

# Dust Warfare: Tournament Rules GenCon 2013

## Overview

The Dust Warfare tournament will be a Swiss Style tournament. This means that players will be paired up against each other in a series of rounds. Each round, players will face opponents with the same amount of Match Points, or as close an amount as possible. The player who performs the best overall will be declared the winner. After each round players will report their Match Points and their Break Points (used to break ties, when necessary). The TO will record these points, and use them to calculate the next round's matches.

## Preparation

Each player will need to create a single 300 point army list for the faction of his or her choice. This same list must be used throughout the tournament. The player should bring at least three copies of his/her list; one copy to submit to the Tournament Organizer, one copy to share with his/her opponent during the game, and a third for their reference. In addition, this army list must be legible, noting the section, name, AP cost, and any unit upgrades of each purchased unit. Once submitted, changes to the army list are not permitted. Players are highly encouraged to print their lists out; handwritten lists may be rejected if they are illegible or incomplete.

Players must bring all their own miniatures, dice, measuring tape, and markers. Players may use alternate markers to the ones provided in the rulebook, but they must make it clear to their opponent what these markers represent before the game begins. Proxy models are not allowed; if you wish to represent Sigrid in Schwer Armor, you must have a converted model clearly equipped with the weapons that Sigrid is armed with in her unit entry. Conversions are welcome as long as they are based on Dust Studios miniatures and clearly represent what type of unit they are meant to be. For example, a heavily converted Hot Dog miniature can be fielded as a Hot Dog on the battlefield, but it cannot be used as a substitute for a Luther miniature. The final call on whether or not any particular miniature or modification may be used rests with the TO, so if you have any questions ask before you bring it.

**Each player should also bring two (2) Dust supply crates or other suitable objective markers that are the same dimensions as a Dust supply crate (2" x 1" x 1"). These will be used in scenarios you may encounter when using the Battle Builder.**

## Rounds, Scoring and Proper Play

Each round consists of a single game of Dust Warfare. Each round will have a time limit of 1 hour and 45 minutes followed by a 15 minute break. This gives the TO time to organize the following round.

There will be three rounds of play. After each round players will report their scores and the TO will track each player's win/loss record, as well as the number of Match Points and Break Points earned during the game. Break points are used by the TO as a tiebreaker for regular match pairings.

## Scoring

A WIN earns 10 MP.  
A DRAW earns 6 MP.  
A LOSS earns 3 MP.

A player also earns a number of Break Points equal to the total AP value of all enemy units completely eliminated by the end of the game. Units that are damaged without being completely eliminated are not worth any Break Points. Odd man out with the least MP will get a Bye for 10MP.

The winner of the tournament is the player with the most Match Points and will be named Best General. Ties are broken using Break Points.

## **Other Awards**

Best Army: The players will cast votes for their favorite army in attendance (excluding their own).

Painting Competition: Players may submit a single hero, squad or vehicle for consideration. The tournament organizer and two assistant judges will vote for their favorites with one being named Best Painted.

Some other surprises are planned but we won't spoil them here!

## **Improper Play and Disqualifying Actions**

Proof of improper play is not the same as cheating. Intent is very important in determining whether a player has cheated, or simply made a mistake. If proof of improper play becomes available that is shown to have substantially influenced the outcome of the game (such as an incorrect unit being fielded, or too many points on the table), the offending player automatically forfeits the game. His opponent will be awarded a number of Break Points equal to half of the offending player's total AP.

Sportsman like conduct is required. Outbursts, abusive language and other forms of poor etiquette will not be tolerated. Severe infractions may result in the TO disqualifying the player and ejecting him from the tournament.

## **Preparing for Battle**

Players will setup their game each round using the following Battle Builder steps:

1. Exchange army lists: Players should take a few minutes to look over their opponent's army list and familiarize themselves with their opponent's capabilities. Any questions should be answered clearly and unambiguously as possible.
2. Build the scenario: Use the Battle Builder provided to generate the unique conditions of the game.
2. Set up terrain: Players will deploy the terrain according to the Competitive Terrain Placement rules on page 67 of the Dust Warfare Core Rulebook. Centerpieces may be pre-set for you, don't move them.
3. Deploy Forces: Players now deploy their forces onto the battlefield as determined by the scenario.
4. Play the game: Players begin the game.

## **Game Length**

Tournament scenarios in Dust Warfare are played over the course of five game turns. The game ends after the fifth game turn. At the end of the game, players check to see who has completed their objective and determine the winner of the battle.

## **Build the Scenario**

Using the Battle Builder, Scenario points are used to adjust the three variables of the game: Objectives, Deployment, or Conditions. Each player has two Scenario Points, and the players will take turns spending them on one of these variables. The players randomly determine who will be spending the first Scenario Point. Players each roll five Combat Dice, re-rolling ties. The player who scores the fewest "hit" results must spend the first Scenario Point. The players then alternate spending a single point in Objective, Deployment, or Conditions on the Battle Builder chart. Players must alternate the spending of their Scenario Points, and players must spend all of their points before setting up the game. No variable may have more than three Scenario Points allocated to it.

## Battle Builder Table

	Objective	Deployment	Conditions
0	Assassination	The Long March	Night Fight
1	Attrition	Failed Negotiations	Off Target Shelling
2	Decoy	Advancing Lines	Snow
3	Symbolic Victory	Force Collision	None

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### **Objectives**

Each engagement has a unique objective that both sides are attempting to achieve. This is the game's victory condition, and will influence the way both players form their overall strategy.

#### **Assassination (0 Scenario Points)**

Whether it is to capture vital information or demoralize the enemy, one unit must be destroyed at all costs. Each player secretly writes down one of his own Command Section units after both forces have deployed, but before the first turn. This is the unit of secret importance that the enemy must destroy. If this unit is Reserved (or held for an Air Drop) the unit must enter play as soon as it is allowed (either on its first Activation, or at a time determined by the scenario). At the end of the game, the players reveal their hidden target. If either player destroys the enemy's nominated Command Section while keeping their own alive they are the winner. If both are dead at the end of the game, the player who destroyed the nominated Command Section worth the most AP is the winner.

#### **Attrition (1 Scenario Point)**

The battle has become little more than a hellish war of attrition. Both players total the AP value of each of the enemy units that were completely destroyed during the game. If the point total scored is less than or equal to 30 points apart, the game is a Tie. If the point total scored is greater than 30 points apart, the player who destroyed the most AP value of enemy units wins.

#### **Decoy (2 Scenario Points)**

The forces are engaged in a war of subterfuge and deception. After deployment zones are selected but before units are placed, players alternate placing 2 supply crates each, one at a time beginning with the player who spent the first Scenario Point. Each crate must be at least 8" from each table edge, other crates and the player's deployment zone. After all crates are placed, players deploy their units per the Deployment type rules. After all units are deployed, but before the first turn, each player removes one of their supply crates. At the end of the game, a player scores one Victory Point for each friendly soldier unit with its unit leader touching their crate, and two Victory points for each friendly soldier unit with its unit leader touching the enemy crate. The player with the most Victory Points wins the game. If both players score the same number of Victory Points, the player who completely destroyed the most AP value of enemy units wins.

#### **Symbolic victory (3 Scenario Points)**

The forces are fighting over a key symbol of the city, such as a public square or a statue of Stalin. At the end of the game, each player totals the remaining damage capacity of every friendly miniature within 12" of the center of the table. The player with the highest total wins.

## ***Deployment***

Forces don't always begin an engagement in positions of their choosing. Deployment determines each force's starting position on the game table, and can greatly alter the way each player chooses to commit his units to the game. During the Deployment step units must be deployed completely within the player's deployment zone. Starting with the player who chose his deployment area, each player deploys one unit at a time alternating between players. Heroes joining a unit must be deployed with that unit. Units embarked in Transports deploy at the same time as the Transport.

### ***The Long March (0 Scenario Points)***

Two forces clash after a grueling forced march. The player who spent the first Scenario Point selects a short table edge as his deployment zone at the beginning of the Deployment step. His opponent's deployment zone is the opposite short table edge. Each player must deploy his units within 16" of his short table edge. This creates a bar-shaped deployment zone, as depicted.



### ***Failed Negotiations (1 Scenario Point)***

Attempts to broker peace with the enemy have gone sour. Divide the table in half drawing a line from the center of each long table edge to the other. The player who spent the first Scenario Point selects a Solo Hero or Command Section (their "Negotiator") and places it completely within 6" of the center of the table on either side of the center line; that is his deployment zone. The other player now selects a Solo Hero or Command Section and places it on the opposite side of the center line, within 6" of the center of the table. Each player may select one First Section and deploy it outside of 6" but within 12" of the center on their table half, again beginning with the player who spent the first scenario point. Each player may begin the game with no more than one Hero on the board. Each unit that begins the game on the board begins the game with one Suppression marker.

The rest of the players' forces begin the game off the board. Each unit will come in from their short table edge, with all units except Aircraft, Reserved and Air Drop units entering the board on the players first turn, counting as if beginning movement right off the board with their bases touching the board edge. On each player's turn two during the unit activation phase, aircraft must come on the board using their compulsory move action to be placed in base contact with the player's short board edge. Reserved and Air Drop units may come in as normal on turn 2 and later.

*Note: Heroes with the Pilot ability may not begin the game inside Walkers, Vehicles or Aircraft if they are the chosen Negotiator. Due to his position as a spy, The Chef will not blow his cover by negotiating for the Allies. No Blutkreuz Zombie or Blutkreuz Ubertoten may be a Negotiator; the Axis will not send them since everyone will probably run away from them instead of talking.*

**Advancing Lines (2 Scenario Points)**

Forces have broken away from their marching columns to establish a firing line. The player who spent the first Scenario Point selects a long table edge as his own at the beginning of the Deployment step. His opponent gets the opposite long table edge. Each player must deploy his units within 9" of his long table edge. This will create a bar-shaped deployment zone, as depicted.



**Force Collision (3 Scenario Points)**

Two forces rush to advance upon each other without time to deploy into strategic positions. The player who spent the first Scenario Point selects a table corner as his own at the beginning of the Deployment step. His opponent gets the opposite table corner. Each player must deploy his units within 24" of his corner. This will create a quarter circle shaped deployment zone, as depicted.



## **Conditions**

It is a rare battle that takes place under optimal engagement parameters. Conditions represent some of the unique battlefield elements that can influence a fighting group's effectiveness.

### ***Night Fight (0 Scenario Points)***

The enemy has launched a daring night raid. Soldier units cannot draw line of sight to any unit beyond 12". Aircraft and Vehicle sensors allow normal line of sight to be drawn to airborne Aircraft units but ground targets (Soldier units, Vehicle units and Aircraft that have landed) cannot be targeted beyond 12" range. At the beginning of each turn right after the initiative roll, the player who won the initiative rolls one dice for each game turn that has been completed; on turn two roll one dice, on turn three roll two dice, etc. If any dice come up as "hits" then dawn has broken and the Conditions become "None".

*Note: The Zvezdini Scope platoon upgrade will counter the limited range of Night Fight as well as Limited Visibility.*

### ***Off Target Shelling (1 Scenario Point)***

Shelling from artillery or aircraft is off target and plasters this area randomly, rendering the battlefield a hell-storm of terrifying explosions. Soldiers are forced to take additional precautions to avoid a fiery death. Units do not remove Suppression markers during the End phase.

### ***Snow (2 Scenario Points)***

Days are growing colder. Moderate snowfall obscures vision and water freezes. Miniatures cannot draw line of sight to a Soldier miniature more than 16" away and all shallow water terrain becomes open terrain.

### ***None (3 Scenario Points)***

There are no additional battlefield conditions during this scenario.