

# DUST DAY EUROPE 2014

## Tournament scenarios

The tournament is on two days, Saturday 15<sup>th</sup> and Sunday 16<sup>th</sup> November. Each player will have to compete in four games on Saturday: playing twice Scenario 1 and twice Scenario 2.

Opponents will be drawn before each game. Two players won't compete more than once against each other on the first day.

At the end of each game players will have to figure out Victory Points (see further). The eight players with the best overall total will meet during quarter finals on Sunday.

There will be many special scenarios for players out of the tournament, who can also play for a rematch!

Each scenario on Saturday plays in 6 turns. The game ends after 90 minutes, at the end of turn 6, or before if victory conditions are met or one of the two players has not more units in his army.

Calculate Victory Points (VP):

Winning the game: +50 VP

Each enemy Army Point (AP) destroyed: as many VP as the cost in AP of the destroyed unit. A unit destroyed several times (brought back by a Command Squad for example), counts each time it's destroyed.

Scenario 1: +25 VP for each Objective controlled at the end of the game

Scenario 2: +50 VP for each square of enemy building occupied at the end of the game (+100 VP maximum)

A reference sheet will be available for each table and will need to be filled by both players. We advise you to take notes of losses as the game progress, so you don't forget any.

We advise all players in the tournament to play these scenarios in advance, so they don't get surprised the day of the tournament: battles will be brutal!

## SCENARIO 1: "I WANT THOSE CRATES!"

Attacker: 100 AP

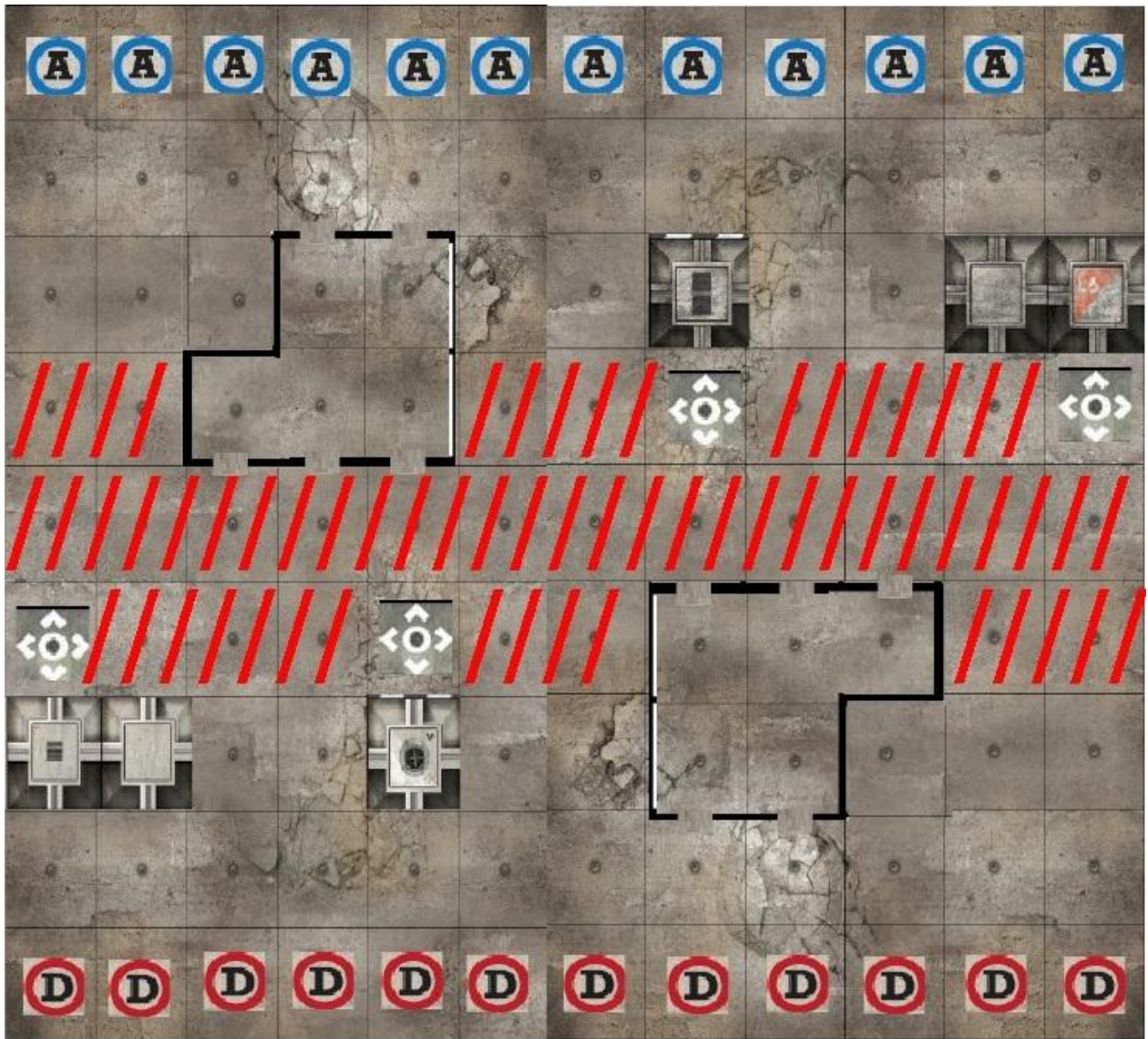
Defender: 100 AP

The game lasts 6 turns. It stops, at the end of the turn, if one of the players manages to meet the objective of the scenario.

One antitank trap is available for each player. It can be placed on the zone marked in red on the map and outside of buildings. Buildings can only be entered on ground level, there's no floor above.

The objective of the scenarios, for both players, is to control four "Objective" squares marked on the map (marked with an O), starting turn two. If one of the players makes it, the game ends at the end of the turn, or at the end of turn six if no player has made the objective.

The objectives are ammo crates with a fixed position, they can't be destroyed during the game as both sides try to get what's in them!



## SCENARIO 2: "TAKE THIS BUILDING!"

Attacker: 100 AP

Defender: 100 AP

The game lasts 6 turns. It stops if one of the players makes the objective of the scenario, at the end of the turn.

One antitank trap and one ammo crate are available for each player. They can be placed on all squares marked in red in the middle of the battlefield and outside of buildings. Buildings can only be entered on ground level, there's no floor above.

The objective of the scenario, for each player, is to control starting at turn 3, two squares inside the building next to his opponent Deployment zone. If a player makes it, the game ends (at the end of the turn).

