SSU

• CARDS •

LEGEND:

	Front weapon		Rear weapon
	Side weapon		Turret weapon

A 2x **BOMB** (LIMITED AMMUNITION)   2   ↯/1 ↯/2   -   -   -

Weapon Special Rule

Limited ammo check box

Fire Ark

21 AP

WINTER CHILD
COLONEL IVAN VASILIEV, SMERSH

DUST 1947

• DAMAGE RESILIENT •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• FLYING •
Unit ignores terrain. Does not share with units joined.

• RADIATION •
Targets re-roll successful Saves against the weapon.

• SUPERHUMAN •
Passes Infantry Save on ♥ as well as ☭ and can benefit from Cover, but not at the same time. May not Join a Unit.

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 2x DUAL STEEL FISTS	C	3/☠	3/☠	3/☠	3/☠	3/3	3/3	3/3	3/3	3/3	3/3	3/3	3/3	2/3	1/3
B 2x RADIATION BEAM	4	�/1	�/1	�/1	�/1	☠	☠	�/4	�/4	�/3	�/3	�/2	-	-	-

+6 ✚✚✚✚✚✚ *Super Human

→ 3 → 6 🚶 4

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7 AP

Ⓐ

KOSHKA
CAPTAIN KOSHKA RUDINOVA, SMERSH

• **ACE PILOT** •
May mount a Vehicle, using her skills while mounted. Roll one die when Vehicle Activates gaining a third action on a ☭ or a ⊕.

• **EXPERT** •
(VK Howitzer/Heavy Flamethrower)
Hits on ⊕ as well as ☭.

• **FIGHTING SPIRIT** •
Once per game, hits on ⊕ as well as ☭. Also applies to Units Joined.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Ⓐ **1x** GRENADE PISTOL	2	⚘/1	⚘/1	⚘/1	⚘/1	1/2	1/1	1/1	-	-	-	-	-	-	-

✚ 4   ◆◆◆◆   * Hero   ➡ 2 ➡➡ 4 🏃 2

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8 AP

• EXPERT • (Auto Grenade Launcher)
Hits on ⊕ as well as ☭.

• GRENADE • (Auto Grenade Launcher)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

• INFANTRY ACE •
Roll one die when Unit Activates gaining a third action on a ☭ or a ⊕.

• LUCKY • [ ]
Once per game, may re-roll all of the dice for one weapon during his Attack action.

RED YANA
SERGEANT DIANA BONDARENKO, SMERSH

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x AUTO GRENADE LAUNCHER	3	↯/1	↯/1	↯/1	↯/1	2/2	2/1	1/1	-	-	-	-	-	-	-

+ 4 ◆◆◆◆   * Hero   ➡ 2 ➡➡ 4 🏃 2

SU102

8 AP

• ACE AIR PILOT •

May mount an Aircraft, using her skills while mounted. Roll one die when Vehicle Activates gaining a third action on a ☭ or a ⊕.

• AIR TRAFFIC CONTROL •

Unit selects an Aircraft in Line of Sight and on a result of ☭ the selected Aircraft Activates again.

RED ACE
LIEUTENANT EVA KOROUTCHENKO, VVS

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Ⓐ 1x PISTOL	2	3/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	-	-

✚ 4 ◆◆◆◆ * Hero ➡ 2 ➡➡ 5 🏃 1

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10 AP

UNIT LEADER

NKVD POLITICAL COMMISSAR SQUAD

• BRAVE •

Roll three dice when rolling to remove Under Fire or Suppression tokens.

• GRENADE •

(Bazooka/Under Barrel Grenade Launcher)

Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 3x SUBMACHINE GUN	3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
B 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-
C 1x BAZOOKA	4	1/1	1/1	1/1	1/1	1/☠	1/☠	1/4	1/4	1/3	1/3	1/2	-	-	-
D 3x UNDER BARREL GRENADE LAUNCHER (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☠	1/3	1/2	1/2	1/1	1/1	-	-	-	○○○ ○○

➡ **2** ➡➡ **4** 🚶 **2**

SU130

2 AP

NKVD POLITICAL COMMISSAR SUBMACHINE GUNNER

• BRAVE •
Roll three dice when rolling to remove Under Fire or Suppression tokens.

• COMMISSAR •
Joins Infantry Unit for the duration of the game. Each Unit may only have one Commissar attached to it.

• GRENADE •
(Under Barrel Grenade Launcher)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	1x SUBMACHINE GUN	3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	
B	1x UNDER BARREL GRENADE LAUNCHER (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☠	1/3	1/2	1/2	1/1	1/1	-	-	-	-	○○○ ○○○

→ 2 →→ 4 🚶 2

SU131

2 AP

• BRAVE •
Roll three dice when rolling to remove Under Fire or Suppression tokens.

• COMMISSAR •
Joins Infantry Unit for the duration of the game. Each Unit may only have one Commissar attached to it.

• GRENADE •
(Under Barrel Grenade Launcher)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

NKVD POLITICAL COMMISSAR SUBMACHINE GUNNER

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x SUBMACHINE GUN	3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	
B 1x UNDER BARREL GRENADE LAUNCHER (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☠	1/3	1/2	1/2	1/1	1/1	-	-	-	-	○○○ ○○○

→ 2 →→ 4 🏃 2

2 AP

Ⓐ
Ⓑ

• BRAVE •
Roll three dice when rolling to remove Under Fire or Suppression tokens.

• COMMISSAR •
Joins Infantry Unit for the duration of the game. Each Unit may only have one Commissar attached to it.

• GRENADE •
(Under Barrel Grenade Launcher)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

NKVD POLITICAL COMMISSAR SUBMACHINE GUNNER

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Ⓐ **1x SUBMACHINE GUN**	3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
Ⓑ **1x UNDER BARREL GRENADE LAUNCHER** (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☠	1/3	1/2	1/2	1/1	1/1	-	-	-	-

○○○
○○○

→ 2 →→ 4 🏃 2

SU133

3 AP

NKVD POLITICAL COMMISSAR TANK-HUNTER

• BRAVE •
Roll three dice when rolling to remove Under Fire or Suppression tokens.

• COMMISSAR •
Joins Infantry Unit for the duration of the game. Each Unit may only have one Commissar attached to it.

• GRENADE • (Bazooka)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x BAZOOKA	4	1/1	1/1	1/1	1/1	1/☠	1/☠	1/4	1/4	1/3	1/3	1/2	-	-	-

→ **2** →→ **4** 👤 **2**

SU134

3 AP

NKVD POLITICAL COMMISSAR MACHINE GUNNER

• BRAVE •
Roll three dice when rolling to remove Under Fire or Suppression tokens.

• COMMISSAR •
Joins Infantry Unit for the duration of the game. Each Unit may only have one Commissar attached to it.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-

→ **2**　⇒ **4**　🚶 **2**

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8 AP

• DEFENSIVE TACTICS •
Gains Damage Resilient when in Cover. Applies to Units Joined.

• EXPERT • (Flamethrower)
Hits on ⊕ as well as ◭.

• FLAME • (Flamethrower)
Target gets no saves from this weapon and is suppressed.

YAKOV
MASTER SERGEANT YAKOV PAVLOV, RED ARMY

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x FLAMETHROWER	1	⤋/1	⤋/1	⤋/1	⤋/1	⤋/☠	⤋/☠	⤋/2	⤋/2	⤋/2	⤋/2	⤋/2	-	-	-
B 1x PISTOL	2	3/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	-	-

+ 5 ★★★★★   * Home   ➡ 2 ➡➡ 4 🚶 2

SU200

3 AP

A

A

UNIT LEADER

• ARTILLERY OBSERVER •

Can shoot a target in Line of Sight with an Artillery Weapon from another Unit that has not yet Activated, even if the other Unit does not have Line of Sight. The other Unit is counted as Activated after making its Attack.

• CAMOUFLAGE •

Take Camouflage Special Action. Unit cannot be attacked at Range 3 or higher. Ends if Unit takes any Action other than a Move or Nothing Action. Starts the game Camouflaged. Does not share it with any Unit Joined.

RED ARMY OBSERVER SQUAD

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 2x SUBMACHINE GUN	3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-

→ **2** →→ **4** 👤 **2**

SU230

4 AP

UNIT LEADER

RED ARMY SNIPER SQUAD

• CAMOUFLAGE •
Take Camouflage Special Action. Unit cannot be attacked at Range 3 or higher. Ends if Unit takes any Action other than a Move or Nothing Action. Starts the game Camouflaged. Does not share it with any Unit Joined.

• SCOUT •
Take March Move Action as first Action of the game leaving one further Action for that Activation.

• SNIPER •
Choose the enemy soldiers hit with this weapon. It Ignores Infantry and Cover saves.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 2x SNIPER RIFLE	8	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-	-	-	-	-	-

→ **2** ⇒ **4** 🏃 **2**

SU230

• SNIPER • (Sniper Rifle)
Choose the enemy soldiers hit with this weapon. It Ignores Infantry and Cover saves.

5 AP

UNIT LEADER

RED ARMY RIFLE SQUAD

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 2x SNIPER RIFLE	8	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-	-	-	-	-	-
B 3x SUBMACHINE GUN	3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-

→ **2** →→ **4** 🐾 **2**

SU231

6 AP

UNIT LEADER

RED ARMY BATTLE SQUAD

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 2x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-
B 3x SUBMACHINE GUN	3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-			

➡ **2** ➡➡ **4** 🏃 **2**

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UNIT LEADER

• FLAME • (Flamethrower)
Target gets no saves from this weapon and is suppressed.

8 AP

RED ARMY CLOSE COMBAT SQUAD

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x FLAMETHROWER	1	/1	/1	/1	/1	☠	☠	/2	/2	/2	/2	/2	-	-	-
B	4x SHOTGUN	2	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
C	5x MOLOTOV COCKTAIL (LIMITED AMMUNITION)	C	1/1	1/1	1/1	1/1	1/3	1/3	1/2	1/2	1/2	1/2	-	-	-	-

➡ **3** ➡➡ **4** 👤 **2**

SU235

UNIT LEADER

• COMMAND SQUAD •

May perform Special Actions with its Officer, Medic, or Mechanic, to reactivate, heal, repair, or rearm Units.

RED ARMY COMMAND SQUAD

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	4x SUBMACHINE GUN	3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
B	1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-
C	1x POWER CUTTER	C	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-

➡ **2** ➡➡ **4** 🚶 **2**

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8 AP

UNIT LEADER

RED ARMY TESLA GUN SQUAD

• SUPPORT WEAPON •
Support Weapons have multiple Soldiers on the same base. Surviving Soldiers choose which weapons to use.

• TESLA • (Light Tesla Gun)
Place Stunned Token on Unit hit by this weapon, Unit must perform a Nothing Action as its first Action next Activation, removing all Stunned tokens.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x LIGHT TESLA GUN	8	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	-	-	-
B 3x SUBMACHINE GUN	3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-

+3 ■■■   **➡2 ➡➡3** 🏃2

SU238

8 AP

UNIT LEADER

RED ARMY HEAVY MORTAR SQUAD

• **ARTILLERY** •
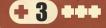Can fire under control of an Artillery Observer. Ignores infantry save.

• **SUPPORT WEAPON** •
Support Weapons have multiple Soldiers on the same base. Surviving Soldiers choose which weapons to use.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x HEAVY MORTAR	4-12	☠/1	☠/1	☠/1	☠/1	☠/2	☠/1	☠/1	☠/1	☠/1	-	-	-	-	-
B 4x SUBMACHINE GUN	3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-

+ 4 ◆◆◆◆

➡ **1** ➡➡ **3** 🯅 **2**

SU239

5 AP

UNIT LEADER

CHINESE VOLUNTEER ASSAULT SQUAD

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 5x SUBMACHINE GUN	3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-

→ 2 ⇒ 5 👤 2

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10 AP

RED RAIN
BR-47-200, SELF-PROPELLED HEAVY MORTAR

- **ARTILLERY** • **(Heavy Mortar)**
Can fire under control of an Artillery Observer. Ignores infantry save.

- **TRACKED** •
Can be affected by type of Terrain crossed. (See Terrain Table)

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x HEAVY MORTAR	4-14	💥/1	💥/1	💥/1	💥/1	💥/☠	💥/3	💥/2	💥/2	💥/1	💥/1	💥/1	-	-	-	⊘
B 3x SUBMACHINE GUN	3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	⊘

+3 ◆◆◆

➡ 2 ➡➡ 5 🛡 2

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7 AP

• TRACKED •

Can be affected by type of Terrain crossed. (See Terrain Table)

RED FURY
BR-47-100,
SELF-PROPELLED
ANTI-TANK GUN

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	**1x ANTI-TANK GUN**	14	☠/1	☠/1	☠/1	☠/1	1/☠	1/☠	1/☠	1/5	1/5	1/4	1/4	-	-	-	⊘
B	**3 SUBMACHINE GUN**	3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	⊘

➕ 3 ▰▰▰

➡ 2 ⇒ 5 🛡 2

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8 AP

NATALYA

KV-47C,
LIGHT PIONEER WALKER

DUST 1947

• AEROMOBILE •
Can be carried by an Airlifter.

• CHARGE •
May take a free Close–Combat Action after performing a March Move Action.

• DAMAGE RESILIENT •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• CUTTING • (Dual Chainsaws)
When weapon hits, roll again scoring another hit on a ☭. Keep rolling until failing to hit.

• ENGINEER VEHICLE •
Has improved Engineering Action.

• SMOKE LAUNCHERS • ▢ •
Once per game, take a Free Smoke Launcher Action to place Smoke on Unit.

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
Ⓐ 1x DUAL CHAINSAWS	C	6/1	6/1	6/1	6/1	6/2	6/2	4/2	4/1	4/1	4/1	2/1	-	-	-	✹

+6 ✚✚✚✚✚✚ →3 →→4 🛡4

SU707

8 AP

A

- **AEROMOBILE** •
Can be carried by an Airlifter.

- **DAMAGE RESILIENT** •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

- **FLAME** • (Dual Heavy Flamethrower)
Target gets no saves from this weapon and is suppressed.

- **SMOKE LAUNCHERS** • ☐ •
Once per game, take a Free Smoke Launcher Action to place Smoke on Unit.

NADYA,
KV-47A, LIGHT FLAME WALKER

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL HEAVY FLAMETHROWER	2	🔥/1	🔥/1	🔥/1	🔥/1	🔥/☠	🔥/☠	🔥/2	🔥/2	🔥/2	🔥/2	🔥/2	-	-	-	✖

+ 6 ✦✦✦✦✦✦   **➡ 3 ➡➡ 4 🛡 4**

SU708

• AEROMOBILE •
Can be carried by an Airlifter.

• DAMAGE RESILIENT •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• GRENADE • (Dual Howitzers)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

• SMOKE LAUNCHERS • ☐ •
Once per game, take a Free Smoke Launcher Action to place Smoke on Unit.

9 AP

NATASHA
KV-47B, LIGHT GUN WALKER

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
Ⓐ 1x DUAL HOWITZERS	6	⚒/1	⚒/1	⚒/1	⚒/1	4/3	4/2	3/2	1/1	1/1	-	-	-	-	-	☒

+ 6 ✶✶✶✶✶✶ ➡ **3** ⟹ **4** 🛡 **4**

10 AP

NIKITA
KV-47E AERO, LIGHT MORTAR WALKER

• AIR ASSAULT •
Can be carried by an Airlifter and Activate after the Airlifter carrying it to dismount and Move.

• DAMAGE RESILIENT •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• GRENADE • (Dual Quad Grenade Launchers)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
Ⓐ 1x DUAL QUAD GRENADE LAUNCHERS	8	☭/1	☭/1	☭/1	☭/1	☭/2	☭/1	☭/1	☭/1	☭/1	-	-	-	-	-	✗

+6 ✦✦✦✦✦✦ ➡ **3** ➡➡ **4** 🛡 **4**

SU710

7 AP

Ⓐ

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

• AIR ASSAULT •
Can be carried by an Airlifter and Activate after the Airlifter carrying it to dismount and Move.

• DAMAGE RESILIENT •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• RELOAD • (Dual Triple RPG)
When this weapon performs an Attack Action, remove its Reload Token. The Unit may not perform another Attack Action until a Reload Action is performed.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
Ⓐ 1x DUAL TRIPLE RPG	4	3/1	3/1	3/1	3/1	3/☠	3/☠	3/☠	3/5	3/5	3/4	2/4	-	-	-	☒

+6 ✚✚✚✚✚✚ ➡3 ➡➡4 🛡4

SU711

9 AP

• AIR ASSAULT •

Can be carried by an Airlifter and Activate after the Airlifter carrying it to dismount and Move.

• DAMAGE RESILIENT •

Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

A

NASTASIA

KV-47F AERO, LIGHT MACHINEGUN WALKER

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL QUAD HEAVY MACHINEGUNS	8	14/1	14/1	11/1	8/1	8/2	5/1	1/1	-	-	-	-	4/2	3/2	1/1	☣

+ 6 ✠✠✠✠✠✠   ➡ **3** ➡➡ **4** 🚜 **4**

SU712

5 AP

MARLEN
KV-47H, LIGHT REPAIR WALKER

• **AEROMOBILE** •
Can be carried by an Airlifter.

• **CHARGE** •
May take a free Close–Combat Action after performing a March Move Action.

• **DAMAGE RESILIENT** •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• **ENGINEER VEHICLE** •
Has improved Engineering Action.

• **GRAPPLE** • **(Pincer)**
Targets Hit bu this weapon gain a Stunned Token.

• **MECHANIC** •
Can use Makeshift Repair Action.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
Ⓐ 1x WRENCH	C	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-	✸
Ⓑ 1x PINCER	C	1/1	1/1	1/1	1/1	1/2	1/2	1/1	1/1	1/1	1/1	1/1	-	-	-	✸

✛ 6 ✦✦✦✦✦✦ →3 →→4 🛡4

7 AP

Ⓐ Ⓑ

MIKHAIL
KV-47G, LIGHT ASSAULT WALKER

DUST 1947

- **AEROMOBILE**
  Can be carried by an Airlifter.

- **DAMAGE RESILIENT**
  Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

- **ENGINEER VEHICLE**
  Has improved Engineering Action.

- **FLAME** • (Heavy Flamethrower)
  Target gets no saves from this weapon and is suppressed.

- **GRAPPLE** • (Pincer)
  Targets Hit bu this weapon gain a Stunned Token.

- **MECHANIC**
  Can use Makeshift Repair Action.

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
Ⓐ	1x PINCER	C	1/1	1/1	1/1	1/1	1/2	1/2	1/1	1/1	1/1	1/1	1/1	-	-	-	�
Ⓑ	1x HEAVY FLAMETHROWER	2	✋/1	✋/1	✋/1	✋/1	☠/1	☠/1	✋/2	✋/2	✋/2	✋/2	✋/2	-	-	-	�

+ 6 ✚✚✚✚✚✚

➡ 3 ➡➡ 4 🚜 4

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6 AP

• AEROMOBILE •
Can be carried by an Airlifter.

• CHARGE •
May take a free Close–Combat Action after performing a March Move Action.

• DAMAGE RESILIENT •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• ENGINEER VEHICLE •
Has improved Engineering Action.

• CUTTING • (Chainsaws)
When weapon hits, roll again scoring another hit on a ☭. Keep rolling until failing to hit.

• GRAPPLE • (Pincer)
Targets Hit bu this weapon gain a Stunned Token.

• MECHANIC •
Can use Makeshift Repair Action.

MAKSIM
KV-47H,
LIGHT CONSTRUCTION WALKER

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x PINCER	C	1/1	1/1	1/1	1/1	1/2	1/2	1/1	1/1	1/1	1/1	1/1	-	-	-	☒
B 1x CHAINSAW	C	3/1	3/1	3/1	3/1	3/2	3/2	2/2	2/1	2/1	1/1	1/1	-	-	-	☒

+ 6 ✚✚✚✚✚✚

➡ 3 ➡➡ 4 🚜 4

SU715

7 AP

Ⓐ
Ⓑ

MELOR
KV-47J, LIGHT COMBAT REPAIR WALKER

• **AEROMOBILE** •
Can be carried by an Airlifter.

• **DAMAGE RESILIENT** •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• **GRENADE** • (Howitzer)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

• **MECHANIC** •
Can use Makeshift Repair Action.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
Ⓐ **1x** HOWITZER	6	↘/1	↘/1	↘/1	↘/1	2/3	2/2	2/2	1/1	1/1	-	-	-	-	-	✪
Ⓑ **1x** WRENCH	C	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-	✪

✚ 6 ✚✚✚✚✚✚

➡ 3 ➡➡ 4 🛡 4

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11 AP

GRAND'MA
KV-47B, SMERSH LIGHT WALKER

DUST 1947

• **AEROMOBILE** •
Can be carried by an Airlifter.

• **DAMAGE RESILIENT** •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• **FLAME** • (Heavy Flamethrower)
Target gets no saves from this weapon and is suppressed.

• **GRENADE** • (Howitzer VK)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

• **PILOT: KOSHKA** •
Only Koshka can pilot Grand'Ma, but it can be fielded without her. Grand'Ma is unique so only one may de fielded.

• **SMOKE LAUNCHERS** • ☐ •
Once per game, take a Free Smoke Launcher Action to place Smoke on Unit.

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	1x VK HOWITZER	6	✊/1	✊/1	✊/1	✊/1	2/3	2/3	2/2	1/2	1/1	1/1	-	-	-	-	✖
B	1x HEAVY FLAMETHROWER	2	✊/1	✊/1	✊/1	✊/1	☠/2	☠/2	✊/2	✊/2	✊/2	✊/2	✊/2	-	-	-	✖

+ 6 ✚✚✚✚✚✚   **➡ 3** **➡➡ 4** **🛡 4**

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8 AP

• COMMAND VEHICLE •
Officers mounted in vehicle can re–roll Special Actions.

• PASSENGERS (6) •
Can carry six Infantry with Armour 1 or 2 or three Infantry with Armour 3 or 4.

• TRACKED •
Can be affected by type of Terrain crossed. (See Terrain Table)

(A)

PT-47A
PLAVAYUSHCHIY TANK-47 (COMMAND)

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
(A) 1x TWIN HEAVY MACHINEGUN	6	7/1	7/1	5/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1	⊘

+ 4 ■■■■

→ 2 ⇒ 5 🛡 3

SU723

9 AP

Ⓐ

PT-47A

PLAVAYUSHCHIY TANK-47 (COMMAND)

• **AMPHIBIOUS** •
Can move through Water and Swamp as if it were Open Terrain.

• **COMMAND VEHICLE** •
Officers mounted in vehicle can re–roll Special Actions.

• **PASSENGERS (6)** •
Can carry six Infantry with Armour 1 or 2 or three Infantry with Armour 3 or 4.

• **TRACKED** •
Can be affected by type of Terrain crossed. (See Terrain Table)

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
Ⓐ	1x **TWIN HEAVY MACHINEGUN**	6	7/1	7/1	5/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1	🚫

+ 4 ◆◆◆◆

➡ **2** ➡ **5** 🛡 **3**

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20 AP

TYPE 47
KV-3D HEAVY TESLA WALKER

• TESLA • (Twin Tesla Guns)
Place Stunned token on Unit that takes Damage from this weapon. Unit must perform a Nothing Action as its first Action next Activation, removing all Stunned tokens.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x TWIN TESLA GUNS	8	7/1	7/1	7/1	7/1	7/1	7/1	7/1	7/1	7/1	7/1	7/1	-	-	-	
B 1x TWIN HEAVY MACHINEGUN	6	7/1	7/1	5/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1	

+ 7 ∎∎∎∎∎∎∎

➡ 2 ➡➡ 4 🛡 5

SU725

• DAMAGE RESILIENT •

Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• TRACKED •

Can be affected by type of Terrain crossed. (See Terrain Table)

17 AP

SERGEI

ISU-203, HEAVY ASSAULT GUN

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x ANTI-TANK GUN	18	1	1	1	1	1/☠	1/☠	1/☠	1/☠	1/☠	1/7	1/6	-	-	-	
B 1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	
C 1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	-	-	
D 1x HEAVY MACHINEGUN	C	3/1	3/1	2/1	1/1	-	-	-	-	-	-	-	-	-	-	

+ 7 ✚✚✚✚✚✚✚ *Large ➡ 2 ⇒ 4 🛡 6

SU800

20 AP

IOSEF
IS-5C, HEAVY ASSAULT TANK

• **DAMAGE RESILIENT** •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• **FLAME** • (Flamethrower)
Target gets no saves from this weapon and is suppressed.

• **GRENADE** • (Heavy Gun)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

• **TRACKED** •
Can be affected by type of Terrain crossed. (See Terrain Table)

DUST 1947

		RANGE	👣1	2	3	4	🛡1	2	3	4	5	6	7	✈1	2	3	
A	1x HEAVY GUN	18	💥/1	💥/1	💥/1	💥/1	1/☠	1/☠	☠/☠	☠/☠	1/6	1/5	1/5	-	-	-	🚫
B	1x FLAMETHROWER	2	💥/1	💥/1	💥/1	💥/1	☠/☠	☠/☠	💥/3	💥/3	💥/3	💥/3	💥/3	-	-	-	🚫
C	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	🚫
D	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	-	-	🚫
E	1x HEAVY MACHINEGUN	C	3/1	3/1	2/1	1/1	-	-	-	-	-	-	-	-	-	-	🚫

➕ **7** ✚✚✚✚✚✚✚ * Large

➡ **2** ➡➡ **4** 🛡 **6**

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SU801

23 AP

ALEKSANDR
IS-5D, HEAVY TESLA TANK

DUST 1947

• **DAMAGE RESILIENT** •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• **SALVO** • **(Twin Tesla Gun)**
May double number of attack dice in an Attack but must be reloaded with a Reload Action prior to next use.

• **TESLA** • **(Twin Tesla Gun)**
Place Stunned Token on Unit hit by this weapon, Unit must perform a Nothing Action as its first Action next Activation, removing all Stunned tokens.

• **TRACKED** •
Can be affected by type of Terrain crossed. (See Terrain Table)

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x TWIN TESLA GUN	10	7/1	7/1	7/1	7/1	7/1	7/1	7/1	7/1	7/1	7/1	7/1	-	-	-	⟳
B 1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	⟳
C 1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	-	-	⊘
D 1x HEAVY MACHINEGUN	C	3/1	3/1	2/1	1/1	-	-	-	-	-	-	-	-	-	-	⟳

+7 ✚✚✚✚✚✚✚ * Large

➡ **2** ➡➡ **4** 🛡 **6**

SU802

21 AP

VLADIMIR

IS-5B, HEAVY ARTILLERY TANK

• **ARTILLERY** • (Heavy Howitzer)
Can fire under control of an Artillery Observer. Ignores infantry save.

• **DAMAGE RESILIENT** •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• **TRACKED** •
Can be affected by type of Terrain crossed. (See Terrain Table)

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	1x HEAVY HOWITZER	4-16	1/1	1/1	1/1	1/1	/3	/3	/3	/2	/2	/1	/1	-	-	-	⟳
B	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	⟳
C	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	-	-	⊗
D	1x HEAVY MACHINEGUN	C	3/1	3/1	2/1	1/1	-	-	-	-	-	-	-	-	-	-	⟳

✚ 7 ◆◆◆◆◆◆◆ * Large

➡ 2 ➡➡ 4 🛡 6

SU803

• DAMAGE RESILIENT •

Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• FLAME • (Flamethrower)

Target gets no saves from this weapon and is suppressed.

• TRACKED •

Can be affected by type of Terrain crossed. (See Terrain Table)

LAVRENTIY
IS-48B,
SUPER-HEAVY TANK

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	1x ANTI-TANK GUN	18	⬇/1	⬇/1	⬇/1	⬇/1	1/☠	1/☠	1/☠	1/☠	1/6	1/6	1/5	-	-	-	🔄
B	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	🔄
C	1x FLAMETHROWER	1	⬇/1	⬇/1	⬇/1	⬇/1	⬇/☠	⬇/2	⬇/2	⬇/2	⬇/2	⬇/2	⬇/2	-	-	-	🚫
D	1x HEAVY MACHINEGUN	C	3/1	3/1	2/1	1/1	-	-	-	-	-	-	-	-	-	-	🔄

➕ 8 ✖✖✖✖✖✖✖✖ * Large   ➡ 2 ➡➡ 4 🛡 7

SU804

22 AP

• ADVANCED REACTIVE FIRE •

Can attempt a Reactive Attack at up to Range 6, counting 🛡 as ☭ when rolling for number of actions. Does not apply to units joined.

• DAMAGE RESILIENT •

Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• TRACKED •

Can be affected by type of Terrain crossed. (See Terrain Table)

MAO
IS-5A, HEAVY ANTI-AIRCRAFT TANK

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	1x QUAD ANTI-AIRCRAFT GUNS	14	☠/1	☠/1	☠/1	☠/1	4/☠	4/☠	4/5	3/4	3/4	2/3	1/3	4/4	3/4	2/3	↻
B	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	↻
C	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-				⊗
D	1x HEAVY MACHINEGUN	C	3/1	3/1	2/1	1/1	-	-	-	-	-	-	-				↻

✚ 7 ◆◆◆◆◆◆◆ * Large

➡ 2 ➡➡ 4 🛡 6

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25 AP

• **DAMAGE RESILIENT** •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• **TESLA** • (Heavy Tesla Gun)
Place Stunned Token on Unit hit by this weapon, Unit must perform a Nothing Action as its first Action next Activation, removing all Stunned tokens.

• **TRACKED** •
Can be affected by type of Terrain crossed. (See Terrain Table)

KARL
IS-48A,
SUPER-HEAVY TESLA TANK

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	1x HEAVY TESLA GUN	10	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	-	-	-	⟲
B	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	⟲
C	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	-	-	⊗
D	1x HEAVY MACHINEGUN	C	3/1	3/1	2/1	1/1	-	-	-	-	-	-	-	-	-	-	⟲

+ 8 ◆◆◆◆◆◆◆◆ * Large ➡ **2** ➡➡ **4** 🛡 **7**

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6 AP

• HELICOPTER •
Unlike other Aircraft, a Helicopter does not have to take a Move Action, allowing it to take Sustained Attack Action.

• MEDEVAC •
Take a Medevac Action on a friendly Infantry Unit within Range 1. Roll a die for each Soldier eliminated from the Unit. Each roll of ☭ returns one Soldier to the Unit.

AIR AMBULANCE
MIL MI-45K AIR AMBULANCE HELICOPTER

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
WITHOUT ARMS	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

✚ 8 ✚✚✚✚✚✚✚✚   **➡ 6 ➡➡ 12 ✈ 2**

SU807

9 AP

• HELICOPTER •
Unlike other Aircraft, a Helicopter does not have to take a Move Action, allowing it to take Sustained Attack Action.

• PASSENGERS (6) •
Can carry six Infantry with Armour 1 or 2 or three Infantry with Armour 3 or 4.

ASSAULTER
MIL MI-45 AIR ASSAULT TRANSPORT HELICOPTER

DUST 1947

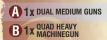|		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	1x QUAD HEAVY MACHINEGUN	2	9/1	9/1	8/1	6/1	5/2	4/1	2/1	-	-	-	-	8/2	5/2	3/1	⊗

+ 8 ✚✚✚✚✚✚✚✚

➡ 6 ⇒ 12 ✈ 2

SU808

7 AP

• HELICOPTER •

Unlike other Aircraft, a Helicopter does not have to take a Move Action, allowing it to take Sustained Attack Action.

AIRLIFTER

Can carry Air Assault or Airmobile Unit.

CARRIER
MIL MI-48 WALKER TRANSPORT HELICOPTER

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x QUAD HEAVY MACHINEGUN	2	9/1	9/1	8/1	6/1	5/2	4/1	2/1	-	-	-	-	8/2	5/2	3/1	✖

+ 8 ✚✚✚✚✚✚✚✚

→ 6 **⇒ 12** **✈ 2**

SU809

STRIKER
MIL MI-47A
ANTI-TANK HELICOPTER

• HELICOPTER •

Unlike other Aircraft, a Helicopter does not have to take a Move Action, allowing it to take Sustained Attack Action.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL MEDIUM GUNS	3	☠/1	☠/1	☠/1	☠/1	2/☠	2/☠	2/4	2/3	1/3	1/2	1/2	3/3	2/3	1/2	⊗
B 1x QUAD HEAVY MACHINEGUN	2	9/1	9/1	8/1	6/1	5/2	4/1	2/1	-	-	-	-	8/2	5/2	3/1	⊗

✚ 8 ✚✚✚✚✚✚✚✚   ➡ 6 ➡➡ 12 ✈ 2

SU811

17 AP

BLASTER
MIL MI-47C ROCKET ATTACK HELICOPTER

• HELICOPTER •

Unlike other Aircraft, a Helicopter does not have to take a Move Action, allowing it to take Sustained Attack Action.

• VOLLEY • (Rocket Pod/Bomb)

Weapon may fire all remaining ammunition at the same target in a single Attack or Sustained Attack Action.

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	1x QUAD HEAVY MACHINEGUN	2	9/1	9/1	8/1	6/1	5/2	4/1	2/1	-	-	-	-	8/2	5/2	3/1	⊗
B	2x ROCKET POD (LIMITED AMMUNITION)	3	/1	/1	/1	/1	/3	/2	/2	/1	/1	/1	-	-	-	-	◯◯ ⊗
C	2x BOMB (LIMITED AMMUNITION)	2	/1	/1	/1	/1	/✖	/✖	/4	/3	/3	/2	/2	-	-	-	◯◯ ⊗

+8 ✚✚✚✚✚✚✚✚

➡ 6 ➡➡ 12 ✈ 2

SU812

18 AP

BURNER
MIL MI-47B ROCKET NAPALM HELICOPTER

• HELICOPTER •
Unlike other Aircraft, a Helicopter does not have to take a Move Action, allowing it to take Sustained Attack Action.

• VOLLEY • (Rocket Pod/Napalm Bomb)
Weapon may fire all remaining ammunition at the same target in a single Attack or Sustained Attack Action.

• FLAME • (Napalm Bomb)
Target gets no saves from this weapon and is suppressed.

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	x1 QUAD HEAVY MACHINEGUN	2	9/1	9/1	8/1	6/1	5/2	4/1	2/1	-	-	-	-	8/2	5/2	3/1	
B	x2 ROCKET POD (LIMITED AMMUNITION)	3	⚡/1	⚡/1	⚡/1	⚡/1	⚡/3	⚡/2	⚡/2	⚡/2	⚡/1	⚡/1	-	-	-	-	
C	x2 NAPALM BOMB (LIMITED AMMUNITION)	2	⚡/1	⚡/1	⚡/1	⚡/1	☠/☠	☠/☠	⚡/1	⚡/1	⚡/1	⚡/1	⚡/1	-	-	-	

✚ 8 ✚✚✚✚✚✚✚✚ ➡ **6** ➡➡ **12** ✈ **2**

SU813

18 AP

• HELICOPTER •
Unlike other Aircraft, a Helicopter does not have to take a Move Action, allowing it to take Sustained Attack Action.

• VOLLEY • (Bomb/Napalm Bomb)
Weapon may fire all remaining ammunition at the same target in a single Attack or Sustained Attack Action.

• FLAME • (Napalm Bomb)
Target gets no saves from this weapon and is suppressed.

BURSTER
MIL MI-47D NAPALM ATTACK HELICOPTER

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	x1 QUAD HEAVY MACHINEGUN	2	9/1	9/1	8/1	6/1	5/2	4/1	2/1	-	-	-	-	8/2	5/2	3/1	⊗
B	x2 NAPALM BOMB (LIMITED AMMUNITION)	2	↯/1	↯/1	↯/1	↯/1	☠/1	☠/1	↯/1	↯/1	↯/1	↯/1	↯/1	-	-	-	○○○ ⊗
C	x2 BOMB (LIMITED AMMUNITION)	2	↯/1	↯/1	↯/1	↯/1	☠/1	☠/1	↯/4	↯/3	↯/3	↯/2	↯/2	-	-	-	○○ ⊗

+ 8 ★★★★★★★★

→ 6 ⇒ 12 ✈ 2

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17 AP

THE RED STAR
MIL MI-47X ROCKET ASSAULT HELICOPTER

• HELICOPTER •
Unlike other Aircraft, a Helicopter does not have to take a Move Action, allowing it to take Sustained Attack Action.

• PILOT: RED ACE •
Eva is the only Hero that can pilot the Red Star, although it can be fielded without a Hero pilot. The Red Star is unique, so only one may be fielded.

• VOLLEY • (Rocket Pod)
Weapon may fire all remaining ammunition at the same target in a single Attack or Sustained Attack Action.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A x1 QUAD HEAVY MACHINEGUN	2	9/1	9/1	8/1	6/1	5/2	4/1	2/1	-	-	-	-	8/2	5/2	3/1	⊗
B x2 ROCKET POD (LIMITED AMMUNITION)	3	☗/1	☗/1	☗/1	☗/1	☗/3	☗/2	☗/2	☗/1	☗/1	☗/1	-	-	-	-	○○ ○○ ⊗

+ 8 ◆◆◆◆◆◆◆◆◆

➡ 6 ⟹ 12 ✈ 2

SU815

21 AP

UNIT LEADER

B

B

A

B

B

MOTHERLAND TESLA GUN

• STRONG POINT •
Must be deployed in a Strongpoint or Bunker. Unit has a Strongpoint included in its point cost. You may upgrade the Strongpoint to a Bunker for an additional +5 points. Cannot move.

• SUPPORT WEAPON •
Support Weapons have multiple Soldiers on the same base. Surviving Soldiers choose which weapons to use.

• TESLA • (Heavy Tesla Gun)
Place Stunned Token on Unit hit by this weapon, Unit must perform a Nothing Action as its first Action next Activation, removing all Stunned tokens.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A x1 HEAVY TESLA GUN	10	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	9/1	-	-	-	☒
B x4 SUBMACHINE GUN	4	4/1	3/1	2/1	-	2/1	-	-	-	-	-	-	2/1	1/1	-	

+ 4 ◆◆◆◆

→ -- →→ -- 🚶 2

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SU816

32 AP

MOTHERLAND TWIN TESLA GUN

DUST 1947

• STRONG POINT •
Must be deployed in a Strongpoint or Bunker. Unit has a Strongpoint included in its point cost. You may upgrade the Strongpoint to a Bunker for an additional +5 points. Cannot move.

• SUPPORT WEAPON •
Support Weapons have multiple Soldiers on the same base. Surviving Soldiers choose which weapons to use.

• TESLA • (Twin Heavy Tesla Gun)
Place Stunned Token on Unit hit by this weapon, Unit must perform a Nothing Action as its first Action next Activation, removing all Stunned tokens.

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	x1 TWIN HEAVY TESLA GUN	10	18/1	18/1	18/1	18/1	18/1	18/1	18/1	18/1	18/1	18/1	18/1	-	-	-	☒
B	x4 SUBMACHINE GUN	4	4/1	3/1	2/1	-	2/1	-	-	-	-	-	-	2/1	1/1	-	

+ 4 ■ ■ ■ ■

➡ – ➡➡ – 🚶 2

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5 AP

BA-64D

BA-64D, LIGHT SCOUT CAR

- **ARTILLERY OBSERVER**
Can shoot a target in Line of Sight with an Artillery Weapon from another Unit that has not yet Activated, even if the other Unit does not have Line of Sight. The other Unit is counted as Activated after making its Attack.

- **SCOUT**
Take March Move Action as first Action of the game leaving one further Action for that Activation.

- **WHEELED**
Can be affected by type of Terrain crossed. (See Terrain Table)

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A x1 HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	

+3 ■■■   * Small   ➡ 3 ➡➡ 7 🛡 2

SU901

7 AP

(A)

• ACE PILOT •
May mount a Vehicle, using her skills while mounted. Roll one die when Vehicle Activates gaining a third action on a ☭ or a ⊕.

• EXPERT • (VK Howitzer/Heavy Flamethrower)
Hits on ⊕ as well as ☭.

• FIGHTING SPIRIT •
Once per game, hits on ⊕ as well as ☭. Also applies to Units Joined.

KOSHKA
CAPTAIN KOSHKA RUDINOVA, SMERSH

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
(A) 1x GRENADE PISTOL	2	☒/1	☒/1	☒/1	☒/1	1/2	1/1	1/1	-	-	-	-	-	-	-

✚ **4**   ■■■■   * Hero   ➡ **2** ➡➡ **4** 🚶 **2**

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11 AP

GRAND'MA
KV-47A, SMERSH LIGHT WALKER

DUST 1947

• **AEROMOBILE** •
Can be carried by an Airlifter.

• **DAMAGE RESILIENT** •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• **FLAME** • (Heavy Flamethrower)
Target gets no saves from this weapon and is suppressed.

• **GRENADE** • (Howitzer VK)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

• **PILOT: KOSHKA** •
Only Koshka can pilot Grand'Ma, but it can be fielded without her. Grand'Ma is unique so only one may be fielded.

• **SMOKE LAUNCHERS** • ☐ •
Once per game, take a Free Smoke Launcher Action to place Smoke on Unit.

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x VK HOWITZER	6	☠/1	☠/1	☠/1	☠/1	2/2	2/3	2/2	1/2	1/1	1/1	-	-	-	-	✗
B 1x HEAVY FLAMETHROWER	2	☠/1	☠/1	☠/1	☠/1	☠/2	☠/2	☠/2	☠/2	☠/2	☠/2	☠/2	-	-	-	✗

✚ 6 ◆◆◆◆◆◆ **➡ 3 ➡➡ 4 🛡 4**

SU900

8 AP

IRON JOE
GENERAL IOSEF AKERSOVICH KAMERON, SPETSNAZ

• GET MOVING YOU…•
Succeeds on 🎯 as well as 🔨 when using Get Moving You Monkeys on a Spetsnaz Unit.

• OFFICER •
May take Officer Special Actions to reactivate or rearm their troops.

• GENERAL •
When joined to a Command Squad, this hero rolls one extra dice when attempting Officer Special Actions.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Ⓐ 1x PISTOL	2	3/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-	-

+ 4 ■■■■ *Hero ➡ 2 ➡ 5 🏃 1

SU400

9 AP

VASILIY
LIEUTENANT VASILIY KIRITCHENKO, SPETSNAZ

• **FOLLOW ME** •

Can take a follow me special action once per turn. All friendly infantry units with infantry armour 1 or 2 within range 2 (20cm or 8") and in line of sight roll a die. On a ☭ they take an immediate move action with a move rating of 2.

• **OFFICER** •

May take Officer Special Actions to reactivate or rearm their troops.

• **RED BANNER** •

All friendly infantry units within range 2 (20cm or 8") and in line of sight roll three dice when rallying.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x AUTOMATIC RIFLE	4	4/1	3/1	2/1	-	2/1	-	-	-	-	-	-	2/1	1/1	-

+ 4 ◆◆◆◆ * Hero **➡ 2 ➡ 5** 🏃 **1**

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6 AP

IVAN THE BUTCHER
SERGEANT IVAN POPOV, SPETSNAZ

• **BERSERK** •
When hero hits with a close–combat weapon, roll again scoring another hit on 🔨. Contunue rolling until fail to hit. Does not apply to Units Joined.

• **CHARGE** •
May take a free attack action using close–combat weapons after performing a march move action.

• **EXPERT** • (Meat Cleavers)
Hits on ✚ as well as 🔨. Does not apply to Units Joined.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1
B 1x PAIRED MEAT CLEAVERS	C	2/1	2/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-

+5 ⭐⭐⭐⭐⭐ * Hero ➡ **3** ➡➡ **5** 👣 **1**

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7 AP

• AND STAY DOWN •
Any unit hit by ranged weapons fired by this unit automatically gain a suppression token.

• CAMOUFLAGE •
Take Camouflage Special Action. Unit cannot be attacked at Range 3 or higher. Ends if Unit takes any Action other than a Move or Nothing Action. Starts the game Camouflaged. Does not share it with any Unit Joined.

• EXPERT • (Sniper Rifle)
Hits on 🎯 as well as 🔨. Does not apply to Units Joined.

• SNIPER • (Sniper Rifle)
Choose the enemy soldiers hit with this weapon. It Ignores Infantry and Cover saves.

DUST 1947

ROZA
MASTER SERGEANT ROZA SHANINA, SPETSNAZ

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x SNIPER RIFLE	8	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-	-	-	-	-	-
B 1x PISTOL	2	3/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-	-

+ 4 ■■■■ * Hero → 2 →→ 4 🏃 2

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7 AP

Ⓐ

• EXPERT • (Auto Grenade Launcher)
Hits on 🎯 as well as ☭. Does not apply to Units Joined.

• INFANTRY ACE •
Roll one die when Unit Activates gaining a third action on a ☭ or a 🎯.

• GRENADE • (Auto Grenade Launcher)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

• LUCKY • ☐ •
Once per game, may re-roll all of the dice for one weapon during his Attack action.

RED YANA
SERGEANT DIANA BONDARENKO, SPETSNAZ

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Ⓐ	1x AUTO GRENADE LAUNCHER	3	✊/1	✊/1	✊/1	✊/1	2/2	2/1	1/1	-	-	-	-	-	-	-

➕ **4** ✦✦✦✦ * Hero ➡ **2** ⏩ **5** 🏃 **1**

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2 AP

UNIT LEADER

• ARTILLERY OBSERVER •

Can shoot a target in Line of Sight with an Artillery Weapon from another Unit that has not yet Activated, even if the other Unit does not have Line of Sight. The other Unit is counted as Activated after making its Attack.

• CAMOUFLAGE •

Take Camouflage Special Action. Unit cannot be attacked at Range 3 or higher. Ends if Unit takes any Action other than a Move or Nothing Action. Starts the game Camouflaged. Does not share it with any Unit Joined.

DUST 1947

SPETSNAZ OBSERVER SQUAD

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 2x AUTOMATIC RIFLE	4	4/1	3/1	2/1	-	2/1	-	-	-	-	-	-	2/1	1/1	-

2 → 5 → 1

SU430

5 AP

UNIT LEADER

SPETSNAZ SABOTEUR SQUAD

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 5x AUTOMATIC RIFLE	4	4/1	3/1	2/1	-	2/1	-	-	-	-	-	-	2/1	1/1	
B 5x DEMO CHARGE (LIMITED AMMUNITION)	C	1/1	1/1	1/1	1/1	1/3	1/3	1/2	1/2	1/2	1/2	1/2	-	-	-

→ 3 →→ 5 🏃 1

SU431

6 AP

UNIT LEADER

SPETSNAZ ANTI-TANK SQUAD

• GRENADE • (RPG)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 5x RPG (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☠	1/☠	1/☠	1/5	1/4	1/4	1/3	-	-	-	◯◯◯◯
B 5x AUTOMATIC RIFLE	4	4/1	3/1	2/1	-	2/1	-	-	-	-	-	-	2/1	1/1		

→ **2** →→ **4** 🏃 **2**

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• GRENADE • (RPG)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

• FLAME • (Flamethrower)
Target gets no saves from this weapon and is suppressed.

SPETSNAZ KILL SQUAD

7 AP

UNIT LEADER

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-
B 3x AUTOMATIC RIFLE	4	4/1	3/1	2/1	-	2/1	-	-	-	-	-	-	2/1	1/1	-
C 2x RPG (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☠	1/☠	1/☠	1/5	1/4	1/4	1/3	-	-	-
D 1x FLAMETHROWER	1	✋/1	✋/1	✋/1	✋/1	☠/☠	☠/☠	✋/2	✋/2	✋/2	✋/2	✋/2	-	-	-

2 → **5** 👤 **1**

SU433

9 AP

UNIT LEADER

• ARTILLERY OBSERVER •
Can shoot a target in Line of Sight with an Artillery Weapon from another Unit that has not yet Activated, even if the other Unit does not have Line of Sight. The other Unit is counted as Activated after making its Attack.

• CAMOUFLAGE •
Take Camouflage Special Action. Unit cannot be attacked at Range 3 or higher. Ends if Unit takes any Action other than a Move or Nothing Action. Starts the game Camouflaged. Does not share it with any Unit Joined.

• SCOUT •
Take March Move Action as first Action of the game leaving one further Action for that Activation.

SPETSNAZ ASSAULT SQUAD

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-
B 4x AUTOMATIC RIFLE	4	4/1	3/1	2/1	-	2/1	-	-	-	-	-	-	2/1	1/1	-

→ 2   →→ 4   👤 2

SU434

11 AP

UNIT LEADER

SPETSNAZ COMMAND SQUAD

- **COMMAND SQUAD** •
May perform Special Actions with its Officer, Medic, or Mechanic, to reactivate, heal, repair, or rearm Units.

- **FLAME** • (Flamethrower)
Target gets no saves from this weapon and is suppressed.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-
B 3x AUTOMATIC RIFLE	4	4/1	3/1	2/1	-	2/1	-	-	-	-	-	-	2/1	1/1	-
C 1x FLAMETHROWER	1	☘/1	☘/1	☘/1	☘/1	☘☒	☘☒	☘/2	☘/2	☘/2	☘/2	☘/2			

➡ **2** ➡ **5** 👤 **1**

SU435

8 AP

NATASHA (TSH)

**KV-47B (TSH)
LIGHT GUN WALKER**

• AEROMOBILE •
Can be carried by an Airlifter.

• DAMAGE RESILIENT •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• GRENADE • (Dual Howitzers)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

• SMOKE LAUNCHERS • ▢ •
Once per game, take a Free Smoke Launcher Action to place Smoke on Unit.

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	1x DUAL HOWITZERS	6	1/1	1/1	1/1	1/1	4/3	4/2	3/2	1/1	-	-	-	-	-	-	⊗
B	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	⊗

+ 4 ◆◆◆◆

➜ 3 ➜➜ 4 🛡 3

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9 AP

B
A

NINA (TSH)

KV-47D (TSH), LIGHT ANTI-TANK WALKER

• AEROMOBILE •
Can be carried by an Airlifter.

• DAMAGE RESILIENT •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• SMOKE LAUNCHERS • ☐ •
Once per game, take a Free Smoke Launcher Action to place Smoke on Unit.

• GRENADE • (Dual Triple RPG)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

• RELOAD • (Dual Triple RPG)
When this weapon performs an Attack Action, remove its Reload Token. The Unit may not perform another Attack Action until a Reload Action is performed.

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	1x DUAL TRIPLE RPG	4	3/1	3/1	3/1	3/1	3/☠	3/☠	3/☠	3/5	3/5	3/4	2/4	-	-	-	☒
B	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	☒

➕ 4 ◼◼◼◼

➡ 3 ➡➡ 4 🛡 3

SU703

8 AP

MIKHAIL (TSH)

KV-47G (TSH), LIGHT ASSAULT WALKER

DUST 1947

• AEROMOBILE •
Can be carried by an Airlifter.

• DAMAGE RESILIENT •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• ENGINEER VEHICLE •
Has improved Engineering Action.

• SMOKE LAUNCHERS • ▢ •
Once per game, take a Free Smoke Launcher Action to place Smoke on Unit.

• FLAME • (Heavy Flamethrower)
Target gets no saves from this weapon and is suppressed.

• GRAPPLE • (Pincer)
Targets Hit bu this weapon gain a Stunned Token.

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	1x HEAVY FLAMETHROWER	2	↲/1	↲/1	↲/1	↲/1	↲/☠	↲/☠	↲/2	↲/2	↲/2	↲/2	↲/2	-	-	-	✖
B	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	✖
C	1x PINCER	C	1/1	1/1	1/1	1/1	1/2	1/2	1/1	1/1	1/1	1/1	1/1	-	-	-	✖

+ 4 ■■■■

�', 3 ➳ 4 ⊟ 3

SU704

9 AP

• AEROMOBILE •
Can be carried by an Airlifter.

• DAMAGE RESILIENT •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• SMOKE LAUNCHERS • ☐ •
Once per game, take a Free Smoke Launcher Action to place Smoke on Unit.

ALEKSEI (TSH)
KV-47K (TSH), LIGHT GATLING WALKER

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	1x DUAL GATLING GUN	10	7/1	7/1	7/1	6/1	3/2	3/2	2/1	1/1	-	-	-	3/2	2/2	1/1	✶
B	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	✶

+ 4 ■■■■

➡ 3 **➡➡ 4** **🛡 3**

SU705

12 AP

ANATOLY (TSH)

KV-47L (TSH), LIGHT TESLA WALKER

DUST 1947

• AEROMOBILE •
Can be carried by an Airlifter.

• DAMAGE RESILIENT •
Roll one die for each point of Damage the Unit Takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• SMOKE LAUNCHERS • ☐
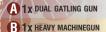Once per game, take a Free Smoke Launcher Action to place Smoke on Unit.

• SALVO • (Dual Light Tesla Gun)
May double number of attack dice in an Attack but must be reloaded with a Reload Action prior to next use.

• TESLA • (Dual Light Tesla Gun)
Place Stunned Token on Unit hit by this weapon, Unit must perform a Nothing Action as its first Action next Activation, removing all Stunned tokens.

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	1x DUAL LIGHT TESLA GUN	8	3/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	-	-	-	✸
B	1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	✸

✚ 4 ■■■■

➡ 3 ➡➡ 4 🛡 3

SU706

25 AP

INVADER
MIL MI-46H AIR GUNSHIP TRANSPORT HELICOPTER

• **ASSAULT VEHICLE** •
Passengers in this Vehicle can Activate after the Vehicle has Activated.

• **HELICOPTER** •
Unlike other Aircraft, a Helicopter does not have to take a Move Action, allowing it to take Sustained Attack Action.

• **PASSENGERS (6)** •
Can carry six Infantry with Armour 1 or 2 or three Infantry with Armour 3 or 4.

• **VOLLEY** • (Rocket Pod)
Weapon may fire all remaining ammunition at the same target in a single Attack or Sustained Attack Action.

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	1x QUAD HEAVY MACHINEGUN	2	9/1	9/1	8/1	6/1	5/2	4/1	2/1	-	-	-	-	8/2	5/2	3/1	⊗
B	1x DUAL GATLING GUN	3	6/1	6/1	6/1	5/1	2/3	2/2	2/2	1/1	1/1	-	-	5/2	4/2	2/1	⊗
C	2x ROCKET POD (LIMITED AMMUNITION)	3	✊1/1	✊1/1	✊1/1	✊1/1	✊3	✊2	✊2	✊1	✊1			○ ○		⊗

+8 ✚✚✚✚✚✚✚✚✚ ➡ **6** ⇒ **12** ✈ **2**

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7 AP

• OFFICER •
May take Officer Special Actions to reactivate or rearm their troops.

• PILOT •
May mount a Vehicle and use Skills while mounted.

• TAKE AIM •
When making a Sustained Attack with ranged weapons hits on a roll of ⊕ as well as ☭. Does not apply to Units Joined.

Ⓐ

NIKOLAI
NIKOLAI DIMITRIEVICH STARINOV

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Ⓐ 1x GRENADE PISTOL	2	⚒/1	⚒/1	⚒/1	⚒/1	1/2	1/1	1/1	-	-	-	-	-	-	-

✚ **4** ✦✦✦✦   * Hero   ➡ **2** ⇒ **4** 🏃 **2**

SU105

7 AP

UNIT LEADER

RED GUARDS ANTI-TANK SQUAD

• GRENADE •
(Bazooka/Under Barrel Grenade Launcher)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 2x BAZOOKA	4	1/1	1/1	1/1	1/1	1/☠	1/☠	1/4	1/4	1/3	1/3	1/2	-	-	-
B 3x SUBMACHINE GUN	3	7/1	5/1	3/1	-	3/1							-	-	-
C 3x UNDER BARREL GRENADE LAUNCHER (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☠	1/3	1/2	1/2	1/1	1/1	-	○○○ ○○○		

→ 2   →→ 4   🏃 2

SU233

7 AP

UNIT LEADER

RED GUARDS ASSAULT SQUAD

• GRENADE •
(Under Barrel Grenade Launcher)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-
B	4x SUBMACHINE GUN	3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-			
C	4x UNDER BARREL GRENADE LAUNCHER (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☠	1/3	1/2	1/2	1/1	1/1	-	○○○ ○○○		
D	5x MOLOTOV COCKTAIL (LIMITED AMMUNITION)	C	1/1	1/1	1/1	1/1	1/3	1/3	1/2	1/2	1/2	1/2	-	○○○ ○○○		

→ 2   →→ 4   🏃 2

SU234

11 AP

UNIT LEADER

RED GUARDS COMMAND SQUAD

• **COMMAND SQUAD** •

May perform Special Actions with its Officer, Medic, or Mechanic, to reactivate, heal, repair, or rearm Units.

• **GRENADE** •
(Bazooka/Under Barrel Grenade Launcher)

Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 4x SUBMACHINE GUN	3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
B 1x BAZOOKA	4	1/1	1/1	1/1	1/1	1☠/1	1☠/1	1/4	1/4	1/3	1/3	1/2	-	-	-
C 4x UNDER BARREL GRENADE LAUNCHER (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1☠/1	1/3	1/2	1/2	1/1	1/1	-	-	-	-

→ 2 →→ 4 🏃 2

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13 AP

- **GRENADE** • **(RPG)**
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

- **FLAME** • **(Flamethrower)**
Target gets no saves from this weapon and is suppressed.

- **MOVE AND FIRE** •
May take free Move Action before or after a Sustained Attack Action or a free Attack Action before or after a March Move Action.

- **STEEL GUARD** •
Always pass Infantry Saves on ☐ and ☭ and roll one die for each point of Damage the Unit takes, negating one point of damage for each ☭ rolled. Steel Guard may only join Steel Guard.

GUAÏ-LO
MASTER SERGEANT GUAÏ-LO MOLOÏ, GUARDS ARMY

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x AUTOGUN	8	5/1	5/1	5/1	4/1	3/2	3/2	2/1	1/1	-	-	-	2/2	2/2	1/1
B 4x RPG (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☠	1/☠	1/☠	1/5	1/4	1/4	1/3	-	-	-
C 1x FLAMETHROWER	1	⚜/1	⚜/1	⚜/1	⚜/1	⚜☠/☠	⚜☠/☠	⚜☠/2	⚜/2	⚜/2	⚜/2	⚜/2	-	-	-

+ 4 ■■■■ * Hero ➡ 2 ➡➡ 3 👤 4

SU300

9 AP

UNIT LEADER

STEEL GUARDS SNIPER SQUAD

• POWER SCOPE •
Hits on ✴ as well as ☭ when using ranged weapons when making Sustained Attack. Does not apply to Units Joined.

• SNIPER •
Choose the enemy soldiers hit with this weapon. It Ignores Infantry and Cover saves.

• STEEL GUARD •
Always pass Infantry Saves on 🛡 and ☭ and roll one die for each point of Damage the Unit takes, negating one point of damage for each ☭ rolled. Steel Guard may only join Steel Guard.

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	2x HEAVY SNIPER RIFLE	10	1/1	1/1	1/1	1/1	1/4	1/3	1/3	1/2	1/2	1/1	1/1	-	-	-
B	2x STEEL GLOVE	C	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-

➡ **2** ➡➡ **3** 🚶 **4**

SU330

13 AP

Ⓑ Ⓒ Ⓑ Ⓒ Ⓐ Ⓒ

UNIT LEADER

STEEL GUARDS ASSAULT SQUAD

• STEEL GUARD •

Always pass Infantry Saves on 🛡 and ☭ and roll one die for each point of Damage the Unit takes, negating one point of damage for each ☭ rolled. Steel Guard may only join Steel Guard.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Ⓐ **1x** AUTOGUN	8	5/1	5/1	5/1	4/1	3/2	3/2	2/1	1/1	-	-	-	2/2	2/2	1/1
Ⓑ **2x** HEAVY SHOTGUN	4	9/1	8/1	5/1	3/1	5/1	2/1	-	-	-	-	-			
Ⓒ **3x** STEEL GLOVE	C	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2				

➡ **2** ➡➡ **3** 🚶 **4**

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15 AP

Ⓐ Ⓒ   Ⓑ Ⓒ   Ⓐ Ⓒ

UNIT LEADER

• STEEL GUARD •

Always pass Infantry Saves on 🛡 and ☭ and roll one die for each point of Damage the Unit takes, negating one point of damage for each ☭ rolled. Steel Guard may only join Steel Guard.

STEEL GUARDS FIRE SUPPORT SQUAD

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Ⓐ	2x AUTOGUN	8	5/1	5/1	5/1	4/1	3/2	3/2	2/1	1/1	-	-	-	2/2	2/2	1/1
Ⓑ	1x DUAL MACHINEGUNS	6	7/1	7/1	5/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1
Ⓒ	3x STEEL GLOVE	C	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-	-

➡ **2** ➡➡ **3** 🏃 **4**

SU332

13 AP

UNIT LEADER

STEEL GUARDS ANTI-TANK SQUAD

• ASSAULT SHIELD •
When a hit from a Close–combat weapon is assigned to a miniature with an Assault Shield, roll a die. On a ☭, cancel the hit.

• GRENADE • (RPG-12)
Target Infantry receive no Cover Save from this weapon but still receive Infantry Save.

• STEEL GUARD •
Always pass Infantry Saves on 🛡 and ☭ and roll one die for each point of Damage the Unit takes, negating one point of damage for each ☭ rolled. Steel Guard may only join Steel Guard.

DUST 1947

		RANGE	🏃1	2	3	4	🛡1	2	3	4	5	6	7	✈1	2	3
A	1x DUAL MACHINEGUNS	6	7/1	7/1	5/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1
B	2x RPG-12	4	☭/1	☭/1	☭/1	☭/1	1/☠	1/☠	1/☠	1/6	1/5	1/5	1/4	-	-	-
C	3x STEEL GLOVE	C	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2			-	-	-

➡ **2** ➡➡ **3** 🏃 **4**

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14 AP

UNIT LEADER

STEEL GUARDS TESLA SQUAD

• ASSAULT SHIELD •

When a hit from a Close–combat weapon is assigned to a miniature with an Assault Shield, roll a die. On a ☭, cancel the hit.

• STEEL GUARD •

Always pass Infantry Saves on 🛡 and ☭ and roll one die for each point of Damage the Unit takes, negating one point of damage for each ☭ rolled. Steel Guard may only join Steel Guard.

• TESLA • (Tesla Gun)

Place Stunned Token on Unit hit by this weapon, Unit must perform a Nothing Action as its first Action next Activation, removing all Stunned tokens.

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A	2x TESLA GUN	6	3/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	3/1	-	-	-
B	1x DUAL MACHINEGUNS	6	7/1	7/1	5/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1
C	3x STEEL GLOVE	C	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-	-

➡ **2** ➡➡ **3** 🚶 **4**

SU334

16 AP

UNIT LEADER

• **COMMAND SQUAD** •

May perform Special Actions with its Officer, Medic, or Mechanic, to reactivate, heal, repair, or rearm Units.

• **STEEL GUARD** •

Always pass Infantry Saves on 🛡 and ☭ and roll one die for each point of Damage the Unit takes, negating one point of damage for each ☭ rolled. Steel Guard may only join Steel Guard.

STEEL GUARDS COMMAND SQUAD

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x AUTOGUN	8	5/1	5/1	5/1	4/1	3/2	3/2	2/1	1/1	-	-	-	2/2	2/2	1/1
B 1x DUAL MACHINEGUNS	6	7/1	7/1	5/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1
C 1x HEAVY SHOTGUN	4	9/1	8/1	5/1	3/1	5/1	2/1	-	-	-	-	-	-	-	-
D 3x STEEL GLOVE	C	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-

➡ **2** ➡➡ **3** 🚶 **4**

SU335

18 AP

Ⓐ Ⓒ   Ⓑ Ⓒ   Ⓑ Ⓒ

UNIT LEADER

STEEL GUARDS ANTI-INFANTRY SQUAD

• ASSAULT SHIELD •
When a hit from a Close–combat weapon is assigned to a miniature with an Assault Shield, roll a die. On a ☭, cancel the hit.

• STEEL GUARD •
Always pass Infantry Saves on ⛉ and ☭ and roll one die for each point of Damage the Unit takes, negating one point of damage for each ☭ rolled. Steel Guard may only join Steel Guard.

• FLAME BURST • (RPG-15)
Target gets no Save from this weapon and is Suppressed. Use Blast Template instead of Flame Template.

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Ⓐ	1x DUAL MACHINEGUNS	6	7/1	7/1	5/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1
Ⓑ	2x RPG-15	3	☭/1	☭/1	☭/1	☭/1	☠/☠	☠/☠	☭/4	☭/4	☭/4	☭/4	☭/4	-	-	-
Ⓒ	3x STEEL GLOVE	C	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-

→ **2**   →→ **3**   🚶 **4**

SU336

12 AP

KV-152

KV-3K, HEAVY ANTI-TANK WALKER

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL ANTI-TANK GUNS	16	⚒/1	⚒/1	⚒/1	⚒/1	2/☠	2/☠	2/☠	2/6	2/5	2/5	1/4	-	-	-	⊗

+7 ✚✚✚✚✚✚✚

➡ **2** ➡➡ **4** 🛡 **5**

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SU718

14 AP

BABUSHKA
KV-3M, HEAVY GATLING WALKER

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL GATLING GUNS	12	9/1	9/1	9/1	8/1	5/3	5/2	4/2	2/1	-	-	-	4/2	3/2	2/1	⊗
B 1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-				⊗
C 1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	⊘

+ 7 ✚✚✚✚✚✚✚

➡ 2 ➡➡ 4 🛡 5

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16 AP

C
A
B

MATRIOSHKA
KV-3K,
HEAVY ANTI-TANK WALKER

DUST 1947

		RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	**1x DUAL ANTI-TANK GUNS**	16	1/1	1/1	1/1	1/1	2/☠	2/☠	2/☠	2/6	2/5	2/5	1/4	-	-	-	⊗
B	**1x HEAVY MACHINEGUN**	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	-	-	-	⊗
C	**1x HEAVY MACHINEGUN**	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	⟲

+7 ✚✚✚✚✚✚✚   ➡ **2** ➡➡ **4** 🛡 **5**

SU720

12 AP

RED COSSACK

KV-3K,
HEAVY ANTI-TANK WALKER

• PILOT: NIKOLAI •

Only Nikolai can pilot the Red Cossack, but it can be fielded without her. The Red Cossack is unique so only one may de fielded.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL ANTI-TANK GUNS	16	1	1	1	1	2/☠	2/☠	2/☠	2/6	2/5	2/5	1/4	-	-	-	⊗

+ 7 ✚✚✚✚✚✚✚

→ 2 ⇉ 4 🛡 5

SU722

7 AP

• FIRST STRIKE •
Resolve Close–Combat Attacks before target resolves theirs. Does not apply to Units Joined.

• INFANTRY ACE •
Roll a die when Activates. On a ☭ or ⊕ Infantry Ace (and any Unit it has Joined) gains a third Action.

• SIBLING: THE PHOENIX •
The Dragon can join the same Unit as The Phoenix or form one with her. When Joined in the same Unit, they gain Expert with all weapons.

THE DRAGON
WONG FEI LUNG, PLA

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x PISTOL	2	3/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	-	-
B 1x GUANDAO	C	3/1	3/1	3/1	3/1	3/1	3/1	2/1	1/1	-	-	-	-	-	-

+3 ■■■   * Hero   ➡ 3 ➡➡ 5 🚶 1

SU501

6 AP

• ASSASSIN •
Choose Soldiers hit when using Close–Combat Weapons. Does not apply to Units Joined.

• BLACK OPS •
Roll four die for initiative at the start of each turn.

• SIBLING: THE DRAGON •
The Phoenix can join the same Unit as The Dragon or form one with him. When Joined in the same Unit, they gain Expert with all weapons.

THE PHOENIX
WONG FEI FUNG, PLA

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x PISTOL	2	3/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	-	-
B 1x GUANDAO	C	3/1	3/1	3/1	3/1	3/1	3/1	2/1	1/1	-	-	-	-	-	-

+3 ◆◆◆ * Hero ➡ 3 ➡ 5 🚶 1

SU502

4 AP

• COMMISSAR •
Must be attached to an Infantry Unit for the whole game. Unit rolls an extra die when Rallying.

• EXPERT • (Demo Charge)
Hit on rolls ⊕ as well as ☭. Does not apply to Units Joined.

• FIGHTING SPIRIT •
Once per game, hit on rolls of ⊕ as well as ☭.

COMMISSAR POON
COMMISSAR POON
HAY-WING, PLA

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x PISTOL	2	3/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-	-
B 1x DEMO CHARGE	C	1/1	1/1	1/1	1/1	1/3	1/3	1/2	1/2	1/2	1/2	1/2	-	-	-

+ 4 ◆◆◆◆ * Hero ➡ 3 ➡➡ 5 1

SU503

5 AP

UNIT LEADER

PLA ASSAULT SQUAD

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 5x SUBMACHINE GUN	3	7/1	5/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-

3 ➡ **5** 🏃 **1**

SU531

9 AP

Ⓐ Ⓑ

NINA
(TSH)

KV-47D (TSH),
LIGHT ANTI-TANK WALKER

• AEROMOBILE •
Can be carried by an Airlifter.

• DAMAGE RESILIENT •
Roll one die for each point of Damage the Unit takes, negating one point for each ☭ rolled. Does not apply to Units Joined.

• SMOKE LAUNCHERS • ☐ •
Once per game, take Smoke Launchers Free Action to place Smoke on Unit.

• GRENADE • (Dual Triple RPG)
Target Infantry get no Cover Save from this weapon. (but still have an Infantry Save.)

• RELOAD • (Dual Triple RPG)
When this weapon performs an attack, remove Loaded token. Weapon cannot attack until Unit regains Loaded token by performing a Reload Action.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
Ⓐ 1x DUAL TRIPLE RPG	4	3/1	3/1	3/1	3/1	3/☠	3/☠	3/5	3/5	3/4	2/4		-	-	-	�
Ⓑ 1x HEAVY MACHINEGUN	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	1/2	1/1	✖

＋ 4 ◆◆◆◆   ➡ 3 ➡➡ 4 🛡 3

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20 AP

• TESLA • (Twin Tesla Guns)

Place Stunned token on Unit that takes Damage from this weapon. Unit must perform a Nothing Action as its first Action next Activation, removing all Stunned tokens.

TYPE 47
KV-3D HEAVY TESLA WALKER

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x TWIN TESLA GUNS	8	7/1	7/1	7/1	7/1	7/1	7/1	7/1	7/1	7/1	7/1	7/1	-	-	-	
B 1x TWIN HEAVY MACHINEGUN	6	7/1	7/1	5/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1	

+7

→ 2 →→ 4 5

SU725