

DUST 1947 TOURNAMENT RULES

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Dust 1947, thanks to its simple and straightforward rules, is a great game to run a Tournament with. You'll find here a set of special rules that will make your life easier when you organize an event, and that will make sure that everything goes smoothly.

Tournaments are played using the latest rules found in the **Dust 1947** Rule Book along with the latest FAQ and Optional Rules that can be found attached to this document.

By default, **Dust 1947** Tournaments are played using 100 Army Points armies, using the latest version of the Unit Cards. This amount can be modified by the Tournament Organizers to suit best the crowd attending their event and its length. If possible, we advise the Organizers to plan for a two days event, with four qualifying games on the first day, then two more qualifying games on the second day, followed by a round of semi-finals and the finals game. This is a simple guideline and of course do whatever you want with it! As an Tournament Organizer, the event must be as fun for you as for the attendees: so feel free to change as much as you want. As long as you stick with the current rules and cards, you'll be fine.

DUST 1947 TOURNAMENT CONDUCT POLICY

Slow playing: all tournament games should be played in a timely fashion. **Dust 1947** is a fast game that lets you think about your next move while your opponent is playing. A couple of minutes are more than enough to make up your mind, and as a wise general you should follow the battle plan you made up before the start of the game!

You are held responsible, to both yourself and to all your opponents, to run your army effectively in the time frame allowed. Slow play will be monitored. Tournament judges reserve the rights to warn and/or dock players for slow play/stalling. Excessive stalling might get you kicked out of the tournament with no refund.

Late for your game: if you are not at your table before 10 minutes have passed after the judges have announced the beginning of the Tournament Round, you will forfeit your game.

Last call: the Organizers will give a fifteen minutes warning before the end of a Tournament Round. If you are about to begin a new Turn, don't, unless both opponents are certain to finish it. You can play up to the time limit and finish the activation of the player but not the Turn. Ask a judge if you're not sure.

Rules disputes and knowledge: all players should be very familiar with the rules and therefore there should not be any disputes. Please quickly contact a judge if you have any problem that you cannot resolve with your opponent.

Legal lists: Tournaments are played with 100 Army Points, using **Dust 1947** latest version of the cards, and including any FAQ that might be in play. Both can be found on **Dust 1947** website.

Sportsmanship: good sportsmanship is expected from all attendees of the Tournament. Throwing a fit, acting out against your opponent, incessantly arguing your position with a judge or any other manifestation of poor sportsmanship will not be tolerated. Judges reserve the right to toss out players with no refund who are determined to be causing problems for judges or their opponents.

DUST 1947 SPECIAL TOURNAMENT RULE

UNIT LIMITS

While **Dust 1947** encourages you to play the Units you like best in the way that suits you, during a Tournament there are a few specifications that prevent unbalanced games that could ruin anyone's fun. Infantry Units, with Armor ranging from 1 to 4, can be selected as many times as the Players wishes, up to the Army Point limit of course. Heroes can be selected once each as usual. There's a limit for Vehicles however (Ground or Aircraft): there can't be more than **three identical Vehicles** in a Tournament Army. This limit can be removed by the Tournament Organizer for a specific scenario. For example, if he wishes to have an amphibious assault scenario, he might allow for multiple Landing Craft to be in play. This Limit removal can only come from the Tournament Organizer: Players cannot willingly field more than three identical Vehicles in their Army. Small Vehicles are an exception: they are very common in battle and as such can be fielded as many times as the Player wishes.

There's also another limitation for Aircraft: there can't be more than **three Aircraft** in your army overall. Air support is not as frequent as you might think.

DUST 1947 OPTIONAL TOURNAMENT RULE

AREA TERRAIN

Many **Dust 1947** Tournaments are organized by gaming clubs who have been collecting Terrain features for many years, to make beautiful tables that everyone will enjoy to play on. A very common Terrain feature, such as a Forest where every Tree is placed on a large base, is called Area Terrain. This type of Terrain blocks Line of Sight if it is made of something that would block it (Trees for example), but only if the Terrain is at least Range 1 wide (10cm or 4") where the Line of Sight pass through. If a targeted Unit within Area Terrain is less than Range 1 from the edge of the Area, then Line of Sight is not blocked, and the Unit can benefit from Cover, using the regular rules.

DUST 1947 MINIATURES

LEGAL MINIATURES

Only **Dust 1947** miniatures are allowed in a Tournament, proxies from other companies are not legal and won't be accepted by the Tournament Organizers. Small modifications of the miniatures are allowed, as long as they don't give an unfair advantage to the player. Conversions are permitted as long as the majority of the miniature comes from **Dust 1947** miniatures parts.

Each Squad or Vehicle must be instantly recognizable by your opponent. Swapping the heads of the soldiers for example is allowed, as long as the weaponry carried and the unit's role are respected. To avoid any unpleasantness or if you're not sure, bring the regular version of the miniature with you. This will clear any problem that might arise. If you have any question, feel free to send a picture of your miniatures before the Tournament to the Organizers. They will make a judgment call if need be and will let you know if your miniatures are legal. All the miniatures in your army must have an official unit card or they can't be played in Tournament.