



DUST WARFARE: TOURNAMENT RULES

We are determined that before the sun sets on this terrible struggle our flag will be recognized throughout the world as a symbol of freedom on the one hand, of overwhelming power on the other.

—George C. Marshall

This document is intended to support **Dust Warfare** tournaments of all types – from friendly match-ups and store tournaments to local competitions and massive national events.

These tournament rules will provide a tournament organizer (TO) with all the information they will need to run a Swiss Style **Dust Warfare** Tournament.

VERSION 2.01

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OVERVIEW

A Dust Warfare tournament is a Swiss Style tournament. This means that players will be paired up against each other in a series of rounds. Each round, players will face opponents with the same amount of Match Points, or as close an amount as possible. The player who performs the best overall will be declared the winner.

After each round players will earn and report their Match Points and their Break Points (used to break ties, when necessary). The TO will record these points, and use them to calculate the next round's matches.

If the tournament is large enough, the TO will "cut to the top" after the third or fourth round. At this point, only those players with the best records will be paired against each other as they compete for ultimate victory.

PLANNING

When planning a **Dust Warfare** tournament, a Tournament Organizer (TO) must consider a number of factors in preparation for the event. Through careful organization, a TO will ensure that players can prepare for the event in advance, and that all the necessary materials are available.

NUMBER OF PLAYERS

The number of players the TO expects to attend is vital to the planning of any tournament. More players means that additional rounds must be played (otherwise, the TO may need to "cut to the top 4" for the last two rounds).

When possible, it is best to have an even number of players, and even better to have a number that is a power of 2 (4, 8, 16, 32, etc). An odd number of players will lead to a bye, which can be extremely disruptive to players' overall tournament experience. When planning a large event, it is therefore recommended to have player limits. Players should sign up in advance, and a wait list should be created for players who sign up after the tournament is filled. This ensures a full tournament and guarantees fairness when matching up opponents.

ARMY POINT LIMIT

In addition to the number of players at an event, the Army Point total of the games being played will greatly influence the planning of a tournament.

FFG recommends 200–400 AP for a tournament's AP value. At these levels, games play relatively quickly, allowing players to compete with a variety of units while requiring them to make strategic decisions about which units they will field.

Larger tournaments, while possible, require special consideration from the TO. The Battle Builder presented in this document is specifically designed and balanced for tournament games of 400 Army Points or lower. Games above 400 AP will cause a dramatic shift in the "metagame." Additionally, the TO will need to allow more time for games above 400 AP.

TERRAIN TABLES

This may seem obvious, but it's important to ensure that a tournament has enough space and terrain tables to accommodate all of the players in attendance. For every two players at the event, the TO will need to secure a 6'x4' terrain table and enough terrain pieces to fill a 2'x4' rectangle on each table.



SCHEDULE

The tournament schedule is determined by the number of players and the AP limit of the event. The amount of players/points in a tournament will directly affect how long it needs to last.

ROUND TIME

Each round consists of a single game of **Dust Warfare**. Round match-ups and scoring will be discussed later. Each round will need to be long enough to accommodate the number of units on the table. In general, each round should have a time limit of 30 minutes for every 100 AP (or fraction thereof) of the tournament's AP limit.

For example, a 300 AP tournament would require rounds that are one hour and thirty minutes long. A 400 AP tournament would require two hour rounds.

Every round should be followed by a 15 minute break. This gives the TO time to organize the following round. Players will also require a lunch break during the day. Depending on the distance of local eateries, this could be anywhere from thirty minutes to one hour.

NUMBER OF ROUNDS

After each round players will report their scores and the TO will track each player's win/loss record, as well as the number of Match Points and Break Points earned during the game. Break points are used by the TO as a tiebreaker for regular match pairings and for determining who will progress to the next stage of the tournament when he "cuts to the top."

Use the table below to determine how many rounds will need to be played, and after which round the TO will "cut to the top" (See page 5, "Cut to the Top").

PLAYERS	ROUNDS	CUT TO	CUT ROUND
3-4	2	-	-
5-8	3	-	-
9-16	4	-	-
17-32	4	TOP 2	ROUND 3
33-64	5	TOP 4	ROUND 3
65-128	6	TOP 8	ROUND 3
129-256	8	TOP 16	ROUND 4

Once the round limit has been determined, the TO will have everything he needs to inform his players of what to expect at his tournament. It's time to get the word out, and start spreading the excitement!

PLAYER RESPONSIBILITIES

The TO isn't the only one who needs to prepare for a tournament. It is important for each player to understand that his preparedness for an event directly affects every other player in attendance.

Every player must be held to the same standards. A player who cannot meet his player responsibilities should be replaced with a player on the waiting list who can. While unfortunate, it is the only way to ensure fairness. There are an infinite number of situations in which a player might be prevented from properly preparing for a tournament. However, it is not the responsibility of the TO to judge the merits of each case.

SUPPLIES

Players participating in a **Dust Warfare** Tournament must bring all their own miniatures, dice, measuring tape, and markers. Players may use alternate markers to the ones provided in the rulebook, but they must make it clear to their opponent what these markers represent.

ARMY LISTS

Players are responsible for bringing two copies of their army lists – one for the TO, and one to show each of their opponents at the table.

In addition, this army list must be legible, noting the section, name, AP cost, and any unit upgrades of each purchased unit.

It is recommended that the TO enforce a strict "typed list" requirement. To avoid possible abuse, players should not be allowed to make handwritten last minute changes to their lists.

TOURNAMENT LEGAL UNITS

All units listed in released **Dust Warfare** rulebooks are tournament legal.

PAINTING, PROXIES, AND CONVERSIONS

Proxies (substitute miniatures) are not allowed under any circumstances. All miniatures must be **Dust Tactics** miniatures. Conversions (modifications to **Dust Tactics** miniatures) consisting of the original base and at least 50% of the original figure are acceptable as long as the converted miniature is used to represent the miniature from which it was created. For example, a heavily converted Hot Dog miniature can be fielded as a Hot Dog on the battlefield, but it cannot be used as a substitute for a Luther miniature.

The TO will make the final call on whether or not any particular miniature or modification may be used.

TOURNAMENT PROCEDURE

On the day of the tournament, the TO should arrive early to set up and prepare for the event.

TABLE SET UP

The TO needs to prepare each table for the day's games. Each 6'x4' table should be furnished with about 2'x3' of terrain (roughly one fourth of the table). The reality of tabletop terrain makes exact coverage unlikely, but an effort should be made to ensure that each table has at least five different areas of terrain.

In a tournament game of **Dust Warfare**, the players will place the terrain on the table, so the TO does not need to do so himself. This also prevents players from moving terrain before their opponent arrives at the table, and permits players to be assigned to the same table more than once during the tournament, simplifying the pairings process.

Each table will also need a copy of the Battle Builder for the tournament. The players will use this Battle Builder to determine their scenarios. A copy of the current season's Battle Builder is provided in this document. They will use this Battle Builder for the entire tournament.

PLAYER REGISTRATION

The TO should register players as they arrive, preparing score sheets for each player and obtaining a copy of each player's force list for his records.

Some TOs may wish to track player data using a spreadsheet or other program. Sheets are provided with these rules to help make organization easier, whether tracking data by hand or by computer.

FIRST ROUND PAIRINGS

The player pairings for the first round will be randomly determined.

BYES & ODD NUMBERS OF PLAYERS

Sometimes there will be an odd number of players, making it impossible to pair up all the participants. When this happens, the unpaired player receives a bye. The player with the bye will be randomly selected from the players with the fewest Match Points (or randomly, in the first round).

SUBSEQUENT PAIRINGS

For each round after the first, all pairings will be based on the number of Match Points earned by the players. Each player will be matched with an opponent who has the same number of Match Points, or as close a number as possible.

PAPER PROCESS

When using the Player Score Sheets provided, the TO sorts them by Match Points, from highest to lowest. When two players have the same number of Match Points, the player with the greatest number of Break Points is first.

Each sheet is then paired from highest to lowest Match Points. The two highest form a pair, then the second highest, and so on.

Each pair should be checked to ensure that no two players are matched up against one another more than once before the "cutting to the top." As each pair is formed, the TO checks to make sure that players have not already played one another. If they have, one of the players is moved down in the order two places, and match-ups continue until every player is paired with an opponent he has not played.

SCORING

After each round, each player will turn in his Player Reporting Sheet, signed by both the player and his opponent. The Player Reporting Sheet is provided with these rules, and contains information that the TO will need to organize match-ups and determine an overall winner.

As Player Reporting Sheets are turned in, the TO must mark down the players' results on his Player Score Sheet.

MATCH POINTS

Each player earns a number of Match Points based on whether he won, tied, lost, or had the bye.

A Player who won earns 10 MP.

A player who tied earns 6 MP.

A player who lost earns 3 MP.

A player with a bye earns 10 MP.

BREAK POINTS

A player also earns a number of Break Points equal to the total AP value of all enemy units completely eliminated by the end of the game. Units that are damaged without being completely eliminated are not worth any Break Points.



CUT TO THE TOP

In larger tournaments the TO will "cut to the top" after round three or four. Players are ranked by Match Points from highest to lowest, with Break Points used to eliminate ties. The top players (determined by tournament size) then begin a new tournament (with new Player Score Sheets). Only these players will be paired in subsequent rounds.

After the "cut to the top," players are eliminated from pairings when they lose a game. Players who win continue on to the next round. In the case of a tie, the player who scored the most Break Points in the game is the winner. If players tie on Break Points for the game, total Break Points from the previous round are added to each players total. If there is still a tie, continue adding Break Points from the next most previous round until one player has more Break Points than the other.

DECLARING A WINNER

The winner of the tournament is the player with the most Match Points. Ties are broken using Break Points.

In a tournament that "cuts to the top," the player who emerges victorious by not being eliminated is the winner.

OTHER AWARDS

Some TOs may wish to include other awards, such as Best Sportsman, or Best Army Appearance. This is highly encouraged, as it helps to produce a more enjoyable tournament for everyone.

These awards, however, should stand on their own, and not influence who is determined to be the overall tournament winner. This reduces complexity, ensures fairness, and ensures that players know what to expect from a **Dust Warfare** tournament.

However, the TO should feel free to weight these other awards in any way he sees fit. If prize support is offered at the tournament, these awards could be worth an equal (or even larger) share of the prize pool!

TROUBLESHOOTING

It is an unfortunate necessity that a TO be prepared for problems to arise, such as suspected cheating or incorrect point reporting. It is highly recommended that the TO adheres to a "no tolerance" policy regarding these issues.

IMPROPER PLAY

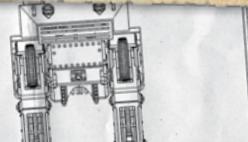
Proof of improper play is not the same as cheating. Intent is very important in determining whether a player has cheated, or simply made a mistake.

If proof of improper play becomes available that is shown to have influenced the outcome of the game (such as an incorrect unit being fielded, or too many points on the table), the offending player automatically forfeits the game. His opponent earns a number of Break Points equal to half of the offending player's total AP.

People make mistakes, but rules regarding improper play must be enforced when a clear breach is evident. This ensures that a tournament will proceed fairly.

DISQUALIFYING ACTIONS

If the TO determines that a player's actions are more severe, he may disqualify the player and eject him from the tournament. A disqualified player forfeits his current match, and is removed from all future pairings.



TOURNAMENT BATTLE BUILDER

Players will setup their game each round with their opponent using the following Battle Builder steps:

1. **Exchange force lists:** Players should take a few minutes to look over each other's chosen units so that they are familiar with their opponent's capabilities.
2. **Build the scenario:** Use the Battle Builder provided to generate the unique conditions of the game.
3. **Set up terrain:** Players will deploy the terrain according to the Competitive Terrain Placement rules on page 67 of the **Dust Warfare** Core Rulebook.
4. **Deploy Forces:** Players now deploy their forces onto the battlefield as determined by the scenario.
5. **Play the game:** Players begin the game.

GAME LENGTH

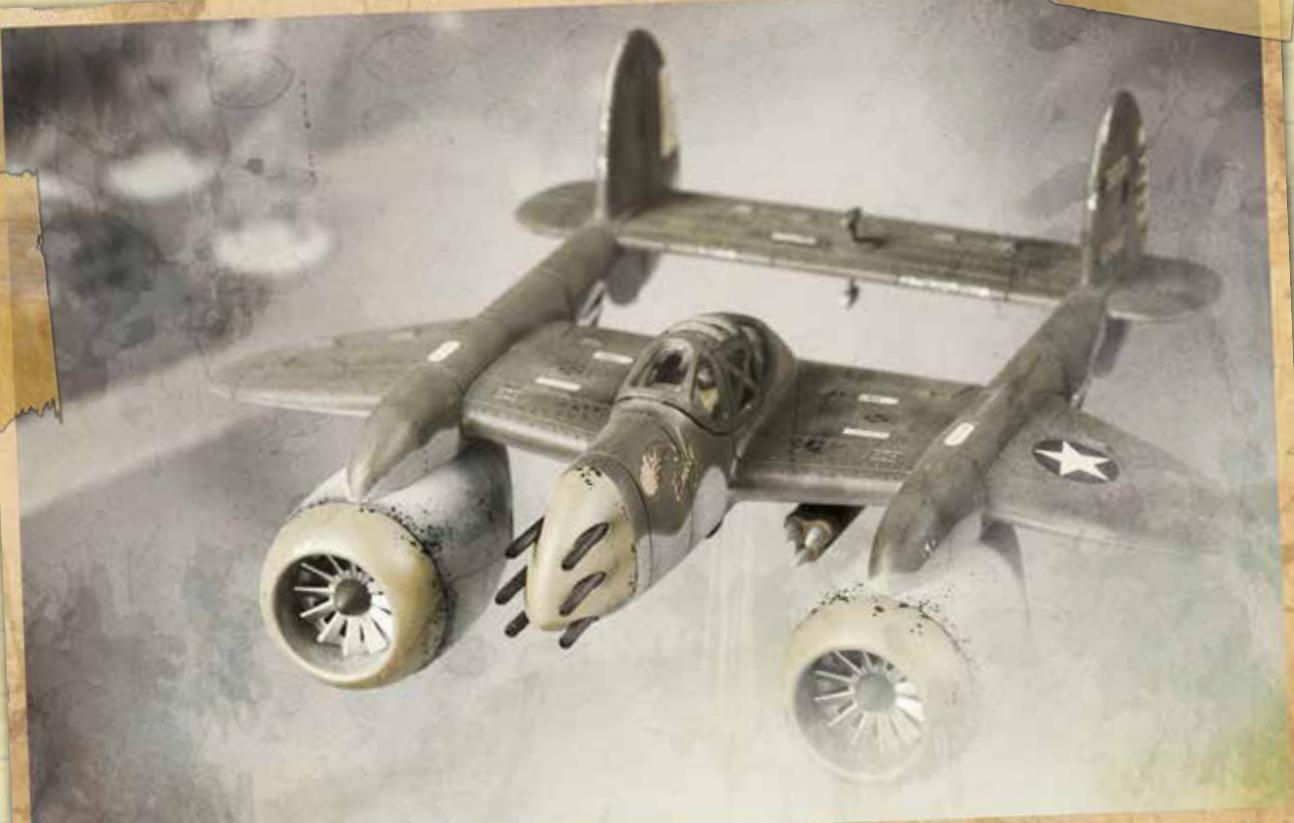
Tournament scenarios in **Dust Warfare** are played over the course of five game turns. The game ends after the fifth game turn. At the end of the game, players check to see who has completed their objective and determine the winner of the battle.

GENERATING THE SCENARIO

A competent general doesn't just know how to pick the location of a battle, he also wishes to control all the variables of an engagement. Using the Battle Builder, Scenario points are used to adjust the three variables of the game: Objectives, Deployment, or Conditions. Each player has **two** Scenario Points, and the players will take turns spending them on one of these variables.

The players randomly determine who will be spending the first Scenario Point. The players each roll five Combat Dice, rerolling ties. The player who scores the fewest  results must spend the first Scenario Point.

The players then alternate spending a single point in either Objective, Deployment, or Conditions on the Battle Builder chart. Once each player has committed both of his Scenario Points, the players consult the following list to determine the engagement's Objective, Deployment, and Condition based on the total number of points committed to each category. Players must alternate the spending of their Scenario Points, and players must spend all of their points before setting up the game. No variable may have more than three Scenario Points allocated to it.



OBJECTIVES

Each engagement has a unique objective that both sides are attempting to achieve. This is the game's victory condition, and will influence the way both players form their overall strategy.

VK RECOVERY (0 SCENARIO POINTS)

As the war grinds inexorably on, resources are becoming ever scarcer, and both sides must seize any and every opportunity to recover precious VK. After terrain placement but before sides are chosen, each player rolls five Combat Dice. For each \oplus result produced, the player receives one VK objective marker. If a player's roll does not produce a \oplus result, he still receives one VK objective marker. Players take turns placing one VK objective marker on the battlefield until all markers are placed. The player who produced the most \oplus results places a VK objective marker first. In the case of a tie, the player who put the first point into the Battle Builder places a marker first. Players can place VK objective markers anywhere on the table as long as they are not in any deployment zones and are more than 12" away from any other VK objective marker.

If the base of a Unit Leader of a Soldier unit is in contact with a VK objective marker, it may spend one action to pick up the marker; place the marker next to the Unit Leader to indicate this. If the Unit Leader is killed, the VK is dropped; place the VK objective marker on the area of the battlefield previously occupied by the Unit Leader's base. The Unit Leader may voluntarily drop the VK for one action. At the end of the game, players score one Superiority Point for each VK marker in their possession. The player with the most Superiority Points wins the game.

ATTRITION (1 SCENARIO POINT)

The battle has become little more than a hellish war of attrition. Both players total the AP value of each of the enemy units that were completely destroyed during the game. The player who destroyed the most AP value of enemy units wins the game.

SYMBOLIC VICTORY (2 SCENARIO POINTS)

The forces are fighting over a key symbol of the city, such as a public square or a statue of Stalin. At the end of the game, each player totals the remaining damage capacity of every friendly miniature within 12" of the center of the table. The player with the highest total wins.



KEY POSITIONS (3 SCENARIO POINTS)

Holding strategic terrain is key to victory on both sides. Each player secretly writes down two different pieces of terrain after both forces have deployed, but before the first turn. These will be the objectives they are fighting over.

This declaration should be as unambiguous as possible; players may decide to number each area of terrain in advance to prevent confusion in cases where many pieces of terrain are similar.

At the end of the game, these objectives are revealed, and each player earns one Superiority Point for each piece of objective terrain that he controls. If both players named the same piece of terrain as an objective, it is worth two Superiority Points. To control an area of terrain, a friendly Soldier unit must have its Unit Leader in base contact with the area of terrain. Units from either side may control the same area of terrain, but a player may only earn Superiority Points from each objective terrain once. The player with the most Superiority Points wins.

BATTLE BUILDER

	Objectives	Deployment	Conditions
0	VK Recovery	The Long March	Snow
1	Attrition	Double Envelopment	None
2	Symbolic Victory	Advancing Lines	Combat Fatigue
3	Key Positions	Contested Drop Zone	Cold Snap

DEPLOYMENT

Forces don't always begin an engagement in optimal positions. Deployment determines each force's starting position on the game table, and can greatly alter the way each player chooses to commit his units to the game. During the Deployment step units must be deployed completely within the player's deployment zone. Players alternate turns (starting with the player who chose his deployment area) deploying one unit at a time. Heroes joining a unit are deployed with that unit.

THE LONG MARCH (0 SCENARIO POINTS)

Two forces clash after a grueling forced march. The player who spent the first Scenario Point selects a short table edge as his deployment zone at the beginning of the Deployment step. His opponent's deployment zone is the opposite short table edge. Each player must deploy his units within 16" of his short table edge. This creates a bar-shaped deployment zone, as depicted.



DOUBLE ENVELOPMENT (1 SCENARIO POINT)

Vicious street-to-street fighting and ever-shifting battle lines have fragmented both forces and cut off units and platoons from each other. The player who spent the first Scenario Point selects a table quarter and corner as his deployment zone at the beginning of the Deployment step; the opposite table quarter and corner is also his deployment zone. His opponent's deployment zone is the other two quarters and corners of the table. Each player must deploy his units within 16" of either of his corners, and must deploy at least one unit in each of his table quarters. This creates four quarter-circle-shaped deployment zones, as depicted.



ADVANCING LINES (2 SCENARIO POINTS)

Forces have broken away from their marching columns to establish a firing line. The player who spent the first Scenario Point selects a long table edge as his own at the beginning of the Deployment step. His opponent gets the opposite long table edge. Each player must deploy his units within 9" of his long table edge. This will create a bar-shaped deployment zone, as depicted.



CONTESTED DROP ZONE (3 SCENARIO POINTS)

A quiet field becomes the scene of a vicious firefight when two factions both attempt to paratroop full platoons in the area. The player who spent the first Scenario Point selects a long table edge as his deployment zone at the beginning of the Deployment step. His opponent's deployment zone is the opposite long table edge.

Aircraft units are deployed within 9" of the controlling player's long table edge and may contain units up to their Carry Capacity as well as pilots. All other units begin off the tabletop and move onto the board using a March Move action when they are first activated, placing the units anywhere on the battlefield more than 12" away from an enemy miniature.

Units are automatically activated and must enter play during the following game turns, based on the sections they occupy in their respective platoons:

Game Turn 1: Command Sections and 1st Sections

Game Turn 2: Solo Heroes, 3rd Sections, and Support Units.

Game Turn 3: 2nd Sections and 4th Sections.

Units with the Air Drop (DW: CR, page 53) or Reserved (DW: CR, page 56) special abilities may choose to enter the battlefield via those abilities instead.



CONDITIONS

It is a rare battle that takes place under optimal engagement parameters. Conditions represent some of the unique battlefield elements that can influence a fighting group's effectiveness.

SNOW (0 SCENARIO POINTS)

The days are growing colder. Moderate snowfall obscures vision and water freezes. Miniatures cannot draw line of sight to a Soldier miniature more than 16" away, and all shallow water terrain becomes open terrain.

NONE (1 SCENARIO POINT)

There are no additional battlefield conditions during this scenario.

COMBAT FATIGUE (2 SCENARIO POINTS)

Weary veterans of the endless war must be coerced out of any cover they are fortunate enough to find. Units in areas of Hard cover cannot remove Suppression markers during the End phase.

COLD SNAP (3 SCENARIO POINTS)

The bitter cold threatens to stall the engines of even the mightiest of walkers. Before activating a Vehicle unit in the Unit phase, roll one Combat Die. If a \oplus is rolled, that Vehicle receives one less action during its activation. If that Vehicle does not have a Reaction marker and the roll produces a \oplus result, it can only resolve one action in the Unit phase. If that Vehicle has a Reaction marker and the roll produces a \oplus result, it cannot resolve any actions in the Unit phase. These rules do not apply to Aircraft units that are flying at Low altitude.



PLAYER SCORE SHEET FOR: _____

ROUND 1

OPPONENT

TOTAL MP

TOTAL BP

ROUND 2

OPPONENT

TOTAL MP

TOTAL BP

ROUND 3

OPPONENT

TOTAL MP

TOTAL BP

ROUND 4

OPPONENT

TOTAL MP

TOTAL BP

PLAYER SCORE SHEET FOR: _____

ROUND 1

OPPONENT

TOTAL MP

TOTAL BP

ROUND 2

OPPONENT

TOTAL MP

TOTAL BP

ROUND 3

OPPONENT

TOTAL MP

TOTAL BP

ROUND 4

OPPONENT

TOTAL MP

TOTAL BP

PLAYER REPORTING SHEET

Instructions: Starting from the bottom, fill out each round's results, making sure to include your opponent's signature. Then tear off the results section (along the black lines) and turn them in to the Tournament Organizer. Please Print Legibly!

MP Values: Win =10 MP, Tie = 6 MP, Loss =3 MP

YOUR NAME: _____ ROUND # _____

OPPONENT'S NAME

EARNED MP

EARNED BP

OPPONENT'S SIGNATURE

YOUR NAME: _____ ROUND # _____

OPPONENT'S NAME

EARNED MP

EARNED BP

OPPONENT'S SIGNATURE

YOUR NAME: _____ ROUND # _____

OPPONENT'S NAME

EARNED MP

EARNED BP

OPPONENT'S SIGNATURE

YOUR NAME: _____ ROUND # _____

OPPONENT'S NAME

EARNED MP

EARNED BP

OPPONENT'S SIGNATURE
