	
Ludwig	40
Luther	35
Lothar	36
Loth	30
Heinrich	26
Hermann	26
<b>SQUADS</b>	
Laser Grenadiers	27
Battle Grenadiers	21
Recon Grenadiers	16
Tank Killers	22
Kommandotrupp	40
Sniper Grenadiers	10
Beobachter	5
Axis Gorillas	24
Axis Zombies	31



Allies	
Name	AP
<b>HEROES</b>	
Bazooka Joe	18
Johnny One-Eye	16
Rosie	20
Action Jackson	24
OZZ 117	24
The Priest	18
<b>WalkerS</b>	
Pounder	40
Hot Dog	36
Steel Rain	38
Mickey	35
Wildfire	24
Honey	28
<b>SQUADS</b>	
BBQ Squad	30
The Gunners	20
The Recon Boys	15
Bot Hunters	22
The Boss	40
Crack Shots	10
13 Fox Trot	5
Grim Reapers	26
Tank Busters	30





## THE OPERATION "SEELÖWE" CAMPAIGN

### The men, the means, the mission!

The following scenarios are the core of *Operation "Seelöwe."* Two sides locked in combat: one defending its naval base, guarding a military innovation that could change history; the other trying to prevent their foes from gaining total supremacy.

Decide with your opponent who will be the 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 base should read the "**Defender**" parts.

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

Once you're done, switch 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 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.

Check our websites often for the latest news, modeling tips, and preview articles. Pay us a visit as often as you can!

[www.FantasyFlightGames.com](http://www.FantasyFlightGames.com)

[www.Dust-Tactics.com](http://www.Dust-Tactics.com)



## OPERATION “SEELÖWE”

*“The weather forecast guys were wrong again. It’s too cloudy, too windy. We are going to lose lots of paratroopers. And these new airplanes make too much noise—the British will hear us coming from miles away.”*

Manfred Kreuzer is in a gloomy mood. However, it’s not the first time he has embarked on a mission—he is a veteran. But this one seems much more dangerous than usual. He turns to his superior to ask her once more the question that has haunted him for weeks:

*“Colonel Von Thaler, was it really necessary to bring these monsters with us?”*

*“Manfred, don’t be foolish. You know we need them.”*

*“But Colonel, we cannot control them. They might turn against us at any moment.”*

*“And they can slaughter the enemy ranks. If some of them rebel, you know what to do. Get ready for the jump, Manfred. We’ll soon be over the objective. I hope the amphibious assault troops did their job.”*

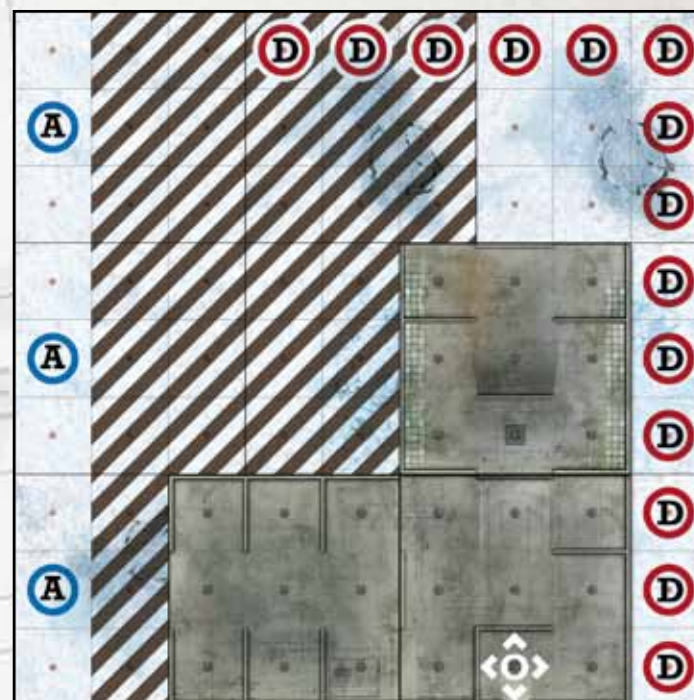
### PLAYING THE CAMPAIGN

Unlike the scenarios you played in *Operation Blue Thunder* or *Operation Cyclone*, the scenarios of *Operation Seelöwe* have no fixed amount of Army Points. Choosing this amount is up to you and your opponent. We suggest you to play with about 350 AP for each side. This way your game will last about seventy-five minutes. You can play with more or less points, according to your wishes and the number of troops you own.

Most of the following scenarios require the same amount of Army Points for each side, unless the scenario description specifies otherwise.

Enjoy the campaign!

## 1 – WE’RE HERE!



### SITUATION:

When the first light of dawn appear in the sky, Scapa Flow harbor is full of invading barges flying Axis colors. The objective of this amphibious assault is to gain control of the generator that supplies the whole Allied base. If the generator shuts down, the base defenses become inoperable long enough to allow the airborne troops to land safely.

Six ammo crates 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.”

### MISSION:

**Attacker and Defender:** You must have at least one miniature still alive on the objective square (marked with an “O”) at the end of round 8. If one side is completely destroyed, the game can end sooner.

If nobody is on the objective at the end of the 8th round, the game ends in a draw.

### FORCES AVAILABLE:

The two sides purchase units using the same amount of AP for this mission.

### TIME:

This mission is played for 8 rounds.

**Remember:** You cannot use artillery weapons inside a building.

## LEGENDS FOR ALL SCENARIOS MAPS



**DEFENDER DEPLOYMENT**



**ATTACKER DEPLOYMENT**



**ZONE OF COVERS**



**DEFENDER OBJECTIVE**



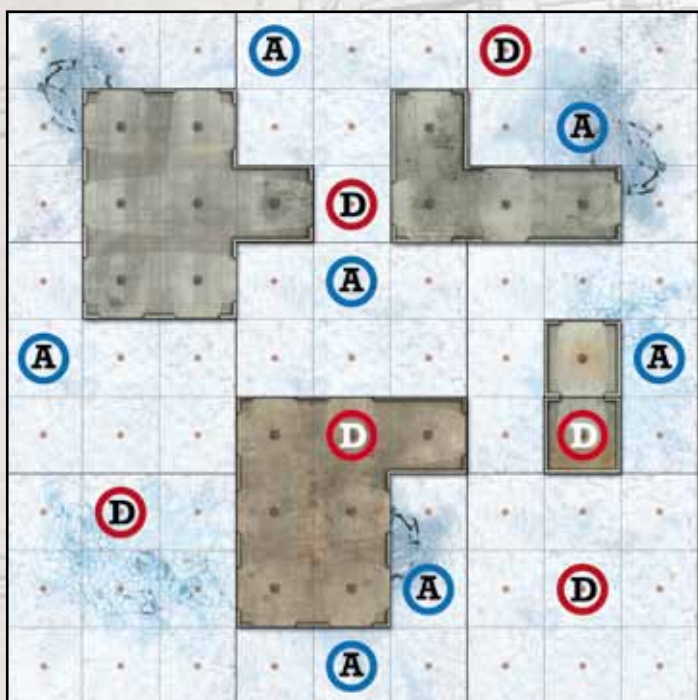
**ATTACKER OBJECTIVE**



**GENERAL OBJECTIVE**



## 2 – BAD JUMP, PART 1



The bad weather has scattered the paratroopers! The light air transports have dropped their troops directly on the Allied army camp. However, there is no news regarding those carrying the walkers. It will be necessary to fight without armored support! Luckily the defenders didn't anticipate getting out of bed so early!

Four ammo crates and four anti-tank traps are available for this mission. You can place cover anywhere on the gameboard except for the squares marked "A" or "D." Remember: You cannot place tank traps inside a building.

### DEPLOYMENT:

**Attacker:** Enter through any square marked "A."

**Defender:** Enter through any square marked "D."

### MISSION:

**Attacker and Defender:** Slaughter your enemy! Calculate the Victory Points at the end of the 8th round to determine the winner.

### FORCES AVAILABLE:

**Attacker and Defender:** You both have the same amount of AP to create your force. You cannot choose any walkers or other vehicles. Both sides can deploy only squads and heroes.

### TIME:

This mission is played for 8 rounds.

## 3 – BAD JUMP, PART 2

Finally, the armored vehicles have landed! The bad news is they landed in the middle of the shooting range, where the defenders train in the morning. Fortunately for the attackers, the defending soldiers are far away. But Allied armor divisions lay in wait...

There are no 3D cover pieces in this scenario.

### DEPLOYMENT:

**Attacker:** Enter through any square marked "A."

**Defender:** Enter through any square marked "D."

### MISSION:

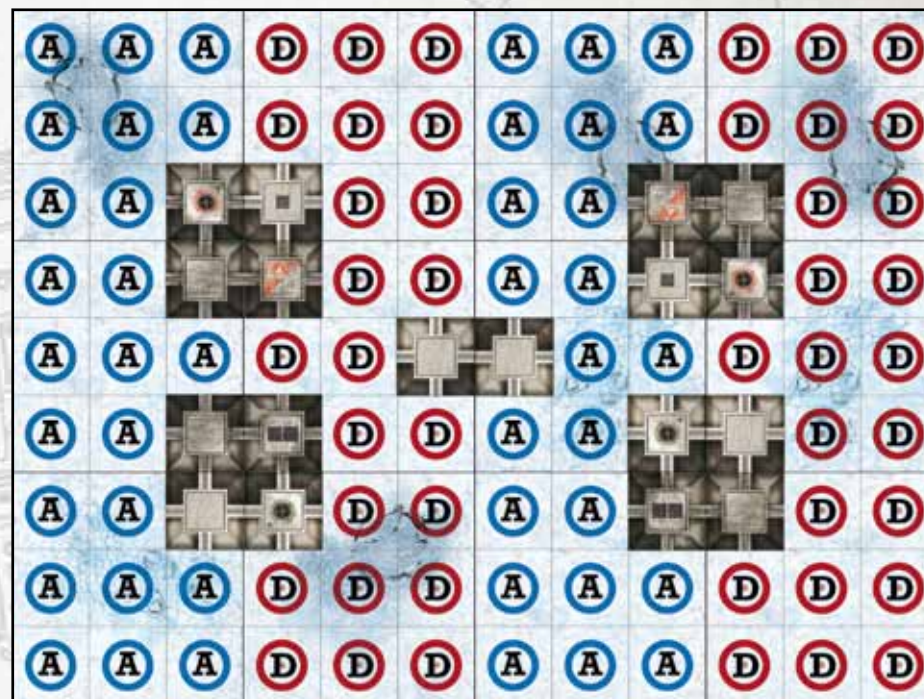
**Attacker and Defender:** Slaughter your enemy! Calculate the Victory Points at the end of the 8th round to determine the winner.

### FORCES AVAILABLE:

**Attacker and Defender:** You both have the same amount of AP to create your force. You cannot choose any squads or heroes. Both sides can deploy only walkers and vehicles.

### TIME:

This mission is played for 8 rounds.





## 4 - LET'S FINISH THIS!

The various divisions of both sides finally meet! It is time to assault the science center! Everything we came for must still be there. Otherwise we'll have to chase the defenders down across the whole base...

Four ammo crates are available for this mission.

### DEPLOYMENT:

**Attacker:** Enter through any square marked "A."

**Defender:** Enter through any square marked "D."

### MISSION:

**Attacker:** Slaughter your enemy! There are two objectives marked "A" on the gameboard. If one of your units ends the game on either of these squares, you gain 50 extra Victory Points each.

**Defender:** Destroy the enemy! There is one objective marked "D" on the gameboard. If one of your units ends the game on this square, you gain 100 extra Victory Points.

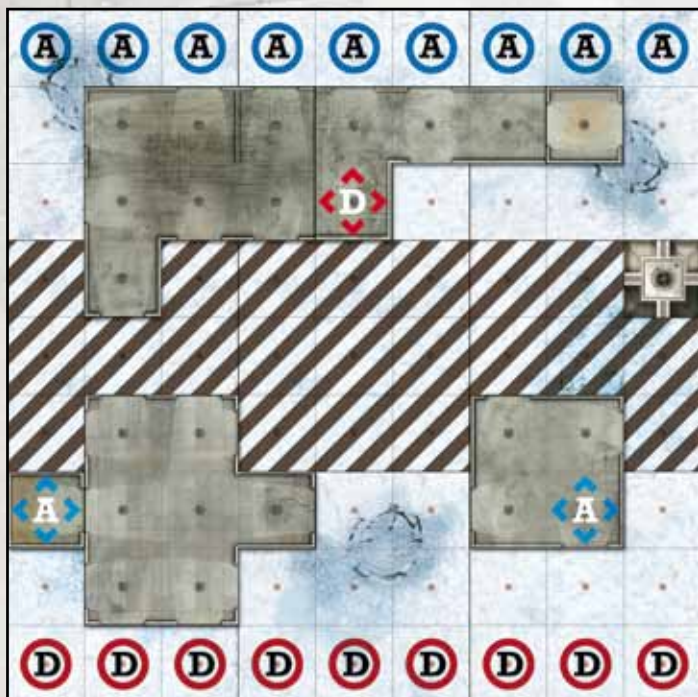
Calculate the Victory Points at the end of the 8th round to determine the winner. Don't forget to add the bonus for the objectives if you manage to hold any.

### FORCES AVAILABLE:

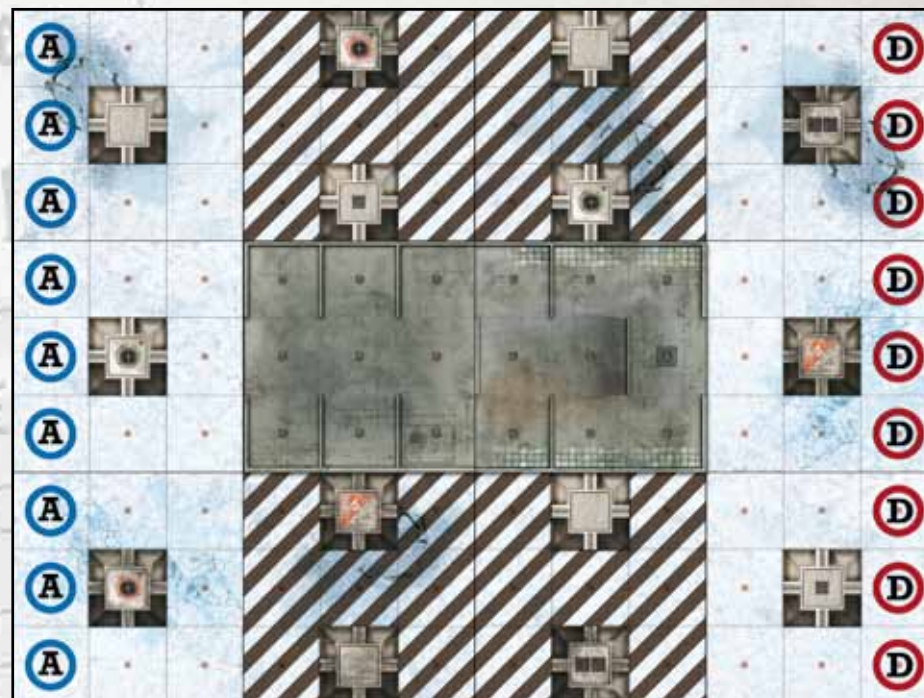
The two sides have the same amount of AP for this mission.

### TIME:

This mission is played for 8 rounds.



## 5 - THE MYSTERIOUS HANGAR



The thing we're looking for must certainly be in this hangar! It's the only possibility. But the enemy is there, too. We'll have to fight before searching this place! Throw everything you have in there. We must hold our position, otherwise we are doomed!

Four ammo crates and two anti-tank traps are available for this mission.

### DEPLOYMENT:

**Attacker:** Enter through any square marked "A."

**Defender:** Enter through any square marked "D."

### MISSION:

**Attacker and Defender:** Eliminate all enemy forces! Calculate the Victory Points at the end of the 8th round. Each of your units which are **inside** the hangar at the end of the 8th round award you Victory Points equal to twice their AP value.

### FORCES AVAILABLE:

The two sides have the same amount of AP for this mission.

### TIME:

This mission is played for 8 rounds.

**Remember:** You cannot use artillery weapons inside a building.



## 6 - THE LAST STAND

The attackers have finally managed to surround the last defenders of Scapa Flow. It's time to deliver the killing blow! But be careful: even though the defenders are cornered, they may still attempt a last desperate counterattack!

Two ammo crates are available for this mission. The Defender can place them anywhere on the map.

### DEPLOYMENT:

**Attacker:** Enter through any square marked "A."

**Defender:** Enter through any square marked "D."

### MISSION:

**Attacker:** Eliminate all enemy forces! By the end of the 8th round, no enemy soldier nor hero nor vehicle can still be in game. If so, you win the scenario.

**Defender:** Survive as long as possible! At least one figure from one of your units must still be alive at the end of the 8th round. The surviving unit may be a reinforcement that's called up by a Command Squad.

### FORCES AVAILABLE:

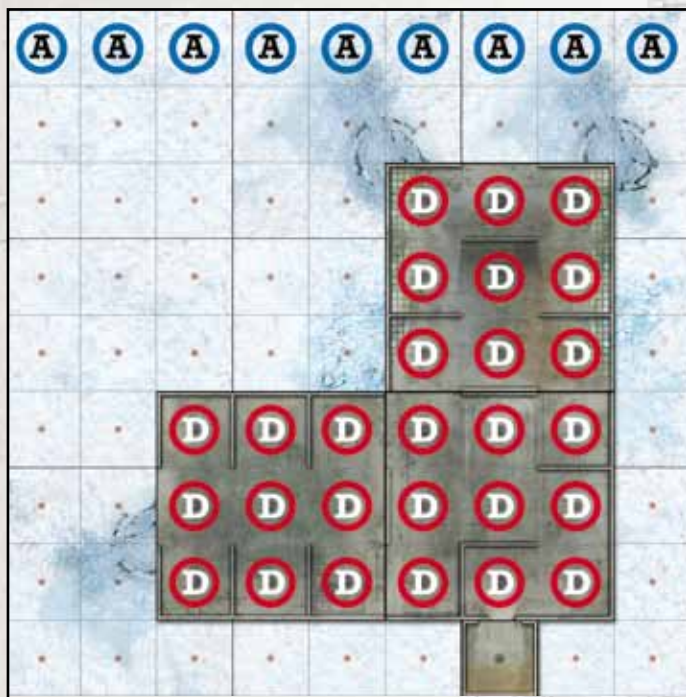
**Attacker:** You can create your army with as many AP as you want.

**Defender:** You create your army with half the AP used by the Attacker. You can round up this amount to the nearest whole number.

### TIME:

This mission is played for 8 rounds. It can end sooner if the Attacker destroys all units of the Defender, Or if the Defender destroys the Attacker (but this possibility is much more unlikely).

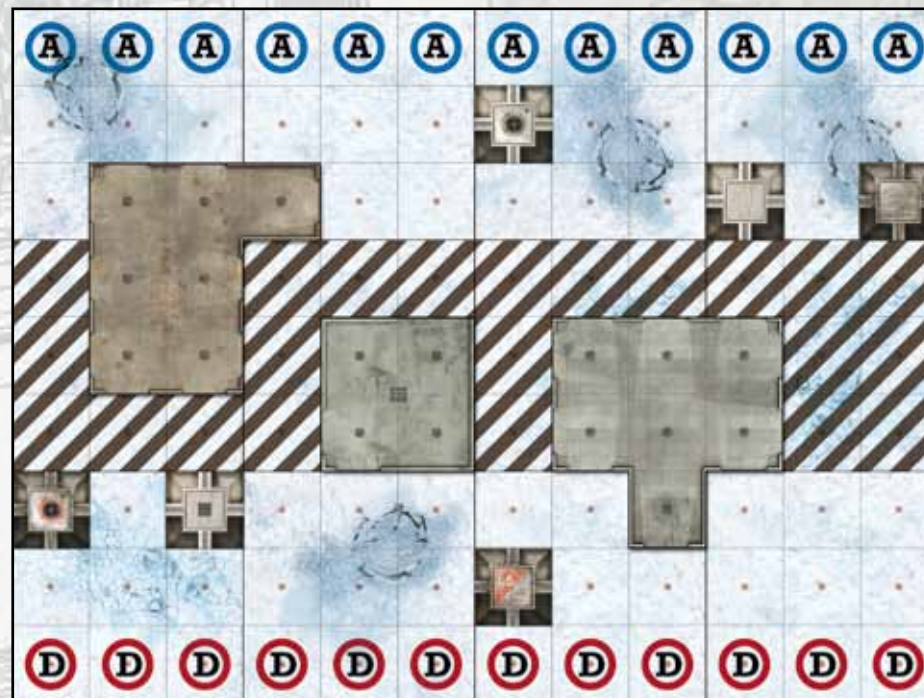
**Remember:** You cannot use artillery weapons inside a building.



## 7 - THIS AIN'T OVER YET...

Reinforcements have joined both sides. Everybody knows this fight will end in a terrible bloodbath. Both the attacker and the defender will throw their last units into the battle, hoping to finally prevail!

4 ammo crates are available for this mission.



### DEPLOYMENT:

**Attacker:** Enter through any square marked "A."

**Defender:** Enter through any square marked "D."

### MISSION:

**Attacker and Defender:** Eliminate all enemy forces! Calculate the Victory Points normally at the end of the 8th round. All of your units which are **inside** a building at the end of the 8th round award you Victory Points equal to twice their AP value.

### FORCES AVAILABLE:

The two sides have the same amount of AP for this mission.

### TIME:

This mission is played for 8 rounds.





## 8 – THE FINAL BATTLE

The officers of both sides managed to gather some precious information...The Axis officer obtained the blueprints for the new Allied aircraft carrier. The Allies must stop him at all costs to avoid these technologies falling into the enemies' hands!

The Allied officer, meanwhile, has acquired a sample of the precious Wiederbeleben Serum! Its analysis would allow the Allies to create some special weapons to face the Zombies. Possibly even to replicate them! This is unacceptable. The Axis must get the sample back.

But both sides have few men left who can still fight...They must be enough!

4 ammo crates are available for this mission.

### DEPLOYMENT:

**Attacker:** Enter through any square marked "A."

**Defender:** Enter through any square marked "D."

### MISSION:

**Attacker and Defender:** Eliminate the enemy officer that is part of his Command Squad. The first side that achieves this objective wins the game (don't forget that the game always ends at the conclusion of a game round). If both officers are killed during the same round, the game ends in a draw.

### FORCES AVAILABLE:

The two sides have the same amount of AP for this mission. You can create your force only using heroes and a single Command Squad. You cannot choose any walkers or other squads; the remaining troops were already lost in the fighting, and now only the officers and heroes are still able to fight.

### TIME:

This mission has no time limit.

### SPECIAL RULE: NO REINFORCEMENTS

*Command Squads* cannot call up squads or walkers as reinforcements. There aren't any in your army, so they cannot be "brought back."

Instead, You can use the Medic to bring back a hero (this isn't possible under normal conditions). The hero can be brought back several times in the same game (but you can only try to do it once per round, as usual).





## NEW UNITS

The following figures are sold separately. They are all to be released in the near future.

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



### "HEINRICH"

The Panzer Aufklärerläufer I-A "Heinrich" is equipped with one of the most deadly weapon systems that has been created since the beginning of the war: the 2 cm cannon, FlaKvierling. Its four cannons provide the "Heinrich" an incredible rate of fire, enough to destroy any flying vehicle. Obviously, the Axis artillerymen soon started to also use it against enemy infantry... A few bursts of the "FlaKvier" can crush a whole squad, even if it's equipped with heavy armor.

This light vehicle is perfect against infantry and lightly armored targets. It can engage the enemy from great distance, so take advantage of this: just like other walkers of the same category, it's vulnerable to any anti-tank weapon.

### "AXIS GORILLAS"

If you carefully read the reports about the Blutkreuz Korps that our intelligence service provided, there is no need to introduce you to these monsters. One piece of advice: kill them at sight. And keep a distance.

The *Axis Gorillas* are one of the most powerful weapons of the Axis, but they are not invincible. It is necessary to concentrate fire on these priority targets: kill them fast and then move on to the next one!



### "AXIS ZOMBIES"

Once again, we guess you checked the reports from our intelligence services regarding these aberrations. Use all available resources against these nightmarish creatures. Even if this entails some collateral damage.

The *Axis Zombies* are also one of the most powerful units of the Axis. They can destroy a complete squad of *Rangers* in moments. If you give them enough time, they can even destroy a walker. Be careful. And above all, don't underestimate their speed!





### "HERMANN"

The Panzer Aufklärerläufer I-B "Hermann" fulfills the role of light anti-tank walkers in the structure of the Axis army. With its laser cannon, it can destroy targets that are much heavier than it. Like other walkers of its category, it is vulnerable to anti-tank weapons, even those that are carried by the infantry. Join it with other units in order to improve its protection.

Since you can take advantage of its sustained fire from the moment you manage to place it in a secure position, this walker is able to destroy any armored unit. But don't leave it alone, or you may lose it quickly. It is a good partner for a *Heinrich*, for example, or a *Recon Grenadiers* squad.



### "TANK BUSTERS"

Like their counterparts, who are equipped with rifles, these soldiers can move at great speed. They can engage any armored vehicle, no matter where it hides. Their reactors allow these Rangers to strike at the heart of the enemy army like lightning. They can move as fast, too.

When using these troops, take advantage of the phenomenal speed of this unit to use it at its best. Thanks to their jump ability, *Tank Busters* ignore almost all obstacles to reach their objectives.



### "GRIM REAPERS"

These Allied soldiers are equipped with the most modern technologies: heavy combat armor and reactors. They can move at lightning speed, and fly above the battlefield to mow down their enemies.

These Allied troopers hit hard but also fast! This squad is equipped with dangerous weapons, but its most important advantage is its speed. In order to use this unit effectively, you must make good use of this skill.



### "WILDFIRE"

This light walker is equipped with a dreadful anti-aircraft weapon system: the quad .50 cal. These four heavy machine guns fire simultaneously and shoot a cloud of bullets toward the enemy. The Wildfire is useful against infantry and light vehicles as well. Nowadays, all Allied armored companies are including one of these walkers in their formations.





Like its Axis counterpart, this walker is extremely vulnerable to anti-tank weapons. But its high mobility provides it with incredible agility. It can easily take a careless enemy by surprise. Don't forget that the *Wildfire* is a Reactive Fire specialist. It rolls three dice when it attempts Reactive Fire.

### "HONEY"

The Honey is the anti-tank sibling of the *Wildfire*. It carries a next-generation Phaser weapon system. Despite its weak armor, it can engage heavy targets. It's perfect as the vanguard of any Allied offensive.



When using this walker, it's important to keep an infantry squad, such as *Recon Rangers*, close by. The two units can cooperate very efficiently: the *Honey* takes care of the armored targets, while the *Recon Rangers* fight the infantry.

## NEW HEROES

### "OZZ 117"

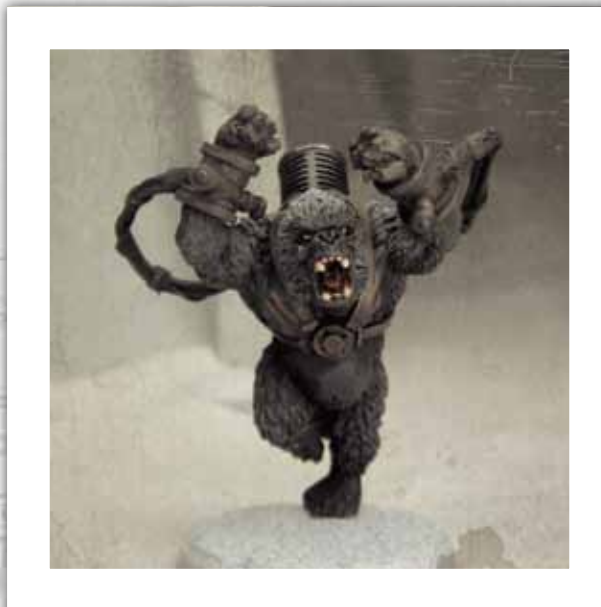
His real name is unknown. This anonymity is probably his best defense – except for his brand-new Heavy Ranger armor, of course!

OZZ 117 is one of the most active agents of ASOCOM, the Allied Special Operations Command. He thinks the future of the infantry will be based on the use of these new armors that offer their bearers some incredible benefits on the battlefield.




OZZ 177 is perfect to join with any *Heavy Rangers* unit. Make sure you use his ability at the most appropriate moment. It is very useful to attack and to defend against enemy units as well. It will always be the enemies' priority to get rid of the dangerous OZZ.

### "MARKUS"



You discovered the origins of Markus earlier in this rulebook. There is only one thing they didn't mention: Markus is an amazing warrior and he is perfectly capable of annihilating entire units. His attacks are strong enough to destroy both squads and walkers.

Still, be careful when you use him. Despite his 6 , he is not invincible. If you are careless, you risk losing him too quickly.

Dust created by  
**PAOLO PARENTE**

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[www.Dust-Tactics.com](http://www.Dust-Tactics.com)

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*Dust Tactics*™ is a work of fiction





A rich mine of VK has been discovered in the subzero wastes of Antarctica. Its direct access to the sea makes it a dangerous new focal point of the war. As the Axis forces fortify their defenses on the icy shores, the Allies plan a swift and daring amphibious assault in the hopes of claiming the enemy position.

Operation "Cyclone" is an exciting new campaign expansion for *Dust Tactics*! With eight exciting scenarios, as well as the supplemental rules for artillery, amphibious assaults, and more, *Operation "Cyclone"* includes everything you need to expand your *Dust Tactics* experience. Also included are six new amphibious landing terrain tiles, four ammo crates, four anti-tank traps, nine terrain squares, and two amazing new heroes.

For the Allies, Master Sergeant Rosie Donovan can fix damaged tanks while her massive bazooka takes down enemy walkers with a single shot. Meanwhile, the hearty Axis officer Manfred Kreuzer's unlimited Panzerfaust gives him exceptional flexibility. With these two new heroes, plus a range of tactical options, *Operation "Cyclone"* promises fierce fighting. Who will gain control of this bountiful energy source and the waterways necessary to transport it? And what will this mean for the outcome of the war? Prepare to find out on the frozen tundra of Antarctica!

## OPERATION "CYCLONE" CAMPAIGN EXPANSION



DT008 • Dust Tactics: Operation Cyclone  
Campaign Expansion



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