

DUST 1947 RULES ERRATA

04.2017

AIRCRAFT

An Aircraft that just Marched moves at such speed that Passengers inside can't use their weapons at all.

BLAST WEAPONS

When playing on a grid, a Blast Weapon affects all Infantry Units on the same square. If a Hero shares a square with a Vehicle or Walker, you must choose which one you shoot at.

FLAME WEAPONS

When playing on a grid, a Flame Weapon does not use the Flame Thrower template but instead targets squares individually. A Range 1 Flame Weapon can target any adjacent square, provided it has Line of Sight to the square. Flame Weapons with Range 2 or 3 must target squares forming a line, choosing the shortest path between the Attacking Unit and the Target Unit. If several shortest paths are available, the Attacking player chooses the most advantageous for him. All Units, friends or foes, between the Attacking Unit and the Target Unit suffer damage from the Flame Weapon. The Attacking Unit must have Line of Sight to all squares if attacking more than one: flames do not continue beyond squares that block LoS.

SUPPORT WEAPONS / MULTIPLE MINIATURES ON THE SAME BASE

Dust 1947 has many Infantry Units modeled on the same base in its range of miniatures. This allow for some very cool looking Units, but sometimes confuses Players on how these Units work. The fact that they are all on the same base is purely decorative. In game terms, these Units should be treated as if each miniature is on a separate base: for example if 4 miniatures are on the same base, you roll 4 dice if you hit them with a Flamethrower. This works for any miniature (like an animal) that might be on the base, not only Soldiers. As mentioned in **Dust 1947** rules, each miniature in a Support Weapon can use one weapon mentioned on the Unit's Card, the Support Weapon itself also can be manned by only one miniature. Every time the Unit loses one miniature, it loses one appropriate Weapon. You can tick off one Weapon directly on the unit card, like an Health lost.

Example: a USMC War Dogs Recon Squad loses two Health. The player wants to keep as many Shotguns as possible, so he ticks two crosses from the Damage Track and decides to lose the two dogs. So he also ticks the two Dog Bites and loses the Skills associated with these

Weapon Lines: Grapple and Savage Animal.

WRECKS

A Wreck on fire hits Units that cross it like a Flamethrower /1, this fire can't be extinguished.

DUST 1947 SKILLS

AIRBORNE

An Airborne Unit is never placed in the play area at the start of the game. On the first Turn of the game (if held in Reserve, when they would normally be put into play) they are placed anywhere on play area, but not within Range 2 (2 squares, 20cm, or 8") of any Objective. The Airborne Unit can be placed inside Terrain that blocks or impairs Line of Sight, or on top of a Building (but not inside, Infantry only) when it arrives.

The Unit's first Action must be a Nothing Action. The player then rolls a die. On a roll of [ARMY] or [TARGET], the player may assign the Unit's second Action. On a roll of [SHIELD] the Unit must perform a second Nothing Action. An Airborne Unit may not capture nor contest an Objective on the Turn it is placed. A Unit with this Skill does not share it with any other Unit they Join nor with Heroes that Join this Unit.

ASSAULT VEHICLE

Passengers in this Vehicle can Activate after the Vehicle has Activated and can disembark from the Vehicle after it has Activated.

FLAME BURST

A Flame Burst Weapon provokes a fireball of intense heat at its destination, engulfing the Target Unit and literally melting it in place.

Units hit by Flame Burst Weapons gain a Suppression token (removing an Under Fire token if the Unit has one) and do not receive an Infantry or Cover Save against those Weapons. The Units affected by the Flame Burst Weapon are determined by the Blast Template. When playing on a grid it attacks all Ground Units in one Target square.