“No plan of operations extends with any certainty beyond the first contact with the main hostile force.”

—Helmuth von Moltke the Elder

This is the living document that contains the FAQ and Errata for Dust Warfare. It is broken into two main parts: Errata, and the FAQ.

- Errata entries are listed separately from the FAQ, because they include changes to the Dust Warfare Core Rulebook and Dust Warfare Campaign Books. They are intended to overwrite what appears in the printed material.

- The FAQ provides answers to frequently asked questions, but does not constitute changes to the rules themselves. FAQ items provide a quick resolution to many of the complex situations that can arise during the course of tabletop play.

- Updates that are new to the current version of the FAQ appear in red.
ERRATA: CORE RULEBOOK

SPECIAL ABILITIES

BLACK OPS (PAGE 53)
Black Ops should be listed as a shared ability.

CARRY CAPACITY (PAGE 54)
The last sentence of the first paragraph of the Carry Capacity special ability should read as follows:
“Soldier 3 and 4 figures require twice as much space, so a transport with a Carry Capacity 6 may only carry three Soldier 3 or 4 figures.”

TEAMS (PAGE 43)
The rules for Teams should be listed as a special ability with the name “Team (Shared).” This special ability should be included in the listing that begins on page 53 of the Dust Warfare Core Rulebook. Units with the Team special ability have it listed in the Special Abilities section of their unit entry.

SPECIAL WEAPON ABILITIES

BURST WEAPONS (PAGE 57)
The last sentence of the Burst special weapon ability should read as follows:
“If a unit is targeted by at least one Burst weapon during an Attack action, that unit cannot use cover to reduce damage caused by that attack.”

GRENADES (PAGE 58)
The second-to-last sentence of the Grenades special weapon ability should read as follows:
“If a unit is targeted by at least one Grenade weapon during an Attack action, a minimum of one Suppression marker is placed on that unit, even if no ∆ results are rolled during the attack made against it.”

PENETRATOR WEAPONS (PAGE 58)
The last sentence of the first paragraph of the Penetrator special weapon ability should read as follows:
“If a Vehicle unit is targeted by at least one Penetrator weapon at a range of up to 24” during an Attack action, that Vehicle unit rolls a number of dice equal to half its Armor value (rounded up) when making an Armor roll against that attack.”

PHASERS (PAGE 58)
The second-to-last sentence of the Phasers special weapon ability should read as follows:
“If a unit is targeted by at least one Phaser weapon during an Attack action, that unit cannot make an Armor roll to reduce damage caused by that attack.”

FORTIFICATIONS

MINEFIELD COUNTERMEASURES (PAGE 69)
The Artillery countermeasure section should read as follows:
Artillery: Bombardment with high explosives, or just shooting at the ground nearby, can trigger mines prematurely. A weapon with the Artillery special weapon ability may attack a Minefield as if it were a Vehicle 2. If a Minefield marker is attacked, each ∆ scored against the Minefield reduces its Density by one. Place a Suppression marker to indicate each point of Density lost in this way. Dummy markers are removed automatically if at least one ∆ is scored.

ALLIED ERRATA

RECON RANGER SQUAD (PAGE 95)
The Recon Rangers should only be equipped with two UGLs, instead of four.

HEAVY RANGER ATTACK SQUAD (PAGE 97)
The squad should be listed as equipped with 3 Dual .30 Cal Victory MGs.

RHINO (PAGE 103)
Rhino’s Move characteristic should be 12 instead of 6.
Rhino should be equipped with Heavy Rocket Punch (2) instead of Rocket Punch (2).

OZZ 117 (PAGE 105)
Ozz 117’s Move characteristic should be 12 instead of 6.

AXIS ERRATA

NEBELWERFER (PAGE 113)
The Spray Special Weapon Rule should read:
Spray: See page 58.

STURMPIONIERE (PAGE 121)
The Sturmpioniere should have the Fast Special Ability.

SIGRID VON THALER (PAGE 131)
In her summary chart, Sigrid Von Thaler’s Damage Capacity should be 4 instead of 1. It is listed correctly in her unit entry.
**ERRATA: CAMPAIGN BOOK: ZVEROGRAD**

**SPECIAL ABILITIES**

**AIR CAVALRY (PAGE 19)**

The following paragraph should be added to the description of the Air Cavalry special ability:

“An Air Cavalry must still be at Low altitude for the Soldier unit to disembark. Embarking and disembarking does not provoke Reactions.”

**SPECIAL WEAPON ABILITIES**

**BOMBS (PAGE 21)**

The final paragraph of the “Attack a Target” section of the rules for bombs should read as follows:

“Each bomb can target one unit. To attack a unit with a bomb, roll the appropriate number of Attack dice listed on its weapon characteristic line and resolve damage normally. If multiple bombs of the same type are used against the same target, do not roll attack dice separately for each bomb. Instead, resolve the attack following the rules for making a Sustained Attack.”

**3-PLAYER SCENARIOS**

**SCENARIO: STANDOFF (PAGE 25)**

Units that declared to be VIP units must enter play as soon as possible.

**SSU ERRATA**

**MIL MI-47 ATTACK HELICOPTER (PAGE 56)**

These helicopters should all be listed as having the Hover special ability.

**NIKOLAÏ (PAGE 59)**

Nikolaï’s Take Aim special ability should be listed as “Pilot: Take Aim.”

**ERRATA: CAMPAIGN BOOK: HADES**

**SSU ERRATA**

**KARL MARX (PAGE 36)**

The Karl Marx should be listed as having a Base Cost of 91 AP.

**FREQUENTLY ASKED QUESTIONS**

**FORCE SELECTION**

**IF A HERO IS LEADING A SPECIAL PLATOON, DOES THAT HERO COUNT TOWARDS THE HERO LIMIT IN THE FORCE?**

Yes. Always.

**DOES A NON-COMMAND SECTION HERO COUNT AS PART OF A PLATOON?**

No, a Hero is not considered to be part of a platoon unless the Hero was purchased–using the Leader special ability–to function as a Command Section for that platoon. If a Hero joins a unit, that unit is still considered to be part of its original platoon.

**DOES A COMMAND SECTION COUNT AS A SECTION FOR THE PURPOSE OF UNLOCKING SUPPORT UNITS?**

Yes, a platoon that has purchased its mandatory Command and 1st Section may immediately purchase a single Support unit.

**CAN GRAND’MA BENEFIT FROM THE TANKODESANTNIKI PLATOON UPGRADE?**

Yes.

**COMMAND PHASE**

**CAN A TEMPORARY COMMAND SECTION ISSUE SPECIAL ORDERS?**

Yes. When a force has no Command Sections left alive, and it is forced to name a new Command Section, the new, temporary Command Section has access to the special order associated with its platoon. However, solo non-Command Section Heroes (or other units purchased as part of the force, rather than as part of a platoon) do not have access to any special orders. If a Hero has joined another unit, both are considered to be part of the platoon to which the unit belongs.

**CAN A RANGERS COMMAND SQUAD FIRE THE 220MM LONG TOM AS A NORMAL WEAPON?**

No, the Long Tom weapon line is provided as a reference. It may only be fired as part of a “Fire For Effect!” Order.
UNIT PHASE

CAN A UNIT TAKE THE SAME ACTION TWICE, INSTEAD OF TAKING A DOUBLE ACTION?

“Yes, but only if a unit performs two special actions (such as a Heal or a Repair action). A unit cannot perform two consecutive Move actions. Instead, a unit may perform a March Move as a double action. A unit cannot perform two consecutive Attack actions. Instead, a unit may perform a Sustained Attack as a double action.”

IS A SOLDIER UNIT COMPOSED OF MULTIPLE FIGURES ON A SINGLE BASE CONSIDERED TO BE MORE THAN ONE MINIATURE WHEN DETERMINING WHETHER OR NOT IT IS RETREATING?

No. These unit are considered to be one miniature for purposes of Suppression and retreat.

MOVE ACTIONS

CAN A MINIATURE MOVE THROUGH WALLS?

No, a miniature cannot move through a wall, but it may move over it, if the wall is short enough. A miniature may only move vertically (up or down) a total of 3” during a Move action (or up or down one floor in the case of buildings with floors more than 3” apart).

It is important for players to determine terrain characteristics in advance to prevent confusion and disagreements during the game.

ATTACK ACTIONS

DOES A DEFENDING UNIT GAIN THE BENEFITS OF THE COVER IT OCCUPIES IF THE ATTACKING UNIT LEADER IS IN (OR TOUCHING) THE SAME AREA OF COVER?

No, if an attacking Unit Leader is in an area of terrain that is shared with an enemy unit, he ignores it for the purposes of obscured line of sight.

IF AN ATTACKING MINIATURE CAN DRAW A LINE TO THE CENTER OF A DEFENDING MINIATURE’S BASE, AND THAT LINE DOES NOT PASS THROUGH AN AREA OF COVER, DOES THE DEFENDING UNIT BENEFIT FROM COVER IT IS TOUCHING?

No, a miniature only gains cover benefits when it is obscured by the terrain. A miniature is only obscured when the imaginary “center to center” line passes through an area of terrain that grants cover. Vehicles are a minor exception to this rule, as the line may be drawn from the center of the attacking Unit Leader’s base to any point on the defending Vehicle miniature’s base.

CAN A CLOSE COMBAT ATTACK ACTION TARGET UNITS HIGH ABOVE (OR BELOW) AN ATTACKING UNIT?

Yes, in Dust Warfare ranges are measured horizontally to make accurate measurement easier. This means that the 3” range on attacks with Close Combat weapons technically has no vertical limit.

However, players who are using buildings tall enough to make this unrealistic should discuss the issue when deciding on terrain characteristics before the game begins. Players may wish to disallow attacks with Close Combat weapons from targeting units more than 3” (or one floor in a multi-level building) above or below the attacking unit. This approach is more intuitive and realistic, and it adds an interesting tactical aspect to jumping and climbing units.

In a competitive setting, the organizer should determine for the event if units can make attacks with Close Combat weapons at any height, or at this limited height, to avoid confusion.

WHAT IS THE PROCEDURE FOR DETERMINING DAMAGE TO A VEHICLE THAT IS BEING TRANSPORTED WHEN THE TRANSPORT IS DESTROYED?

A Vehicle suffers no damage if its transport is destroyed. Place the Vehicle on the battlefield in the location previously occupied by the destroyed transport. The Vehicle gains one Reaction marker.
**IF A SOLDIER UNIT COMPOSED OF MULTIPLE FIGURES ON A SINGLE BASE TAKES DAMAGE, DOES IT LOSE THE USE OF ANY OF ITS WEAPONS?**

No. The unit may use all of its weapons until it is completely eliminated.

**IF A UNIT PERFORMS AN ATTACK ACTION THAT INCLUDES A PHASER WEAPON, AND SPLITS ITS WEAPON LINES TO TARGET TWO OR MORE UNITS, DOES THE PHASER SPECIAL WEAPON ABILITY ALSO APPLY TO ATTACKS MADE AGAINST UNITS THAT AREN’T SPECIFICALLY TARGETED BY THE ATTACKING UNIT’S PHASER WEAPONS?**

If a unit performs an Attack action and splits its weapon lines between two or more targets, any applicable special weapon abilities will only apply to the units targeted by those weapons.

An attack that includes a Phaser weapon disallows a targeted unit from making Armor rolls against other weapons included in the attack, but this only applies to units which are targeted by a Phaser weapon. If a unit with Phaser weapons splits its weapon lines during a single Attack action, the only units that will not receive an Armor roll are the ones being targeted by its Phaser weapons. Units that are not targeted by at least one Phaser weapon will receive an Armor roll as normal.

**CAN THE COBRA FIRE ALL OF ITS WEAPONS AT AN AIRCRAFT UNIT, DOING NO DAMAGE WITH ITS PHASER GUN, BUT STILL USING THE PHASER SPECIAL WEAPON ABILITY TO NEGATE THE AIRCRAFT UNIT’S ARMOR ROLL?**

No. The weapon characteristic line for the Cobra’s 180 Watt Phaser Gun lists the weapon as being unable to damage Aircraft units. Therefore, this weapon cannot be included in an attack made against an Aircraft unit flying at High altitude; the Aircraft unit will receive an Armor roll as normal.

**REACTIONS**

**CAN A UNIT REACT EVEN AFTER IT HAS ACTIVATED IN THE PREVIOUS PHASE?**

As long as a unit has no Suppression or Reaction markers, it may react as normal, even after it has activated. This means that a unit that activates in the Initiating Player’s Unit phase may react during the Responding Player’s Unit phase, effectively gaining an additional action during the turn (but only if the Responding Player provokes a reaction).

**IF A VEHICLE STARTS ITS MOVEMENT MORE THAT 12” AWAY FROM ENEMY SOLDIERS AND MOVES THROUGH THEM, CAN THEY REACT TO THE END OF THE VEHICLE’S MOVEMENT BEFORE SUPPRESSION DICE ARE ROLLED?**

No. Suppression is rolled first. If the Vehicle rolls to suppress the unit and no ∆ results are scored, the unit may then React normally to the end of the Vehicle’s movement.

**SPECIAL ABILITIES**

**IF A HERO WITH THE SNIPER SPECIAL ABILITY JOINS A UNIT (OR A HERO JOINS A UNIT WITH THE SNIPER SPECIAL ABILITY), DOES THE ENTIRE UNIT BENEFIT FROM THE SNIPER SPECIAL ABILITY?**

Yes, the Sniper special ability functions if even one attacking miniature has it. This means that Angela may join a unit and it will benefit from her directions on where to fire. Likewise, Rosie can join a Sniper Team and gain all the benefits of the Sniper special ability with her M9-D Bazooka!

**CAN A UNIT IN A TRANSPORT TAKE ACTIONS ON THE TURN ITS TRANSPORT ENTERS PLAY?**

Yes. The two units’ activations are separate. Therefore, it is possible for a massive Punisher to be air dropped behind enemy lines, and for its passengers to disembark and attack.

**IF A MINIATURE IS FORCED TO DISEMBARK A TRANSPORT AND THE MINIATURE CANNOT BE PLACED WITHIN 3” OF THE VEHICLE, WHAT HAPPENS?**

Any miniature that cannot be deployed is eliminated.

**HOW DOES CARRY CAPACITY WORK FOR SOLDIER UNITS COMPOSED OF MULTIPLE FIGURES ON A SINGLE BASE?**

For purposes of tallying Carry Capacity, count the number of individual Soldier figures in the unit, not the number of miniatures. For example, a Jagdgrenadiere unit consists of three Soldier 3 figures on a single base. Although it is considered to be a single miniature, each of the unit’s figures contributes two points towards a transport’s Carry Capacity.
IF A UNIT OF HEAVY FLAK GRENADEERS FIRES ITS FLIEGERFAUSTS USING THE BURST RULE, CAN THEY FIRE THEM AGAIN WITHOUT RELOADING BY CHOOSING NOT TO USE THE BURST RULE?

No, they must reload before firing again. If a Fliegerfaust is fired using the Burst rule, the Fliegerfaust takes on the qualities of a Reload Weapon, and the unit gains an Out of Ammo marker until the weapon is reloaded.

CAN A UNIT WITH THE JUMP SPECIAL ABILITY MOVE OVER ENEMY UNITS?

Yes. However, the unit must still end its movement at least 1” away from an enemy miniature.

FOR THE CHARGE SPECIAL ABILITY, IS THE ATTACK ACTION CONSIDERED TO BE PART OF THE MARCH MOVE ACTION? OR IS IT A SEPARATE ACTION?

The Charge special ability allows a unit to make a March Move action followed by a bonus Attack action. Charge provides a unit with an extra Attack action. It does not combine the actions into a single super-action. Therefore, a unit with no Reaction or Suppression markers could React to either the March Move action or the bonus Attack action.

CAN AN AIRCRAFT’S COMPULSORY MOVE ACTION BE USED AS THE MOVE ACTION REQUIRED FOR MAKING AN ACTIVATION USING THE FIGHTING SPIRIT SPECIAL ABILITY?

No. A Compulsory Move action may not be used as part of the Fighting Spirit special ability.

WHAT IS THE DIFFERENCE BETWEEN SHARED ABILITIES AND PILOT ABILITIES?

If at least one miniature in a unit has a shared ability, all other miniatures in the unit are considered to have that ability. When a Hero is piloting a Vehicle, he may be activated normally either before or after the Vehicle is activated; he does not join the Vehicle unit. Therefore, the Vehicle does not benefit from any of its pilot’s shared abilities.

Abilities with the Pilot keyword transfer to manned Vehicles. Each time a piloted Vehicle unit is activated, it can use any of its own abilities and any of the piloting Hero’s abilities that contain the Pilot keyword.

It is possible for an ability to be both a shared ability and a Pilot ability.

WHEN PILOTING THE “KARL MARX,” DOES NIKOLAI’S TAKE AIM SPECIAL ABILITY STACK WITH THE MARX’S TESLA WEAPON SPECIAL WEAPON ABILITY?

They do not stack. Since each ability takes the place of a Sustained Attack action, you must choose to use either Nikolai’s Take Aim special ability or the IS-48 Karl Marx’s Tesla Weapon special weapon ability when resolving the attack.

CAN A UNIT WITH PHASERS AND THE SUPERCHARGED SPECIAL ABILITY OVERCHARGE ITS PHASERS DURING ITS FIRST ATTACK?

No. Two Out of Ammo markers may never be placed on a unit in regards to a single weapon. Both the Supercharged and Overcharge abilities add an Out of Ammo marker to a unit’s phaser weapons. Because the Supercharged special ability is hardwired into the unit’s first attack of the game, it trumps the Overcharge special weapon ability during that attack. The unit receives a single Out of Ammo marker, and its phasers cannot be fired again until a Reload action is taken to remove the marker. After the initial Supercharged attack, the unit’s phasers may be Overcharged as normal.

Note: When a unit with Supercharged makes a Sustained Attack as its first attack action, it rolls double the dice and re-rolls misses!

SPECIAL WEAPON ABILITIES

HOW MANY OUT OF AMMO MARKERS ARE PLACED NEXT TO A UNIT AFTER ONE OR MORE RELOAD WEAPONS ARE FIRED? ONE MARKER FOR ALL RELOAD WEAPONS IN THE UNIT? ONE MARKER FOR EACH INDIVIDUAL RELOAD WEAPON? OR ONE MARKER FOR EACH INDIVIDUAL WEAPON LINE?

An Out of Ammo marker is placed next to a unit for each Reload weapon line that has been fired. If a unit has more than one of the same Reload weapon listed in the same weapon line (for example: “UGL (4)”) and fires one or more of those weapons, it receives a single Out of Ammo marker. That marker applies to all weapons in that weapon line, even if not all of them were fired during the attack. If a unit has two separate Reload weapons, each with its own weapon line, and fires them both, it receives two Out of Ammo markers, one for each weapon line.

IF MORE THAN ONE OUT OF AMMO MARKER IS ON A UNIT, CAN IT REMOVE ALL OF THOSE MARKERS WITH A SINGLE RELOAD ACTION?

No. If a unit has more than one Out of Ammo marker on it, a separate Reload action must be taken to remove each one. If only one marker is removed, the controlling player must announce which of the unit’s weapon lines containing a Reload weapon can now be fired.

DO THE CHEF’S HAND FLAMERS HAVE THE BURST SPECIAL WEAPON ABILITY?

Yes.
UNIT UPGRADES

IN THE CORE RULEBOOK, THE COMBAT RANGER SQUAD AND BATTLE GRENADEIRS MAY PURCHASE A UNIT UPGRADE TO REPLACE A MINIATURE’S GUNS WITH A SECOND HEAVY WEAPON. DO THESE UNIT UPGRADES PREVENT THE UNIT FROM THEN TAKING A UNIT UPGRADE FROM THE HADES CAMPAIGN BOOK?

Each Soldier unit in a force may purchase one unit upgrade. This includes the unit-specific unit upgrades available to the Combat Ranger Squad and the Battle Grenadiers. If a unit purchases a unit-specific unit upgrade, it cannot purchase an additional unit upgrade from Campaign Book: Hades, and vice versa.

THE HADES CAMPAIGN

IF A HERO JOINS A UNIT WHEN PLAYING THE HADES CAMPAIGN, IS THE HERO CONSIDERED PART OF THAT UNIT AT THE END OF A ROUND WHEN MAKING CASUALTY ROLLS AND EXPERIENCE ROLLS?

No. Heroes make these rolls separately from any unit they may have joined. If a unit fails its casualty roll and is removed from play, any Heroes that were joined to that unit are not removed. If a Hero is eliminated and requires a casualty roll, the Hero’s roll is made separately from that of any unit to which it was joined.

CAN A HERO EARN UNIT UPGRADES DURING THE HADES CAMPAIGN?

No. Heroes may never purchase or earn unit upgrades. They may still earn the Hades Veteran special ability, however, since this ability is not classified as a unit upgrade.