

# DUST 1947 F.A.Q.

## 04-2017

### ARTILLERY

- the Target Point to fire an Artillery weapon can be an empty square but can't be a square without a dot in the middle (a Structure for example). The square does not need to have a Unit in it. The three other squares affected by the Artillery weapons must be on the same level, must have LoS to the Target Point and must be accessible by a Move from the Target Point.
- Cover from an Artillery attack is figured out from the Target Point (for "Corner Cover" for example).

### REACTIVE ATTACK

A Unit that attempts a Reactive Attack needs to be up to Range 4 of the Unit that triggered the Reactive Attack, **at the moment the Reactive Attack happens**. The Reactive Attack happens at a very specific moment, depending on the triggering Actions:

- if the Unit Moves & Attacks: the Reactive Attack attempt happens after the Move Action. The Reacting Unit needs to be within Range 4 then.
- if the Unit Marches (including the use of the Charge Skill): the Reactive Attack happens after the Move Action. The Reacting Unit needs to be within Range 4 then. The Reactive Attack attempt happens, then the Unit finishes to move up to its March value.
- if the Unit Attacks & Moves: the Reactive Attack attempt happens after the Attack Action, just before the Move Action. The Reacting Unit needs to be within Range 4 then.

### TERRAINS

- **Trees:** small Trees are considered Range 1 in height and large Trees Range 2.
- **Wrecks:** A Vehicle or Walker Unit can't pass through a Wreck. Wrecks can be crossed by Infantry Units from both sides.

### UNITS

- **Aircraft:** a destroyed Aircraft doesn't become a Wreck, it is removed from the play area. An Aircraft can cross a square with another Aircraft, friend or foe, but can't finish its movement in the same square. An Aircraft can't target the square just below it.
- **Passengers:** a Unit can dismount from an Aircraft on the top of a Building. A Unit can mount an Aircraft or Vehicle after the Aircraft or Vehicle has been activated.

- **Vehicles:** all ground Vehicles and Walkers are considered Range 1 in height.

### **VEHICLES WITH CREW**

When playing a Vehicle with multiple crew members such as the SSU's Red Fury for example, the amount of soldiers modeled on the vehicle doesn't matter. It can move and use all the weapons on its Unit Card with each Activation, as long as the Vehicle has Health left of course. Another good example is the Allies' Mobile HQ Command Walker. It's a Huge Walker with multiple soldiers manning the guns, radar, etc. They are irrelevant to the Unit's Health pool and to which weapons the Unit can use. You could even model one with 10 soldiers armed on top of it, the Vehicle would still use its regular Unit Card on how many and which weapons you could use when activating this Unit.

## **BLOCS AND FACTIONS**

In **Dust 1947** we encourage Players to field Faction Armies. These give an incredible bonus to Players who love fluff more than competition, make for great looking forces and thus the games are even more enjoyable. Factions are identified on the Unit Cards: each Faction has a special Army Symbol that indicates which one the unit belongs to. The rest of the cards bear the regular Bloc's Army Symbol. These are the general and support units that can be fielded within the 25% of the Army Point total of your force while still maintaining your Faction Bonus. But you can also decide to field a classic Bloc Army, and get a Bloc Bonus. Your force is considered a Bloc Army when:

- at least 75% of its army points comes from Bloc units. The rest can be Mercenary or a Captured Vehicle.
- there are no units from any Faction in your Force.

If these two conditions are met, you get to spend up to 10% of the basic army point total of your force on Heroes of the Bloc you're fielding.

### **AXIS**

- Bloc Units have the regular black Knight's Cross on red background symbol.
- NDAK Faction Units have the Palm Tree with black Knight's Cross on red background symbol.
- Blutkreuz Korps Faction Units have the black Blood Cross on red background symbol.
- Luftwaffe Faction Units have the gold Eagle on blue background symbol.

### **ALLIES**

- Bloc Units have the Lone Star and Stripes symbol.
- Desert Scorpions Faction Units have the black Scorpion on red and white background symbol.
- Special Service Brigade Faction Units have the three golden Lions on Union Jack background symbol.
- USMC Faction Units have the USMC Seal on Allied background symbol.

### **SSU**

- Bloc Units have the iron Sickle & Hammer on red background symbol.
- Spetsnaz Faction Units have the iron Bat on red background symbol.
- Red Guards Faction Units have the red Star and gold Leaves on red background symbol.