

ALLIES

• CARDS •

LEGEND:



Front weapon



Rear weapon



Side weapon



Turret weapon



Weapon Special Rule

Limited ammo check box

Fire Ark



13
AP



SERGEANT VICTORY

STAFF SERGEANT PERCY WASHINGTON, ALLIED AIR FORCE

DUST 1947

• 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.

• CHEAT DEATH •

If eliminated, roll a die. On a or , cancel one point of Damage and Hero survives, but gains a Stunned token.

• EXPERT • (VK Pistol)

Hits on as well as .

• FIRST STRIKE •

Resolve close combat attack before target resolves theirs.

• FLYING •

Unit ignores terrain. Does not share with units joined.

• 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 VK PISTOL	3	4/1	4/1	4/1	3/1	2/2	2/2	1/1	1/1	-	-	-	5/2	3/2	-
B 2X SUCKER PUNCH	C	3/1	3/1	3/1	3/1	1/4	1/4	1/3	1/2	1/1	1/1	1/1	1/4	1/4	1/3

+ 6



* Super Human

➔ 6

➔➔➔ 12

3

9
AP



BAZOOKA JOE

LIEUTENANT COLONEL JOSEPH
BROWN, ALLIED RANGER

• BLACK OPS •

Rolls four dice for initiative.

• EXPERT • (Grenade Launcher)

Hits on as well as .

• GRENADE • (Grenade Launcher)

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

• OFFICER •

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

DUST 1947

RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x GRENADE LAUNCHER	3	↓/1	↓/1	↓/1	↓/1	1/☒	1/3	1/2	1/2	1/1	1/1	-	-	-	-
B 1x PISTOL	2	3/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	-	-

+ 4



* Hero

→ 2 →→ 4

2

9
AP



BAZOOKA JOE

LIEUTENANT COLONEL JOSEPH
BROWN, ALLIED RANGER

• BLACK OPS •

Rolls four dice for initiative.

• EXPERT • (Grenade Launcher)

Hits on as well as .

• GRENADE • (Grenade Launcher)

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

• OFFICER •

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

DUST 1947

RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x GRENADE LAUNCHER	3	↓/1	↓/1	↓/1	↓/1	1/☠	1/3	1/2	1/2	1/1	1/1	-	-	-	-
B 1x PISTOL	2	3/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	-	-

+ 4



* Hero

→ 2

→→→ 4

2

5
AP

ROSIE

MASTER SERGEANT ROSIE
DONOVAN, ALLIED RANGER

• EXPERT • (Wrench)

Hits on as well as .

• GRENADE • (Bazooka)

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
A 1x BAZOOKA	4	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/5	1/5	1/4	1/4	-	-	-
B 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	-	-	-

+ 4



* Hero

→ 2 →→ 4

2

5
AP

THE SHEF

GUGLIELMO ZANICOTTI, SOE

- **EXPERT** • (Kitchen Knives)

Hits on as well as .

- **FLAME** • (Dual Blowtorches)

Target gets no saves from this weapon and is suppressed.

- **LONER** •

May not Join a Unit.

- **LUCKY** •

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

- **SPY** •

Not placed at the start of the game. Each time SPY is activated while off table, roll two dice. If any are rolled, place SPY within 1 of an enemy Unit and then perform one Action for each rolled.

DUST 1947

RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x DUAL BLOWTORCHES	1	4/1	4/1	4/1	4/1	4/ 2	4/ 2	4/1	4/1	4/1	4/1	4/1	-	-	-
B 1x KITCHEN KNIVES	C	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-

+ 3



* Hero

→ 2

→→ 4

→ 1

5
AP

THE PRIEST

LIEUTENANT DAVID BONNER, SOE

• EXPERT • (Dynamite)

Hits on as well as .

• LUCKY • •

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

• SPY •

Not placed at the start of the game. Each time SPY is activated while off table, roll two dice. If any are rolled, place SPY within 1 of an enemy Unit and then perform one Action for each rolled.

DUST 1947

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x REVOLVER	2	3/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	-
B 1x DYNAMITE	C	♣/1	♣/1	♣/1	♣/1	1/6	1/6	1/4	1/4	1/3	1/3	1/2	-	-

+ 4



* Hero

→ 3

→→ 5

2

6
AP

JOHNNY ONE-EYE

LIEUTENANT JOHN COVIELLO,
ALLIED RANGER

• FIGHTING SPIRIT • •

Once per game, hits on as well as . Also applies to Units Joined.

• KILLING SPREE •

When hero hits with ranged weapon, roll again scoring another hit on . Continue rolling until fail to hit. 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	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	2/1	2/1	-

+ 5



* Hero

→ 2

→→ 4

2

8
AP



OZZ 117

REAL NAME ERASED FROM FILE,
HEAVY RANGER

• **ASSASSIN** •

Choose soldiers hit when using close-combat weapons. Does not apply to units joined.

• **EXPERT** • (Heavy Rocket Punche)

Hits on as well as .

• **FLAME** • (Flamethrower)

Target gets no saves from this weapon and is suppressed.

• **FLYING** •

Unit ignores terrain. Does not share with units joined.

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 HEAVY ROCKET PUNCH	C	1/1	1/1	1/1	1/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-

+ **4**



* Hero

→ **3**

→→ **6**

3

12
AP



RHINO
SERGEANT MAJOR
WILLIAM SPRINGFIELD,
HEAVY RANGER

• **BERSERK** •

When Close-Combat Weapon Hits, roll again scoring another Hit on a . Keep rolling until failing to Hit.

• **CHARGE** •

May take a free Attack Action using close-combat weapons after performing a March Move Action.

• **EXPERT** • (Heavy Rocket Punche)

Hits on as well as .

• **FIRST STRIKE** •

Resolve close combat attack before target resolves theirs.

• **FLYING** •

Unit ignores terrain. Does not share with units joined.

DUST 1947

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x DUAL HEAVY ROCKET PUNCH	C 2/1	2/1	2/1	2/1	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	1/4	1/3

+ 4



* Hero

→ 3

→→ 6

3

13
AP



UNIT LEADER



BRAVO COMPANY RANGER COMMAND SQUAD

• COMMAND SQUAD •

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

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 BAR AUTOMATIC RIFLE	6	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	2/1	1/1	-

→ 2 →→ 4  2

8
AP



CAPTAIN LEDGER

CAPTAIN LEO LEDGER,
ALLIED RANGER

• OFFICER •

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

DUST 1947

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

+ 4



* Hero

→ 2

→→ 4

 2

6
AP**DI GIORGIO**
**SERGEANT SANTO DI GIORGIO,
ALLIED RANGER**
• AND STAY DOWN •

Any Unit Hit by ranged weapons fired by this Unit automatically gains a Suppression token.

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	-

+ 4


* Hero

→ 2 →→ 4
 **2**

7
AP**JACK**PRIVATE JACK ARMBRUSTER,
ALLIED RANGER

• CHEAT DEATH •

If eliminated, roll a die. On a or , cancel one point of Damage and Hero survives, but gains a Stunned token.

• LUCKY •

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

• ACE PILOT •

May mount a Vehicle and use Skills while mounted.

DUST 1947

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

+ 4



* Hero

→ 2 →→ 4

2

6
AP**COSTA****CORPORAL MAGGIE COSTA,
ALLIED RANGER**

• **COMBAT MEDIC** •

Can use the Medic Special Actions like a Command Squad Medic. Can be used on a unit joined.

DUST 1947

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

+ 4

* Hero

→ 2 →→ 4 **2**

4
AP



GILMORE

**CORPORAL BEN GILMORE,
ALLIED RANGER**

• **MECHANIC** •

Can use Makeshift Repair Action.

DUST 1947

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

+ 4



* Hero

→ 2 →→ 4

 **2**

4
AP

UNIT LEADER



RANGER 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.

• SPOTTER •

If Spotter does not use a weapon, each Sniper weapon making a Sustained Attack hits on a rolls of as well as .

DUST 1947

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 AUTOMATIC RIFLE	6	2/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	-	1/1	1/1	-

→ 2 →→ 4 2

3
AP



UNIT LEADER



RANGER OBSERVER SQUAD

• 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

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

→ 2 →→ 4  2

7
AP



UNIT LEADER



RANGER RECON SQUAD

• GRENADE •

(Under-Barrel Grenade Launcher)

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

• SCOUT •

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

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	6	2/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	1/1	1/1	-	
C 2x UNDER-BARREL GRENADE LAUNCHER (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/2	1/3	1/2	1/2	1/1	1/1	-	-	-	-	

→ 2 →→ 4  2

7
AP

UNIT LEADER




RANGER COMBAT SQUAD

• GRENADE •

(Bazooka/Under-Barrel Grenade Launcher)

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

1947

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



→ 2 →→ 4  2

8
AP

UNIT LEADER






RANGER WEAPON 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 3x AUTOMATIC RIFLE	6	2/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	-	1/1	1/1	-	
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

8
AP

UNIT LEADER



RANGER HEAVY WEAPON SQUAD

• 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 2X BAZOOKA	4	1/1	1/1	1/1	1/1	1/2	1/2	1/4	1/4	1/3	1/3	1/2	-	-	-
B 3X AUTOMATIC RIFLE	6	2/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	1/1	1/1	-

→ 2 →→ 4  2

8
AP



UNIT LEADER



RANGER ASSAULT SQUAD

• 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 4x SHOTGUN	2	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	
B 1x FLAMETHROWER	1	↓/1	↓/1	↓/1	↓/1	↓/☠	↓/☠	↓/2	↓/2	↓/2	↓/2	↓/2	-	-	-	
C 4x 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 →→ 4 2

9
AP



UNIT LEADER



RANGER ATTACK SQUAD

• 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 2x FLAMETHROWER	1	♣/1	♣/1	♣/1	♣/1	♣/♠	♣/♠	♣/2	♣/2	♣/2	♣/2	♣/2	-	-	-
B 3x SHOTGUN	2	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-

→ 3 →→ 4  2

11
AP



UNIT LEADER



RANGER COMMAND SQUAD

• COMMAND SQUAD •

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

DUST 1947

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

→ 2 →→ 4  2

10
AP



UNIT LEADER



HEAVY RANGER ASSAULT SQUAD

• CHARGE •

May take a free Attack Action using close-combat weapons after performing a March Move Action.

• FIRST STRIKE •

Resolve close combat attack before target resolves theirs.

• FLYING •

Unit ignores terrain. Does not share with units joined.

DUST 1947

RANGE

1

2

3

4

1

2

3

4

5

6

7

1

2

3

A 3x DUAL ROCKET PUNCH

C

2/1

2/1

2/1

2/1

2/3

2/3

2/3

2/3

2/3

2/3

2/3

2/3

2/3

1/3

1/2

→ 3

→→ 6

→ 3

13
AP



UNIT LEADER



HEAVY RANGER ATTACK SQUAD

• FLYING •

Unit ignores terrain. Does not share with units joined.

DUST 1947

															
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 3x DUAL MACHINEGUNS	6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	3/1	2/1	-
B 3x ROCKET PUNCH	C	1/1	1/1	1/1	1/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-

→ 3

→→ 6

 3

12
AP



UNIT LEADER



HEAVY RANGER TANK-HUNTER SQUAD

• FLYING •

Unit ignores terrain. Does not share with units joined.

• GRENADE • (Automatic 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 3x AUTOMATIC BAZOOKA	4	2/1	2/1	2/1	2/1	2/☠	2/☠	2/4	2/4	2/3	1/3	1/2	-	-	-
B 3x ROCKET PUNCH	C	1/1	1/1	1/1	1/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-

→ 3 →→ 6  3

13
AP



UNIT LEADER



HEAVY RANGER 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 2x DUAL MACHINEGUNS	6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	3/1	2/1	-
B 1x FLAMETHROWER	1	↓/1	↓/1	↓/1	↓/1	↓/☠	↓/☠	↓/2	↓/2	↓/2	↓/2	↓/2	-	-	-
C 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	-	-	-

→ 2 →→ 4  3

8
AP

RANGER HEAVY MORTAR SQUAD

• SUPPORT WEAPON •

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

• ARTILLERY • (Heavy Mortar)

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

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 BAR AUTOMATIC RIFLE	6	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	2/1	1/1	-

+ 4



→ 1 →→ 3



7
AP



WILDFIRE

M1A LIGHT ASSAULT WALKER
(MACHINE GUN)

• 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.

DUST 1947

RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x QUAD HEAVY MACHINEGUN	8	12/1	12/1	10/1	7/1	7/1	5/1	2/1	-	-	-	-	4/2	3/2	1/1	

+ 4

3 6 2

9
AP



HONEY

**M1C LIGHT ASSAULT WALKER
(PHASER)**

• **PHASER** • (Medium Phaser Gun)

Targets get no Cover Save from this weapon but still receive Infantry Save.

• **SALVO** • (Medium Phaser Gun)

May double number of attack dice in an Attack but must be reloaded with a Reload Action prior to next use.

DUST 1947

																
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3		
A 1x DUAL MEDIUM PHASER GUNS	8	4/1	4/1	4/1	4/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-	

+ 4 + + + +

→ 3 →→ 6  **2**

7
AP

BLACKHAWK

M1B LIGHT ASSAULT WALKER
(PIAT)

• GRENADE • (Heavy Piat)

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

• RELOAD • (Heavy Piat)

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 HEAVY PIAT	4	↓/1	↓/1	↓/1	↓/1	3/2	3/2	3/2	3/6	3/5	3/5	2/4	-	-	-	

+ 4



→ 3

→→ 6

 3

10
AP



RECON MICKEY

M3H MEDIUM COMBAT WALKER
(RECONNAISSANCE)

• 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.

DUST 1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL HEAVY MACHINEGUNS	8	7/1	7/1	6/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
D 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 5



→ 3

→→ 5

 3

13
AP



MICKEY

M3A MEDIUM COMBAT WALKER
(CLOSE SUPPORT)

• GRENADE • (M1 Howitzer)

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 M1 HOWITZER	8	↓/1	↓/1	↓/1	↓/1	1/2	1/4	1/3	1/3	1/2	1/2	1/1	-	-	-	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 6



→ 3

→→ 5

 4

11
AP



HOTDOG

M3B MEDIUM COMBAT WALKER
(NAPALM)

• FLAME • (Napalm Throwing)

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 NAPALM THROWER	2	♣/1	♣/1	♣/1	♣/1	♣/♠	♣/♠	♣/3	♣/3	♣/3	♣/3	♣/3	-	-	-	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 6



→ 3

→→ 5

 4

13
AP



POUNDER

M3C MEDIUM COMBAT WALKER
(ANTI-TANK)

DUST 1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x ANTI-TANK GUN	16	↓/1	↓/1	↓/1	↓/1	1/∞	1/∞	1/5	1/4	1/4	1/3	1/3	-	-	-	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 6



→ 3

→→ 5

 4

14
AP



STEEL RAIN

M3F MEDIUM COMBAT WALKER
(ASSAULT ENGINEER)

• GRENADE • (Petard Mortar)

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

• RELOAD • (Petard Mortar)

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.

• VOLLEY • (Rocket)

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 PETARD MORTAR	4	↓/1	↓/1	↓/1	↓/1	↓/☠	↓/☠	↓/5	↓/4	↓/4	↓/3	↓/3	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	
C 4x ROCKET (LIMITED AMMUNITION)	6	↓/1	↓/1	↓/1	↓/1	↓/☠	↓/3	↓/3	↓/2	↓/2	↓/1	↓/1	-	-	-	   

+ 6



→ 3

→→ 5

 4



16
AP



RATTLER

M3E MEDIUM COMBAT WALKER
(ANTI-AIRCRAFT)

• 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.

DUST 1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL ANTI-AIRCRAFT GUNS	12	↓/1	↓/1	↓/1	↓/1	3/2	3/3	3/3	2/2	1/2	-	-	3/3	2/3	1/2	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 6

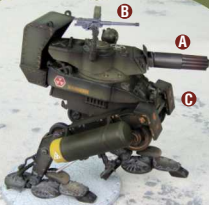


→ 3

→→ 5

 4

17
AP



COBRA

M3D MEDIUM COMBAT WALKER
(PHASER)

• PHASER • (Heavy Phaser)

Targets get 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 HEAVY PHASER	10	6/1	6/1	6/1	6/1	1/6	1/6	1/6	1/6	1/6	1/6	1/6	-	-	-	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 6



→ 3

→→ 5

 4

9
AP



MICKEY ARV

M3RV MEDIUM RECOVERY
VEHICLE

- ENGINEER VEHICLE •

Has improved Engineering Action.

- MECHANIC •

Can use Makeshift Repair Action.

DUST 1947

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

+ 6



→ 3

→→ 5

 4

10
AP



RECON MICKEY II

M3J MEDIUM COMBAT WALKER
(RECONNAISSANCE)

• 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.

DUST 1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL HEAVY MACHINEGUNS	8	7/1	7/1	6/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
D 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 5



→ 3

→→ 5

3

16
AP



BARKING DOG

M3G MEDIUM COMBAT WALKER
(ANTI-TANK)

• RELOAD • (Sextuple Recoilless Guns)

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 SEXTUPLE RECOILLESS GUNS	12	↓/1	↓/1	↓/1	↓/1	4/☠	4/☠	4/☠	4/5	4/4	2/4	2/3	-	-	-	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 6



→ 3

→→ 5

 4

12
AP



MICKEY A.V.R.E.

M3F3 MEDIUM COMBAT WALKER
(ASSAULT ENGINEER)

• GRENADE • (Petard Mortar)

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

• RELOAD • (Petard Mortar)

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 PETARD MORTAR	4	♣/1	♣/1	♣/1	♣/1	♣/♣	♣/♣	♣/5	♣/4	♣/4	♣/3	♣/3	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	
C 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	

+ 6



→ 3

→→ 5

4

8
AP

COMMAND TRUCK

DODGE WC51, 3/4 TON
(LIGHT COMMAND TRUCK)

• COMMAND VEHICLE •

Officers, Mechanics, and Medics 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.

• WHEELED •

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

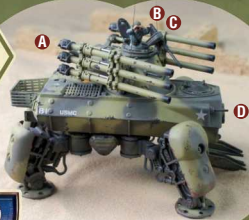
DUST 1947

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

+ 3 + + + +

→ 3 → → 5  **2**

19
AP



SIX SHOOTER

M5B HEAVY DESTROYER WALKER
(ANTI-TANK)

• SALVO • (Dual Triple Recoilless Guns)

May double number of attack dice in an Attack but must be reloaded with a Reload Action prior to next use.

• 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 TRIPLE RECOILLESS GUNS	12	♣/1	♣/1	♣/1	♣/1	2/♣	2/♣	2/♣	2/5	2/4	1/4	1/3	-	-	-	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	
D 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 7



* Large Vehicle

→ 2

→→ 4

 6

25
AP



BULLDOG

M5A HEAVY DESTROYER WALKER
(PHASER)

• PHASER • (Rapid-Fire Phaser Gun)

Targets get 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 RAPID-FIRE PHASER GUN	10	11/1	11/1	11/1	11/1	2/6	2/6	2/6	2/6	2/6	2/6	2/6	-	-	-	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	
D 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 7



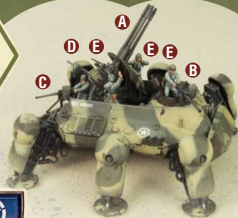
* Large Vehicle

→ 2

→→ 4

 6

15
AP



SKYSWEEPER

M8 HEAVY SUPPORT WALKER
(ANTI-AIRCRAFT)

• 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.

• 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 TRIPLE ANTI-AIRCRAFT GUNS	12	♣/1	♣/1	♣/1	♣/1	4/♣	4/4	4/3	3/3	2/2	1/2	-	4/3	3/3	1/2	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
D 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
E 3x SUBMACHINE GUN	3	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	-	-	-	

+ 6



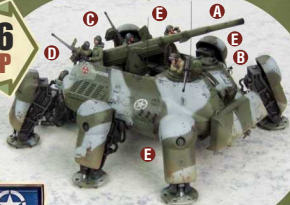
* Huge Vehicle

→ 2

→→ 4

5

16
AP



LONG TOM II

M7C HEAVY SUPPORT WALKER
(ARTILLERY)

• ARTILLERY • (M2 Long Tom Gun)

Can fire under control of an Artillery Observer. Ignores 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 M2 LONG TOM GUN	4-18	↓/1	↓/1	↓/1	↓/1	↓/3	↓/2	↓/2	↓/1	↓/1	↓/1	↓/1	-	-	-	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
D 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
E 3x SUBMACHINE GUN	3	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	-	-	-	

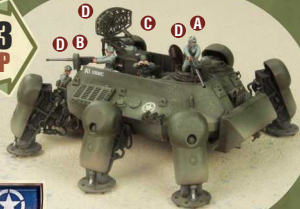
+ 6



* Huge Vehicle

→ 2 →→ 4  5

13
AP



MOBILE HQ

M1 HEAVY COMMAND WALKER

DUST 1947

• 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.

• AIR ALERT •

Take Air Alert Special Action to select an Aircraft in Line of Sight. On a friendly Units attacking it hit on as well as for the remainder of the turn.

• COMMAND VEHICLE •

Officers, Mechanics, and Medics 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.

• 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 HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
D 3x SUBMACHINE GUN	3	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	-	-	-	

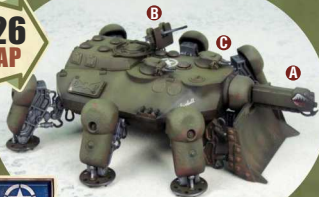
+ 6



* Huge Vehicle

→ 2 →→ 4 5

26
AP



FIREBALL

M7B HEAVY ASSAULT WALKER
(NAPALM)

• DOZER BLADE •

Take a Dozer Special Action to gain a Cover Save until the vehicle takes a Move or March Move Action.

• FLAME • (Heavy Napalm Thrower)

Target gets no saves from this weapon and is suppressed.

• PASSENGERS (6) •

Can carry six Infantry with Armour 1 or 2 or three Infantry with Armour 3 or 4.

• SCOUT •

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

• 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 HEAVY NAPALM THROWER	3	♣/1	♣/1	♣/1	♣/1	♣/♠	♣/♠	♣/4	♣/4	♣/4	♣/4	-	-	-		
B 1x DUAL HEAVY MACHINEGUNS	8	7/1	7/1	6/1	4/1	4/2	3/1	1/1	-	-	-	3/2	2/2	1/1		
C 2x DUAL MACHINEGUNS	6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	-		

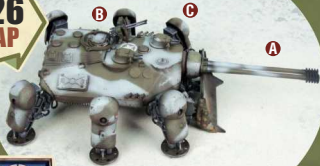
+10



* Huge
Vehicle

→ 2 →→ 3  7

26
AP



PUNISHER

M7A HEAVY ASSAULT WALKER
(ANTI-TANK)

• DOZER BLADE •

Take a Dozer Special Action to gain a Cover Save until the vehicle takes a Move or March Move Action.

• PASSENGERS (6) •

Can carry six Infantry with Armour 1 or 2 or three Infantry with Armour 3 or 4.

• SMOKE LAUNCHERS • •

Once per game, take a Free Smoke Launcher Action to place Smoke on Unit.

DUST 1947

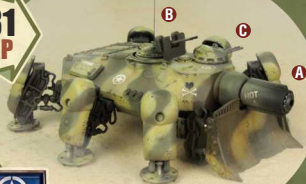
	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL ANTI-TANK GUNS	18	↓/1	↓/1	↓/1	↓/1	2/☠	2/☠	2/☠	2/☠	2/6	2/6	2/5	-	-	-	
B 1x DUAL HEAVY MACHINEGUNS	8	7/1	7/1	6/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1	
C 2x DUAL MACHINEGUNS	6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	-	-	

+10



* Huge Vehicle

→ 2 →→ 3  7

31
AP

DEVASTATOR

M7D HEAVY ASSAULT WALKER
(PHASER)

• DOZER BLADE •

Take a Dozer Special Action to gain a Cover Save until the vehicle takes a Move or March Move Action.

• PHASER • (Rapid-Fire Phaser Gun)

Targets get 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 ASSAULT PHASER GUN	8	14/1	14/1	14/1	14/1	4/4	4/4	4/4	4/4	4/4	4/4	4/4	-	-	-	
B 1x DUAL HEAVY MACHINEGUNS	8	7/1	7/1	6/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1	
C 2x DUAL MACHINEGUNS	6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	-	-	

+10



* Huge
Vehicle

→ 2 →→ 3  7

17
AP



STORM
P-48C PELICAN
(FIGHTER BOMBER)

• VOLLEY • (Heavy 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 SEXTUPLE HEAVY MACHINEGUNS	2	12/1	12/1	12/1	9/1	7/2	6/2	3/1	-	-	-	-	10/2	7/2	4/1	
B 2x HEAVY BOMB (LIMITED AMMUNITION)	2	↓/1	↓/1	↓/1	↓/1	↓/♣	↓/♣	↓/♣	↓/6	↓/5	↓/5	↓/4	-	-	-	 

+ 6



→ 12 → 24 → 2 

18
AP



THUNDER

P-48X PELICAN
(FIGHTER BOMBER, ROCKET)

• VOLLEY • (Medium Rockets)

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 SEXTUPLE HEAVY MACHINEGUNS	2	12/1	12/1	12/1	9/1	7/2	6/2	3/1	-	-	-	-	10/2	7/2	4/1	
B 2x MEDIUM ROCKETS (LIMITED AMMUNITION)	3	↓/1	↓/1	↓/1	↓/1	↓/∞	↓/4	↓/3	↓/3	↓/2	↓/2	↓/1	-	-	-	

+ 6



→ 12 → 24 → 2

20
AP



FIELD PHASER

• PHASER • (Phaser Gun)

Targets get no Cover Save from this weapon but still receive Infantry Save.

• 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.

DUST 1947

																
	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x PHASER GUN	10	7/1	7/1	7/1	7/1	1/7	1/7	1/7	1/7	1/7	1/7	1/7	-	-	-	
B 4x BAR AUTOMATIC RIFLE	6	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	2/1	1/1	-	

+ 4



→ 0 →→ 0

 1

30
AP



DUAL FIELD PHASER

• PHASER • (Dual Phaser Gun)

Targets get no Cover Save from this weapon but still receive Infantry Save.

• 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.

DUST 1947

																
	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL PHASER GUN	12	14/1	14/1	14/1	14/1	2/7	2/7	2/7	2/7	2/7	2/7	2/7	-	-	-	
B 4x BAR AUTOMATIC RIFLE	6	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	2/1	1/1	-	

+ 4



→ 0 →→ 0

 1

6
AP**LCM-48****LANDING CRAFT, MEDIUM 48**

- **NAVAL UNIT** •

Treats Water as Open Terrain but cannot enter any other type of Terrain. May take free Attack Action after performing a March Move Action.

- **SEALIFTER** •

Naval Unit equipped to carry Units into battle.

DUST 1947

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

+10**→ 3****→→ 6** **2**

19
AP



WOLVERINE II

M10A2 GUN MOTOR CARRIAGE
(PHASER)

• PHASER • (Heavy Phaser Gun)

Targets get 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.

• 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 PHASER GUN	10	6/1	6/1	6/1	6/1	1/6	1/6	1/6	1/6	1/6	1/6	1/6	-	-	-	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 6



* Large Vehicle

→ 3

→→ 5

 4

18
AP



WOLVERINE III

M10A3 GUN MOTOR CARRIAGE
(ANTI-TANK)

• RELOAD • (Sextuple Recoilless Guns)

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.

• SMOKE LAUNCHERS • •

Once per game, take a Free Smoke Launcher Action to place Smoke on Unit.

• 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 SEXTUPLE RECOILLESS GUNS	12	↓/1	↓/1	↓/1	↓/1	4/☠	4/☠	4/☠	4/5	4/4	2/4	2/3	-	-	-	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 6



* Large Vehicle

→ 3

→→ 5

 4

24
AP



PERSHING II

M26A2 HEAVY TANK
(PHASER)

DUST 1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x HEAVY PHASER GUN	10	11/1	11/1	11/1	11/1	2/6	2/6	2/6	2/6	2/6	2/6	2/6	-	-	-	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	
D 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

• PHASER • (Heavy Phaser Gun)

Targets get 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.

• TRACKED •

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

+ 7



* Large Vehicle

→ 2 →→ 5 5

19
AP



PERSHING III

M26A3 HEAVY TANK (ANTI-TANK)

• SALVO • (Dual Triple Recoilless Guns)

May double number of attack dice in an Attack but must be reloaded with a Reload Action prior to next use.

• SMOKE LAUNCHERS • •

Once per game, take a Free Smoke Launcher Action to place Smoke on Unit.

• TRACKED •

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

1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL TRIPLE RECOILLESS GUNS	12	↓/1	↓/1	↓/1	↓/1	2/☠	2/☠	2/☠	2/5	2/4	1/4	1/3	-	-	-	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	
D 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 7



* Large Vehicle

→ 2

→→ 5

5



9
AP



MACHETE MACK

GUNNERY SERGEANT Q "MACK"
MACDONALD, USMC

• **EXPERT** • (BAR Automatic Rifle)

Hits on as well as .

• **OFFICER** •

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

• **SCOUT** •

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

• **TRAIL BLAZER** •

Can Move through enemy Units. Applies to Units Joined.

DUST 1947

RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x BAR AUTOMATIC RIFLE	6	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	2/1	1/1	-
B 1x DUAL MACHETES	C	2/1	2/1	2/1	2/1	-	-	-	-	-	-	-	-	-	-

+ 4



* Hero

→ 2 →→ 5

1

7
AP

MACHETE MACK

GUNNERY SERGEANT Q "MACK"
MACDONALD, USMC

• EXPERT • (Dual Machetes)

Hits on as well as .

• OFFICER •

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

• SCOUT •

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

• TRAIL BLAZER •

Can Move through enemy Units. Applies to Units Joined.

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 DUAL MACHETES	C	2/1	2/1	2/1	2/1	-	-	-	-	-	-	-	-	-	-

+ 4



* Hero

→ 2 →→ 5

1

7
AP**FRANK**
**MASTER SERGEANT FRANK
STONE, USMC**
• AND STAY DOWN •

Any unit hit by ranged weapons fired by this unit automatically gain a suppression token.

• CHEAT DEATH •

If eliminated, roll a die. On a or , cancel one point of Damage and Hero survives, but gains a Stunned token.

• EXPERT • (Bare Knuckles)

Hits on as well as .

• NOTHIN'S EASY •

Does not gain Under fire or Suppression. Applies to Units Joined.

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 1x BARE KNUCKLES	C	2/1	2/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-

4


* Hero

2 **5**
1

8
AP



CRAZY JIMMY

FIRST SERGEANT JAMES T MURPHY, USMC

• ACE PILOT •

May mount a Vehicle, using his skills while mounted. Roll one die when Vehicle Activates gaining a third action on a or a .

• CRAZY JIMMY •

If this Hero performs a March Move with the Vehicle he is piloting it receives a Cover Save until his next Activation.

• LUCKY • •

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

DUST 1947

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

+ 4



* Hero

→ 2 →→ 5

1

11
AP



TOM

LIEUTENANT COLONEL TOM
JACOBS, USMC

• **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.

• **PILOT** •

May mount a Vehicle and use Skills while mounted.

DUST 1947

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

+ 4



* Hero

➔ 2 ➔➔ 5

 1

9
AP



DIVER

LIEUTENANT TOM DERRICK,
USMC

• BRAVE •

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

• EXPERT • (Submachine Gun)

Hits on as well as .

• INFANTRY ACE •

Roll one die when Unit Activates gaining a third action on a or a .

DUST 1947

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

+ 5



* Hero

→ 3

→→ 5

1

2
AP

UNIT LEADER



USMC OBSERVER SQUAD


• 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

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

→ 2 →→ 5  1

5
AP



UNIT LEADER



USMC DEMOLITION SQUAD

DUST 1947

															
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 2x SUBMACHINE GUN	3	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	-	-	-
B 3x SHOTGUN	2	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
C 5x DEMOLITION 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

6
AP



UNIT LEADER



USMC FIRE SQUAD

DUST 1947

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

→ 2 →→ 5  1

7
AP

UNIT LEADER



USMC RECONNAISSANCE SQUAD

• 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.

DUST 1947

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

→ 2 →→ 5  1

6
AP

UNIT LEADER



USMC ASSAULT SQUAD

• 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 3x SUBMACHINE GUN	3	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	-	-
B 2x FLAMETHROWER	1	♣/1	♣/1	♣/1	♣/1	♣/♠	♣/♠	♣/2	♣/2	♣/2	♣/2	-	-	-

→ 2 →→ 5  1

9
AP



UNIT LEADER



USMC RIFLE SQUAD

• 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.

DUST 1947

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

→ 2 →→ 5  1

9
AP



UNIT LEADER



USMC ANTI-TANK SQUAD

DUST 1947

															
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 3X BAR AUTOMATIC RIFLE	6	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	2/1	1/1	-
B 2X RECOILLESS RIFLE	8	↓/1	↓/1	↓/1	↓/1	1/∞	1/3	1/3	1/2	1/2	1/1	1/1	-	-	-

→ **2** →→ **5**  **1**

10
AP



UNIT LEADER






USMC COMMAND SQUAD

• COMMAND SQUAD •

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

DUST 1947




	RANGE														
		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x BAR AUTOMATIC RIFLE	6	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	2/1	1/1	-
B 2x SUBMACHINE GUN	3	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	-	-	-
C 2x SHOTGUN	2	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-

→ 2 →→ 5  1

5
AP

USMC HEAVY MACHINE GUN SQUAD



DUST 1947

	RANGE														
		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x BAR AUTOMATIC RIFLE	6	4/1	3/1	2/1	1/1	2/1	1/1	-	-	-	-	-	2/1	1/1	-
B 2x SUBMACHINE GUN	3	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	-	-	-
C 1x HEAVY MACHINEGUN	10	9/1	9/1	7/1	5/1	5/2	4/1	1/1	-	-	-	-	-	-	-

+ 3 

 **1**  **3**  **1**

• 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.

• SUPPORT WEAPON •

Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

7

AP



UNIT LEADER



USMC HEAVY MORTAR SQUAD

• SUPPORT WEAPON •

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

• ARTILLERY • (Heavy Mortar)

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

DUST 1947

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

+ 4



→ 1 →→ 3

1

7
AP

A C

B C

B C



UNIT LEADER



USMC HEAVY ENGINEER SQUAD

• CUTTING • (Power Drill)

When weapon hits, roll again scoring another hit on a . Keep rolling until failing to hit.

• FLAME • (Flamethrower)

Target gets no saves from this weapon and is suppressed.

• 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	2/1	2/1	2/1	2/1	2/☠	2/☠	2/4	2/4	2/3	1/3	1/2	-	-	-	
B 2x FLAMETHROWER	1	☠/1	☠/1	☠/1	☠/1	☠/☠	☠/☠	☠/2	☠/2	☠/2	☠/2	☠/2	☠/2	-	-	-
C 3x POWER DRILL	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 3

7
AP

UNIT LEADER



USMC CLOSE ASSAULT SQUAD

• 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 3x SHOTGUN	2	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	
B 2x FLAMETHROWER	1	↓/1	↓/1	↓/1	↓/1	↓/☠	↓/☠	↓/2	↓/2	↓/2	↓/2	-	-	-	

→ 3 →→ 5  1

5
AP

UNIT LEADER



USMC WAR DOGS RECON SQUAD

• CHARGE •

May take a free Close-Combat Action after performing a March Move Action.

• FIRST STRIKE •

Resolve close combat attack before target resolves theirs.

• GRAPPLE • (Dog Bite)

Targets Hit by this weapon gain a Stunned Token.

• SCOUT •

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

• SUPPORT WEAPON •

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

• SAVAGE ANIMAL • (Dog Bite)

Hits on and .

DUST 1947

RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 3x SHOTGUN	2	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-
B 2x DOG BITE	C	2/1	2/1	2/1	1/1	-	-	-	-	-	-	-	-	-	-

+ 5



→ 2 →→ 5

1

7
AP



BUSHMASTER

M1D LIGHT ASSAULT WALKER
(ANTI-TANK)

DUST 1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x TWIN RECOILLESS GUNS	8	↓/1	↓/1	↓/1	↓/1	2/☠	2/☠	2/4	2/3	1/3	1/2	1/2	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 4

→ 3 →→ 6  2

10
AP



MICKEY (LIGHT)

M3A2 MEDIUM COMBAT WALKER
(CLOSE SUPPORT)

• GRENADE • (M1 Howitzer)

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 M1 HOWITZER	8	↓/1	↓/1	↓/1	↓/1	1/2	1/4	1/3	1/3	1/2	1/2	1/1	-	-	-	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 6



→ 3

→→ 5

 3

11
AP



**MICKEY
A.V.R.E. (LIGHT)**
M3F2 MEDIUM COMBAT WALKER
(ASSAULT ENGINEER)

• **GRENADE • (Petard Mortar)**

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

• **RELOAD • (Petard Mortar)**

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 PETARD MORTAR	4	♣/1	♣/1	♣/1	♣/1	♣/♣	♣/♣	♣/5	♣/4	♣/4	♣/3	♣/3	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	
C 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	

+ 6



→ 3

→→ 5

3

11
AP



POUNDER (LIGHT)

M3C2 MEDIUM COMBAT WALKER
(ANTI-TANK)

DUST 1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x ANTI-TANK GUN	16	↓/1	↓/1	↓/1	↓/1	1/∞	1/∞	1/5	1/4	1/4	1/3	1/3	-	-	-	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 6



→ 3

→→ 5

 3

14
AP



BARKING DOG (LIGHT)

M3G2 MEDIUM COMBAT WALKER
(ANTI-TANK)

• RELOAD • (Sextuple Recoilless Guns)

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 SEXTUPLE RECOILLESS GUNS	12	↓/1	↓/1	↓/1	↓/1	4/☠	4/☠	4/☠	4/5	4/4	2/4	2/3	-	-	-	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 6



→ 3

→→ 5

 3

10
AP



RECON MICKEY

M3H MEDIUM COMBAT WALKER
(RECONNAISSANCE)

• 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.

DUST 1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL HEAVY MACHINEGUNS	8	7/1	7/1	6/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
D 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 5



→ 3

→→ 5



 3

7
AP

WILDFIRE

M1A LIGHT ASSAULT WALKER
(MACHINE GUN)

• 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.

1947

																
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3		
A 1x QUAD HEAVY MACHINEGUN	8	12/1	12/1	10/1	7/1	7/1	5/1	2/1	-	-	-	-	4/2	3/2	1/1	

+ 4



→ 3

→→ 6

 2

11
AP



RECON MICKEY III

M3K MEDIUM COMBAT WALKER
(ARMED RECONNAISSANCE)

• 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.

DUST 1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x RECOILLESS GUN	8	↓/1	↓/1	↓/1	↓/1	1/☠	1/☠	1/4	1/3	1/3	1/2	1/2	-	-	-	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x DUAL HEAVY MACHINEGUNS	8	7/1	7/1	6/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1	
D 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 5



→ 3

→→ 5

 3

8
AP



RATTLESNAKE

M1D LIGHT ASSAULT WALKER
(ANTI-TANK)

• PILOT: TOM •

Only Tom can pilot the Rattlesnake, but it can be fielded without him. The Rattlesnake is unique so only one may be fielded.

DUST 1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x TWIN RECOILLESS GUNS	8	↓/1	↓/1	↓/1	↓/1	2/☠	2/☠	2/4	2/3	1/3	1/2	1/2	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	-	-	-	
C 1x SUBMACHINE GUN	3	5/1	4/1	3/1	2/1	3/1	-	-	-	-	-	-	-	-	-	

+ 4



→ 3

→→ 6

 2

13
AP



SEAHORSE

SIKORSKY H-34
AIR TRAFFIC HELICOPTER



• AIR TRAFFIC CONTROL •

To take an Air Traffic Control Special Action, select and Aircraft in Line of Sight and on a result of the selected Aircraft Activates again.

• 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.

• HELICOPTER •

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

1947

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

+10



→ 6

→→ 12

1



7
AP

BULL'S EYE

ROGER APPELBY,
MI6 AGENT

• CHEAT DEATH •

If eliminated, roll a die. On a or , cancel one point of Damage and Hero survives, but gains a Stunned token.

• EXPERT • (Demo Charge)

Hits on as well as .

• POWER SCOPE •

Hits on as well as when using ranged weapons when making Sustained Attack. Does not apply to Units Joined.

• SPY •

Not placed at the start of the game. Each time SPY is activated while off table, roll two dice. If any are rolled, place SPY within 1 of an enemy Unit and then perform one Action for each rolled.

• SNIPER • (Sniper Rifle)

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 1x SNIPER RIFLE	8 1/1 1/1 1/1 1/1	1/1 1/1 - - - - -	- - -	
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	- - -	

+ 3



* Hero



→ 2 →→ 5



6
AP**MAGGIE**
**SERGEANT MARGARET MARKS,
DESERT SCORPIONS**
• CAMOUFLAGE •

Take Camouflage Action. No enemy Unit at Range 3 or higher has Line of Sight to this Unit until it takes any Action other than Move, Nothing, or Attack using Artillery Observer. Start the game Camouflaged. Does not apply to Units Joined.

• EXPERT • (Crossbow)

Hit on rolls of  as well as . Does not apply to Units Joined.

• SCOUT •

Take March Move Action as first Action of game, leaving one further Action for that Activation.

• SNIPER • (Crossbow)

Choose the enemy Soldiers hit with this weapon. Ignores Infantry and Cover Saves.

• STEALTH • (Crossbow)

Attacking with this weapon does not remove Camouflage.

DUST 1947

															
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x CROSSBOW	4	1/1	1/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-
B 1x PISTOL	2	3/1	3/1	2/1	-	2/1	-	-	-	-	-	-	-	-	-
C 1x MACHETTE & DAGGER	C	2/1	2/1	2/1	1/1	-	-	-	-	-	-	-	-	-	-

+ 4


* Hero

→ 2 →→ 5
 **1**

6
AP

GREGORY & IZZY

SERGEANT GREGORY WITHROW,
DESERT SCORPIONS

• ACE GUNNER •

Any Vehicle this Hero pilots gains Expert on all Weapons.

• PILOT •

May mount a Vehicle, using their skills while in the Vehicle.

• GRAPPLE • (Izzy Bite)

Targets Hit bu this weapon gain a Stunned Token.

• SAVAGE ANIMAL • (Izzy Bite)

Hits on as well as .

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 IZZY'S BITE	C	2/1	2/1	2/1	2/1	-	-	-	-	-	-	-	-	-

+ 6



* Hero

→ 2 →→ 5

1

11
AP



UNIT LEADER



DESERT SCORPIONS HEAVY KILL SQUAD

DUST 1947

A 3X PHASER
SUBMACHINE GUN

														
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
4	5/1	5/1	5/1	5/1	2/2	2/2	2/2	2/2	2/2	2/2	2/2	-	-	-

• BRAVE •

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

• PHASER • (Phaser Submachine Gun)

Targets get no Cover Save from this weapon but still receive Infantry Save.

→ 2 →→ 4  3

7
AP

A C

B C

B C



UNIT LEADER




DESERT SCORPIONS HEAVY ENGINEER SQUAD

DUST 1947

- A** 1x BAZOOKA
- B** 2x FLAMETHROWER
- C** 3x POWER DRILL

															
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A	4	2/1	2/1	2/1	2/1	2/☠	2/☠	2/4	2/4	2/3	1/3	1/2	-	-	-
B	1	♣/1	♣/1	♣/1	♣/1	♣/☠	♣/☠	♣/2	♣/2	♣/2	♣/2	♣/2	-	-	-
C	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-	

• CUTTING • (Power Drill)

When weapon hits, roll again scoring another hit on a . Keep rolling until failing to hit.

• FLAME • (Flamethrower)

Target gets no saves from this weapon and is suppressed.

• GRENADE • (Bazooka)

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

→ 2 →→ 4  3

9
AP



DIVER

LIEUTENANT TOM DERRICK,
DESERT SCORPIONS

• BRAVE •

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

• EXPERT • (Submachine Gun)

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 .

DUST 1947

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

+ 5



* Hero

→ 3

→→ 5



1

8
AP



COMMAND TRUCK

DODGE WC51, 3/4 TON
(LIGHT COMMAND TRUCK)

• COMMAND VEHICLE •

Officers, Mechanics, and Medics 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.

• WHEELED •

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

TABLE 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 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
D 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 3 + + + +

→ 3 → → 5  2

13
AP



GUN TRUCK

DODGE WC51, 3/4 TON
(LIGHT GUN TRUCK)

• RAID •

The Vehicle can spend all its Actions to do a Raid Special Action. It can do MOVE + ATTACK + MOVE in this Activation, but can't be reactivated for this turn.

• WHEELED •

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

• PHASER • (Phaser Gun)

Targets get 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 PHASER GUN	8	4/1	4/1	4/1	4/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-	
B 1x RECOILLESS RIFLE	10	↓/1	↓/1	↓/1	↓/1	1/∞	1/∞	1/4	1/4	1/3	1/3	1/2	-	-	-	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
D 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
E 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 3 + + + +

→ 3 → → 5 2

14
AP



ASSAULT TRUCK

DODGE WC51, 3/4 TON
(LIGHT ASSAULT TRUCK)

• ASSAULT VEHICLE •

Passengers in this Vehicle can disembark after the Vehicle has Activated.

• PASSENGERS (2) •

Can Carry two Infantry with Armour 1 or 2 or one Infantry with Armour 3 or 4.








• RAID •

The Vehicle can spend all its Actions to do a Raid Special Action. It can do MOVE + ATTACK + MOVE in this Activation, but can't be reactivated for this turn.

• WHEELED •

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

MOVEMENT TABLE 1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x TWIN HEAVY MACHINEGUNS	8	7/1	7/1	6/1	4/1	4/2	3/1	1/1	-	-	-	-	3/2	2/2	1/1	
B 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
D 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
E 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 3 + + + +

→ 3 → → 5  2

10
AP



MORTAR TRUCK

DODGE WC51, 3/4 TON
(LIGHT MORTAR TRUCK)

• WHEELED •

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

• ARTILLERY • (Heavy Mortar)

Can fire under control of an Artillery Observer.

TABLE 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 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
D 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
E 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 3 

 **3**  **5**  **2**

8
AP

TRANSPORT TRUCK

DODGE WC51, 3/4 TON
(LIGHT TRANSPORT TRUCK)

• ASSAULT VEHICLE •

Passengers in this Vehicle can disembark after the Vehicle has Activated.

• PASSENGERS (6) •

Can carry six Infantry with Armour 1 or 2 or three Infantry with Armour 3 or 4.

• 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 1x HEAVY MACHINEGUN	8	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	2/2	2/2	1/1	
B 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
C 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
D 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 3

3 **5** **2**

7
AP



HUMBER MK V

ARMoured CAR
(PHASER)

• SCOUT •

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

• SMOKE LAUNCHERS •

Once per game, take a Free Smoke Launcher Action to place Smoke on Unit.

• PHASER • (Heavy Phaser Gun)

Targets get no Cover Save from this weapon but still receive Infantry Save.

• 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 1x PHASER GUN	6	3/1	3/1	3/1	3/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	2/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 4



→ 3

→→ 5

 3



12
AP



ACTION JACKSON

MAJOR JACKSON CLAYBORNE,
ALLIED HEAVY COMMAND

• AT THE DOUBLE •

May take a free Move Action after performing a March Move. Applies to Units Joined.

• OFFICER •

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

• PHASER • (Phaser Rifle)

Targets get 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 PHASER RIFLE	6	3/1	3/1	3/1	3/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-

+ 4



* Hero

→ 2 →→ 4

 3

11
AP



UNIT LEADER



ALLIED HEAVY COMMANDO BATTLE SQUAD

• PHASER • (Phaser Rifle)

Targets get 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 PHASER RIFLE	6	3/1	3/1	3/1	3/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-
B 3x ROCKET PUNCH	C	1/1	1/1	1/1	1/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-	-

→ 2 →→ 4  3

12
AP



UNIT LEADER



ALLIED HEAVY COMMANDO KILL SQUAD

• PHASER • (Phaser SMG)

Targets get no Cover Save from this weapon but still receive Infantry Save.

• SCOUT •

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

DUST 1947

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

→ 2 →→ 4  3