DUST 1947

ERRATA & F.A.Q.

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DUST 1947 RULES ERRATA

AIRCRAFT
Add these sentences to the Aircraft Skill (DUST 1947, p. 147) : An Aircraft with an Improved Evade Save moves at such speed that Passengers inside can't use their weapons at all. An Aircraft can never Control or Contest Objectives.

BUILDINGS
In 1947, the floors and ceilings of our Warzone Tenement are made of wood: enough to block a few bullets, surely not enough to stop them all. And when you hear someone walk above you while you're supposed to be the only one in the Building, you might as well empty your magazine in the ceiling just to be safe.

When two Units are only one floor apart, floors and ceilings do not block Line of Sight and both Units are considered to be in Cover (Height Advantage applies). Units that are directly above or below each other are not considered adjacent and cannot engage in Close-Combat.

BLAST WEAPONS
When playing on a grid, a Blast Weapon affects all Ground Units on the same square (roll separately for each Unit). If a Hero shares a square with a Vehicle or Walker, both are hit.

CHEAT DEATH
This Skill (DUST 1947, p.149) is replaced with the following: If a Hero with Cheat Death is eliminated, roll a die after resolving the Attack that eliminated the hero. On a roll of 🎖 or 🛡, the Hero removes one point of Damage and survives, but gains a Stunned token. He has Cheated Death.

A Unit with a Stunned token cannot fight, including fighting back if attacked in Close Combat. Any time a Unit Activates while it has a Stunned token, it must perform a Nothing Action as its first Action, then remove any Stunned tokens. If a Unit with a Stunned token attempts a Reactive Attack, it rolls a single die rather than two to see if it can make a Reactive Attack, but removes the Stunned token whether or not it succeeds in making an Attack Action.

A Hero can only Cheat Death once per game.

COMMAND ACTIONS
All Officer, Medic and Mechanic Special Actions (DUST 1947, pages 157 to 159) can be used from inside a Ground Vehicle, but not on the Vehicle itself. All Officer Special Actions can be used from inside an Aircraft (not on the Vehicle itself), but no Medic or Mechanic Special Actions can be used from inside an Aircraft.

FLAME WEAPONS

Please use the following rules for Flame Weapons when playing on a grid, instead of those on page 140 of DUST 1947: 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.

HEIGHT ADVANTAGE

The Height Advantage Special Rule (DUST 1947, p.131) is replaced with the following: An Attacking Unit that is at least Range 1 (1 square, 10 cm, or 4») higher than its Target Unit has a Height Advantage. A Target Unit of an Attacking Unit with Height Advantage reduces its level of protection and must therefore re-roll its successful Saves (Infantry Saves or Cover Saves) once for the current Attack.

A Target Unit that is at least Range 1 (1 square, 10 cm. or 4») higher than the Unit Attacking it has a Height Advantage. A Target Unit with Height Advantage increases its level of protection and can therefore re-roll any failed Saves (Infantry Saves or Cover Saves) once for the current Attack.

Because they are not stable firing platforms, Aircraft (and any Passengers in an Aircraft) never receive Height Advantage. And because they are way above anything else on the battlefield, Units targeting Aircraft can never benefit from Height Advantage, even on top of a Building. Similarly, a Unit with the Flying skill only receives Height Advantage if the Terrain it occupies provides that Advantage (i.e. the upper stories of a Building or the top of a hill or mountain for example).

Weapons with the Radiation Skill already force to re-roll successful Saves and as such never benefit from the Height Advantage rule.

NINA, KV-47D AERO, LIGHT ANTI-TANK WALKER

The Dual Triple RPG Weapon benefits from the Grenade Rule.

SCOUT

This Skill (DUST 1947, p.154) is replaced with the following: If a Unit with this Skill (and any Unit it has Joined or Hero that has Joined it) performs a March Move during its first Activation of the game, it gains a third Action for this Activation.

SMOKE SCREEN

The size of a Smoke Screen (fired by an Artillery Weapon) is 2 squares by 2 squares in grid play.

SUPPORT WEAPONS / MULTIPLE MINIATURES ON THE SAME BASE

DUST 1947 has many Infantry Units modeled on the same base. 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.

Example: a Heavy Grenadier Anti-Tank Squad loses two Health, leaving it with one Soldier left. The player decides that the first Weapon lost is the Dual Machineguns. The second Weapon should be the Anti-Tank Gun, but since this Weapon can be manned by only one miniature, it is not ticked off.

THE DRAGON & THE PHOENIX

These two SSU Heroes miss the Hero denomination on their Unit Cards. They are both Heroes.

WRECKS

The Wrecks paragraph (DUST 1947, p.20) is replaced with the following: When a Vehicle is destroyed during the game, it remains on the battlefield and becomes a Wreck Terrain. It can also be replaced by a destroyed Vehicle miniature or other proxy if the Player needs to re-use the miniature. A Wreck provides Cover. It also blocks Line of Sight in the same way the Vehicle did before it became a Wreck. Only Infantry, Walkers and Aircraft can move through a Wreck. Only Infantry Units can occupy a Wreck (i.e. end their movement in it) and are considered in Cover when they do so. Aircraft can end their movement over a Wreck, but do not benefit from Cover.

Please add this to the On Fire Critical Hit, page 130 of DUST 1947:
A Ground Unit that moves into or through a Wreck that is On Fire immediately suffers a Blast/1 attack (as if attacked by a Flamer weapon). If they are Hit they also become Suppressed. A Unit with the Flying skill only suffers this attack if they end their movement in the burning Wreck.

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. Airborne Infantry can also be placed on top of a Building (but not inside).

The Unit's first Action must be a Nothing Action. The player then rolls a die. On a roll of ⊛ or ⊕, the player may assign the Unit's second Action. On a roll of 🛡 the Unit must perform a second Nothing Action. An Airborne Unit may not capture nor contest an Objective on the Turn it is placed. Only an Airborne Unit can Join an Airborne Unit, but an Airborne Vehicle can be Piloted by a non-Airborne Hero.

AIR TRAFFIC CONTROL

A Unit with this Skill can execute an Air Traffic Control Special Action by selecting a friendly Aircraft that has already Activated this Turn. Roll a die, on a roll of ⊛ the Activation of the Unit with this Skill immediately ends and the selected Aircraft Activates immediately again. With a successful Air Traffic Control Special Action, the player Activates two Units consecutively. A Unit may only be Reactivated once per Turn.

ARTILLERY OBSERVER

A Unit with this Skill can use friendly Artillery Weapons as long as the miniature modeled with the Radio is in play.

ASSAULT SHIELD

An Assault Shield is an equipment that gives access to the Skill of the same name. The Steel Guards Anti-Tank Squad and Steel Guards Tesla Squad both have an Assault Shield, carried by the Unit Leader of each Squad. He protects the rest of the Squad with the equipment. You can elect to assign him hits during a Close-Combat Attack. If the Assault Shield roll fails, the Leader is lost, and so is his Assault Shield (don't forget your Damage Resilient roll though).

ASSAULT VEHICLE

Passengers in this Vehicle (or Aircraft) can disembark from it even if the Vehicle (or Aircraft) has already Activated in the current turn.

COMMISSAR

- A Squad from a specific Faction Joined by a Commissar is always considered belonging to the said Faction.
- A lone Commissar must Join an Infantry Unit with the same Armor value. Squads and Heroes are Infantry Units.

EXPERT - WEAPON

A Hero with the Expert Skill Hits on rolls of ⬟ as well as ◉ when making an Attack or Sustained Attack Action with the specified Weapon. If a Vehicle is equipped with the exact same weapons as mentioned in the ability, Expert applies. This Skill is never shared with a Unit Joined.

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.

LARGE ORDNANCE

Large Ordnance Weapons are filled with an impressive quantity of explosives that provoke a huge detonation on impact. When a Large Ordnance Weapon is assigned an Attack or Sustained Attack Action, choose a Target Point within the Weapon's Fire Arc, Range, and Line of Sight. When playing on a grid, the explosion includes the square of the Target Point plus three chosen adjacent squares that form a 2x2 larger square. The adjacent squares do not need to be in Range or Line of Sight.

When playing free-form center the Artillery Template on the Target Point and uses the same rules as for Blast Weapons (DUST 1947, p. 109).

LASER WEAPONS

When a Laser Weapon makes a Sustained Attack, re-roll misses as usual only for the initial roll of the Weapon. Additional rolls gained through the Laser special rule are not re-rolled.

MINDLESS

Mindless Zombies are Zombies that can be led by a Hero equipped with the BlutKreuz Skill. Mindless Zombies cannot take or hold Objectives but may contest them (applies to Units Joined) and are Immune to Suppression (applies to Units Joined). Mindless Zombies can be Joined by a Zombie Hero or a Hero equipped with a BlutKreuz.

MOUNTING & DISMOUNTING AIRLIFTERS

All Units dismount Airlifters from the square just below the Airlifter, and can mount in them from any adjacent square.

In gridless play, any Unit must be placed just below the Airlifter and can mount an Airlifter if it's within Range C.

SPY

A Unit with the Spy Skill can choose to:
- enter the battlefield like any other Unit, on the first Turn of the game (as described in the Scenario) .
- be deployed on the battlefield like any other Unit before the first Turn of the game (if the Scenario allows such deployment)
- stay off the battlefield, for as long as it wants. If it does so, the Unit only does Nothing Actions, can Pass, and counts towards the number of Units in play.
- execute a Spy Revealed! Activation, if the Unit is not already on the battlefield.

A Unit with the Spy Skill can execute a Spy Revealed! Activation when it is Activated and has not yet entered the battlefield. If it does, roll two dice:
- if you score one ⭐, the Spy Unit is immediately placed within Range 1 (1 square, 10cm or 4") of an enemy Unit and it has one Action for this Activation.
- if you score two ⭐, the Spy Unit is immediately placed within Range 1 (1 square, 10cm or 4") of an enemy Unit and it has two Actions for this Activation.
- if you don't score any ⭐, the Spy Unit is not placed on the battlefield and may only perform Nothing Actions this Activation. The Unit can try another Spy Revealed! for its next Activation.

A Unit that is not on the battlefield cannot be the target of Command Actions. A Spy that has not entered the battlefield is considered destroyed at the end of the game. This Skill is not shared with a Unit Joined.

DUST 1947 F.A.Q.

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 Line of Sight 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).

COMMISSAR POON

This SSU character is both a Hero and a Commissar. As such, he must Join a Unit, but no other Hero or Commissar can be Joined to the same Unit. Unlike other Heroes he can be returned to the game if he is destroyed (as non-Hero Commissars sometimes can through special rules like Reserves or Platoon Advantages).

CRITICAL HITS

One Unit can only cause one Critical Hit on the same Vehicle during one Attack Action.

DEFENSIVE TACTICS

A Unit with this skill always benefits from Damage Resilient when in Cover, even against weapons that negate Cover (including Close-Combat Attacks).

DEVOUR

A Unit with this Skill can't have more Health than the maximum written on its Unit Card. Since Close Combat is simultaneous (except against First Strike), a Unit with Devour can heal itself while taking Damage.

EXTRA ACTIONS

Unless a Skill specifies otherwise, a Unit can never execute more than three Actions during an Activation. This includes Free Actions, Actions granted by Aces' Skills, etc.

FIRST STRIKE

A Unit with this Skill attacks first in Close-Combat. If one Unit with the First Strike Skill Attacks another Unit that also has the First Strike Skill, both Units resolve their Attacks simultaneously, before any other Units perform their Attacks.

If a First Strike Attack or Sustained Attack places a Stun Token (thanks to a Skill or Equipment, for example) on the target Unit without First Strike, the Stunned Unit can't retaliate since a Stunned Unit cannot fight in Close Combat.

FLYING

A Unit with the Flying skill can pass over any Unit and any Terrain as if it were Open Terrain, provided that it ends its Move or March Move Action in a place that it could normally occupy (example: the Unit cannot land in Impassable Terrain).

A Flying Unit always calculates its movement distance in 2D, except when moving inside a Building (when moving inside a Building a Flying Unit must account for vertical movement normally, see DUST 1947 page 20). Only a Flying Unit can Join a Flying Unit.

GUAÏ-LO MOLOÏ

Guaï-Lo's RPG is a Limited-Ammo Weapon: he only has four shots for the entire game. Since he doesn't benefit from the Volley Skill, he can only fire one RPG at a time per Attack or Sustained Attack Action.

HERO

There can only be one Hero in a Squad. The only exception to this rule are pairs of Heroes with the Siblings Skill, who can both Join the same Squad.

HERO OFFICER

A Hero with the Officer Skill can only use three types of Radios:
- one from a Command Squad he has Joined.
- one from the Vehicle or Aircraft he's Piloting or he's Passenger in.
- his own if he is Soldier Armor 3 or 4 (the Radio is built in).

IMPROVISED WEAPONS & CLOSE COMBAT

- Every model in the game (except Aircraft) can execute a Close Combat Attack with one Improvised Close Combat Weapon. A model that has one or several Close Combat Weapons must choose if they use these or their Improvised Close Combat Weapon when Attacking or fighting back during Close Combat. A model with several Close Combat Weapons can use all of them when Attacking or fighting back in Close Combat.
- Improvised Weapons on Vehicles are considered Turret Weapons.

LUFTWAFFE KAMPFGRUPPE FLORENTINE PLATOON

Only Ground Units can benefit from this Platoon Advantage.

PASSENGERS

Surviving Passengers from a Ground Vehicle that has been destroyed must be placed within Range 1 (adjacent square) from the Vehicle, which becomes a Wreck. Surviving Passengers (and Vehicles) from an Aircraft that has been destroyed can also be placed on the spot (or square) the Aircraft occupied, if the rules allows them to occupy it.

REACTIVE ATTACK

A maximum of one Unit can attempt a Reactive Attack during each enemy Activation. 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.
- if the Unit executes a Raid Special Action, the Reactive Attack happens after the Unit's first Move Action.
A Unit that succeeds at a Reactive Attack can only Attack, or Move and Attack, or Sustained Attack depending on its roll. It can't use Skills that requires or grant extra Actions (even Free Actions). It can only use "passive" Skills like Brave or Expert that don't require Actions to function.

SIBLINGS

The Expert ability gained through this Skill only applies to the Dragon & the Phoenix and is not shared with a Unit Joined.

TESLA WEAPON

If a Unit is hit by a Tesla Weapon during a Reactive Attack, it receives the Stunned Token at the end of its Activation.

THE DRAGON & PHOENIX PLATOON

The Platoon Advantage "For the Motherland" only applies if the Dragon & Phoenix are in the same Unit and if both are in play.

TREES

Small Trees are considered Range 1 in height and large Trees Range 2.

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. The model of an Aircraft that doesn't benefit from the Helicopter rule must be physically moved each time it is activated, even if it goes back to the position it occupied. It therefore can trigger a Reactive Attack.
- 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.

DUST 1947 ADVANCED FREE-FORM RULES
- 02/19 -

Page U8, replace the sentence "Heroes can use all the weapons on their card in every Attack Action" with " Heroes, Vehicles and Aircraft can use all the weapons on their card in every Attack Action".

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.

IJN

- Bloc Units have the Gold Seal on the Rising Sun 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.
- People's Liberation Army (PLA) Faction Units have the two gold Hammers on red background symbol.

MYTHOS

- Bloc Units have the gold and orange All Seeing Eye on purple background symbol.

DUST 1947 Scenery elements are a great way to give life to your gaming tables. They are designed to make for much nicer looking battlefields and also have a purpose in the actual game itself. When you start using Scenery elements in your games, they change the way you play: battles are more immersive when fought over an evocative and tactically challenging landscape.

The way Scenery elements are set up for a game is usually a matter of personal preference, but most of our Scenarios advise on a specific set-up or use of a special piece of Scenery. By default use as many Scenery elements as you can, as long as you don't restrict movements around the battlefield. These will make for much better and fun games.

Here are some special rules that are used with the following Scenery elements:

AMMO REPLENISH

An Infantry Unit within Line of Sight and Range 1 of the Scenery with this Skill can execute an Ammo Replenish Special Action to replenish all Limited Ammo Weapons. A Vehicle Unit within Line of Sight and Range 1 of the Scenery with this Skill can spend two Actions to replenish all Limited Ammo Weapons.

FOLLOW ME

A Hero within Range 1 and Line of Sight or controlling the Scenery with this Skill can use the Follow Me Skill (DUST 1947 Rule Book, p.150).

MAKESHIFT REPAIR

A Vehicle Unit within Line of Sight and Range 1 of the Scenery with this Skill can spend two Actions to perform a Makeshift Repair on itself only (DUST 1947 Rule Book, p. 159).

[DS003]
ANTITANK TRAPS

Antitank Traps use the rules found on page 19 of DUST 1947 Rule Book. They provide Cover Saves for any Infantry Unit that sets up around or behind them. Antitank Traps do not block Line of Sight but block all Vehicles' movements (including Walkers). A wise General places Antitank Traps to give Cover to his advancing Infantry while keeping a clear way for his armored forces.

[DS005]
IMPASSABLE TERRAIN

Impassable Terrain uses the rules for Structures found on page 19 of DUST 1947 Rule Book. Only Flying Units or Aircraft can move through Impassable Terrain, all other Units have their movement blocked: Vehicles would get stuck if they were to try and go across, and Infantry would expose itself too much and would always be better of finding a way around it.

[DS006]
SMALL AMMO DUMP

The Small Ammo Dump scenery uses the rules for Structures (page 19, DUST 1947) as well as the Scenery special rule Ammo Replenish that you can find on the previous page. As these block Line of Sight, they are favored by Infantry Units that can hide behind them and get their expanded Limited Ammo Weapons back.

[DS020]
DESERT ARCHEOLOGICAL PIT

In the Babylon theater of operations, the most valuable objectives are always found underground... Whether it's water, oil, or forgotten Vrill artifacts, the sands of the Middle-East are full of surprises and wonders. The Desert Archaeological Pit allows the use of the Follow Me Special Rule described earlier and serves as a Mission Objective. It does not block Line of Sight.

[DS021]
ARCHEOLOGICAL WALLS

These very common brick walls can be found all over the Middle-East, in ruins or not. Favored by soldiers of any Bloc, they provide a little protection from harm and from everyone's worst enemy in the region: the Sun. Rules to use these Low Walls can be found on page 20 of DUST 1947 Rule Book. Several can be linked together to make a Building for example.

[DS022]
BABYLONIAN PLINTH

These large bricks and stones plinth are usually found around ruined temples, where they would serve as pedestals for statues most of the time. This scenery works like a Structure (DUST 1947, page 19). An Infantry Unit standing next to a Babylonian Plinth can spend one Move (1 square, 10cm or 4") to move on its top, thus gaining Height Advantage.

[DS023]
BABYLON LAMASSU PILLAR
These relics of a distant past have seen countless battles: many invaders coming in, many driven out... This time will be no different in their stone eyes. The massive Babylon Lamassu Pillars use the rules for Structures found on page 19 of DUST 1947 Rule Book. Only Aircraft and Flying Units can move through, they are impassable for any other Unit.

[DS025]
BABYLON RUINED HOUSE 1
War has left its toll on the villages and town around Babylon. There aren't many houses that have been left unscathed. This scenery works like a Building (DUST 1947, page 20). An Infantry Unit standing inside a Babylon Ruined House 1 can spend one Move (1 square, 10cm or 4") to move on its top, thus gaining Height Advantage.

[DS026]
BABYLON RUINED HOUSE 2
Larger version of the previous one but without a roof, this ensemble can be assembled many different ways, using the Buildings rules (DUST 1947, page 20). As shown in the picture, even Vehicles can enter the Babylon Ruined House 2 thanks to the opening on the right side. Infantry Units can enter and exit through the door and the windows as well.

[DS027]

BABYLON RUINED HOUSE CORNER

Sometime what's left of a house, or even a whole village, is two walls supporting each other. The Babylon Ruined House Corner uses the Buildings rules found in the DUST 1947 Rule Book on page 20. Please remember that the whole square is a Building and as such provides Cover Saves, from any direction you're being attacked.

[DS028]

BABYLON IMPASSABLE TERRAIN

The Babylon Impassable Terrain uses the rules for Structures found on page 19 of DUST 1947 Rule Book. Only Flying Units or Aircraft can move through Impassable Terrain, all other Units have their movement blocked: Vehicles would get stuck if they were to try and go across, and Infantry would expose itself too much and would always be better of finding a way around it.


[DS030]

BABYLON WALL SET

The Babylon Wall Set uses the Walls rule found on page 20 of DUST 1947 Rule Book. Most of the Walls in this Set are High Walls that block Line of Sight and movement. Please make sure that you agree with your opponent before the game begins on how to interact with these after you set them up. You might assemble them to create a Building for example.

[DS031]
ROCKET PROTOTYPE

The Rocket Prototype is an awesome piece of Scenery that serves as an Objective (in any setting, not only Babylon) that comes with a unique ability: a Vehicle's crew can use the Makeshift Repair Special Action, like a Mechanic, when standing next to it. Please refer to the rules on page 150 of DUST 1947 Rule Book for full details.
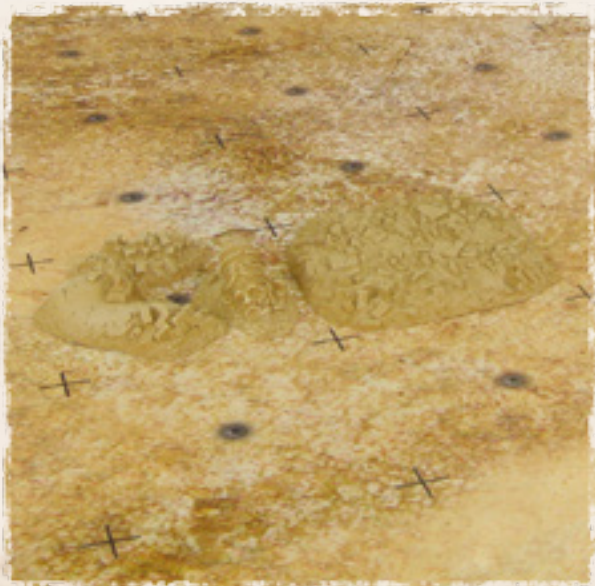
[DS032]
BABYLON RUBBLE

One thing that Babylon isn't short of is rubble! The Babylon Rubble Scenery uses the Rubble rule found on page 19 of DUST 1947 Rule Book. Some Units can't cross these areas at all (they would get stuck) and this Terrain doesn't affect Line of Sight in any way. This Scenery can also be used to represent destroyed things or battlefield debris.

DUST STUDIO