

## DUST TACTICS/DIMENSIONAL TROUBLE – 17 December 2011

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Introduction: “Rangers, are you ready for a tropical vacation? Our orders have changed. We are being diverted to the Indian Ocean. The Brits have deciphered some Enigma 3 transmissions from a secret base with coordinates somewhere north of Madagascar. Apparently the Krauts discovered a huge, arch-like alien machine. They found a way to activate, but not control it. Their last message was broadcast in the open, a desperate cry to save them from “Ungeheure von der Vergangenheit”—monsters from the past—coming through the portal. Enemy reinforcements have already been dispatched by U-boat. Our scientists think the alien device might be capable of altering time. You can well imagine how vital our mission is to intercept the Krauts and secure or destroy the contraption.

“But first we have to find it. The island lay-out is unknown. The navy will attempt a fly-by, long range to avoid alerting the enemy, and they will try to spot any likely landing places. So expect to find yourselves on a hostile beach in about 72 hours.

“Men, we know the krauts; they’re tough, tenacious bastards, but we can beat them. On the other hand, “monsters from the past” could mean anything. Rest up while you can, but be prepared. This could be real interesting. That’s it for now. Dismissed.”

## The Scenario

This will be a meeting engagement. Allied and German forces (1 – 3 players each) will land on opposite sides of the jungle island and sweep inland, each seeking to wipe out their enemies and secure or destroy the alien artifact. The ‘monsters’ or ‘hazards’ are lurking somewhere within; their positions marked by numbered chits. They will have to be spotted to be shot or attacked—hopefully, some may be safely ignored—but don’t count on it. Also the rightful owners of the machine may make a belated appearance to reclaim their property (random die rolls), so the human players will have their work cut out for them.

## Forces

For small games, each Allied and German player may field the equivalent of the combined old and new starter set forces: 3 walkers (2 X Armor 4 and 1 X Class 3), 5 – 6 squads, and 2 special characters or leader teams. If there are two players per side, the players may subdivide the above forces, or double them, as long as both sides field equivalent numbers. If there are three or more players, subdivide the combined forces so each team member has an equivalent command.

The hazard players will field numbers of prehistoric monsters and future aliens tailored to the size of the Allied and Germans forces. The creatures and aliens have their own cards and stats. Every third player should plan to run hazards (hey, it’s fun to be the wild card!). Creatures will be distributed evenly (more or less) to oppose the human invaders.

## Lay-out

Assume a 6’ X 4’ table for small games, or an 8’ X’ 6’ (or even 12’6) table for large games; No specific map is required for advance planning as neither human side is familiar with the terrain. The island will be covered with a combination of tall jungle, swamps, streams, small lake, cliffs and the like, with some clearings and paths. The alien artifact will be placed somewhere in the middle (use hidden marker). Hazards will be interspersed among the terrain features, using chits until spotted. Some blank chits may also be employed.

Allies and Germans start or enter on small table edges. Roll for initiative. Beginning turn 2, the hazard player(s) may use an activation to roll for alien reinforcements, on a “+”, to enter through the portal. Up to 1 unit (player’s choice) per turn may enter, and immediately make its two actions.

## Special Rules.

Hazards. The hazards (1 – 2 players) will have their own unit cards listing movement, armor, combat value, and any special abilities. Pictures may or may not be available.

Initiative. Each turn, the opposing Allied, German, and Hazard players will roll-off for initiative.

### Spotting:

- Activated units in contact with, or having a clear line of sight to 50% or more of a target unit in the open can automatically spot their targets, without having to expend one of the unit's two actions.
- If more than 50% of the target unit is obscured by cover, but is still partially visible (e.g., on the edge of a tree line) then roll a die:
  - if the activated unit is adjacent to the target unit (one movement distance away (6")), or if the enemy unit moves, only a blank die side is required to spot it
  - over 6" and to the limit of the spotters weapons range, a "target" die side is required.
- If a target unit is more than 4" into cover or is virtually hidden from view it may not be spotted.
- If the activated unit used a movement action to get into clear line of sight, no spotting attempt is required, and the activated unit may use any remaining actions to attack or avoid the target .
- Once a unit is spotted, it stays on the table.

### Ambush

- Defeats reactive fire. Unspotted units in cover with this ability may surprise their enemies, denying them the chance to fire reactively. Units with "Reactive Fire" may not react. Units with "Advanced Reactive Fire" ability may only roll 1 die (instead of 2), needing a "+" to react; units with Superior Reactive Fire" ability, may roll 2 dice (instead of 3 dice), needing a "+" result to react.

### Massive impact

- Massive tails and charging bulk can topple even the heaviest war walkers. If creature scores a hit from any of its weapons in combat, roll 1 additional die at the end of the combat round: a "+" result destroys the walker "1/skull".

### Pack and Herd Creatures

- Most prehistoric creatures are very large and can absorb a lot of damage. Some act in packs or herds. Weapons that would kill or heavily damage a squad of DUST troops or a single vehicle (e.g., napalm throwers) may target only one "infantry" or "armor" class creature in an engaged pack. *For example, the Hell Boys with 2 flame throwers successfully react to two charging Utahraptors; both flamers could target the same creature or one could fire at each beast: each "+" result has a "kill" result*.

### The Alien Machine

- The portal: each turn the machine is left running, the Hazard Player may bring a new hazard through the portal on a "target" die outcome.

- Turning off the machine: once in place at the machine, a unit may use its one or more activations to play with the controls and attempt to shut it down: roll one die; a “target” outcome is required.
- Destroying the machine: stack 4 ammo crates against it, and touch them off on a “target” die outcome. Otherwise treat the portal as an armor value 7 target with 12 strength points.

### Optional

For even larger, longer, and more colorful games, terrain may be expanded to include beach and ocean for submarine or transport ships, with appropriate sea creatures. Land forces would start on the beach.

### Victory Conditions

- Objectives:
  - Alien Artifact 100 points
  - Mineral / Power Crystal deposits 25 points each
- Victory/(Defeat)
  - Decisive - 100+/- points
  - Substantive - 50+/- points
  - Marginal - 25+/- points
  - Draw - any other result

