ANGELA

ANGELA WOLF
BLUTKREUZ KORPS ASSASSIN

CAMOUFLAGE: Take Camouflage Action. If in Cover, no enemy Unit at Range 3 or more has Line of Sight until this Unit takes any Action other than Move, Nothing, or Attack using Artillery Observer. Does not apply to Units Joined.

EXPERT - RIFLE: Hit on rolls of ⌖ as well as ✠.

KILLING SPREE: When Hero hits with Ranged Weapon, roll again scoring another hit on ✠. Continue rolling until fail to hit.

LONER: May not Join a Unit.

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

SNIPER: Choose the enemy Soldiers hit with this weapon.

TX052
2014

LUST TACTICS

ANGELA

ANGELA WOLF
BLUTKREUZ KORPS ASSASSIN

• CAMOUFLAGE • EXPERT - RIFLE •
• KILLING SPREE • LONER • SCOUT •
• 15MM SSG 47 SNIPER RIFLE: SNIPER •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x 15MM SSG 47 SNIPER RIFLE													
8	1/4	1/4	1/4	1/3	1/2	1/1	1/1	–	–	–	–	–	–	–
	B 1x MAUSER PISTOL													
2	3/1	2/1	1/1	–	2/1	–	–	–	–	–	–	–	–	–

HERO

3

8

A

THE BLOODY BARON

HAUPTMANN KLAUS VON RICHTHOFEN, BLUTKREUZ KORPS

DUST TACTICS

ACE AIR PILOT: May pilot an Aircraft, using his skills while in the Aircraft. Roll a die when the Aircraft Activates. On a ✠ or ⊕ the Aircraft gains a third Action for this Activation.

LASER: When this weapon hits, roll hits again scoring another hit on ✠. Continue rolling until re-roll fails to hit.

TX065
2014

THE BLOODY BARON

HAUPTMANN KLAUS VON RICHTHOFEN, BLUTKREUZ KORPS

• ACE AIR PILOT •
• LASERPISTOLE B: LASER •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x LASERPISTOLE B													
3	1/1	1/1	1/1	1/1	2/1	1/1	1/1	–	–	–	–	1/1	1/1	1/1

HERO

3

STEFAN

OBERLEUTNANT STEFAN RETTER, WEHRMACHT

AT THE DOUBLE: May take a free Move Action after performing a March Move Action. Applies to Units Joined as well.

EXPERT - FLAMMENWERFER: Hit on rolls of ⊕ as well as ✠. Does not apply to Units Joined.

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

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

FLAME: Targets get no Saves from this weapon and are Suppressed.

TX077
2014

DUST TACTICS

STEFAN

OBERLEUTNANT STEFAN RETTER, WEHRMACHT

• AT THE DOUBLE • OFFICER •
• EXPERT - FLAMMENWERFER • LUCKY •
• FLAMMENWERFER 44: FLAME •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x FLAMMENWERFER 44													
1	✦/✠	✦/✠	✦/2	✦/2	✦/✠	✦/✠	✦/2	✦/2	✦/2	✦/2	✦/2	–	–	–

HERO

4

SIGRID VON THALER

BLUTKREUZ KORPS

ASSASSIN: Choose Soldiers hit when using Close-combat Weapons. Does not apply to Units Joined.

BERSERK: When Hero hits with a Close-Combat Weapon, roll again scoring another hit on ✠. Continue rolling until fail to hit. Does not apply to Units Joined.

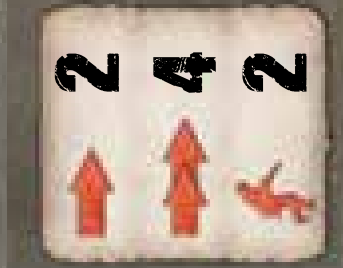
EXPERT - KNIVES: Hit on rolls of ⌖ as well as ✠.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

LASER: When hits, roll again scoring another hit on ✠. Continue rolling until fail to hit.

TX74
2014



SIGRID VON THALER

BLUTKREUZ KORPS

• ASSASSIN • BERSERK •
• EXPERT - KNIVES • OFFICER •
• LASERPISTOLE B: LASER •
• PANZERFAUST 100 (HE): GRENADE •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x PANZERFAUST 100 (HE)														
3	✠/1	✠/1	✠/1	✠/1	1/✠	1/✠	1/✠	1/5	1/4	1/4	1/3	–	–	–
B 1x LASERPISTOLE B														
3	1/1	1/1	1/1	1/1	2/1	1/1	1/1	–	–	–	–	1/1	1/1	1/1
C 1x PAIRED KNIVES														
C	2/2	2/2	1/2	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	–	–	–

HERO

4

SIGRID VON THALER

BLUTKREUZ KORPS PILOT

ASSASSIN: Choose Soldiers hit when using Close-combat Weapons. Does not apply to Units Joined.

BERSERK: When Hero hits with a Close-Combat Weapon, roll again scoring another hit on ✠. Continue rolling until fail to hit. Does not apply to Units Joined.

EXPERT - KNIFE & 7.5CM FPKWZ: Hit on rolls of ⌖ as well as ✠.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

LASER: When hits, roll again scoring another hit on ✠. Continue rolling until fail to hit.

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

TX74
2014

DUST TACTICS

SIGRID VON THALER

BLUTKREUZ KORPS PILOT

• ASSASSIN • BERSERK • PILOT •
• EXPERT - 7.5CM FPKZW • OFFICER •
• EXPERT - KNIFE •
• LASERPISTOLE B: LASER •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x LASERPISTOLE B													
3	1/1	1/1	1/1	1/1	2/1	1/1	1/1	–	–	–	–	1/1	1/1	1/1
	B 1x PAIRED KNIVES													
C	2/2	2/2	1/2	1/1	–	–	–	–	–	–	–	–	–	–

HERO

SIGRID VON THALER

BLUTKREUZ KORPS ASSASSIN

DUST TACTICS

ASSASSIN: Choose Soldiers hit when using Close-combat Weapons. Does not apply to Units Joined.

BERSERK: When Hero hits with a Close-Combat Weapon, roll again scoring another hit on ✠. Continue rolling until fail to hit. Does not apply to Units Joined.

EXPERT - KNIVES: Hit on rolls of ⌖ as well as ✠.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

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

GRENADE: Target Infantry get no Cover Save from this weapon.

LASER: When hits, roll again scoring another hit on ✠. Continue rolling until fail to hit.

TX275
2014

SIGRID VON THALER

BLUTKREUZ KORPS ASSASSIN

• ASSASSIN • BERSERK •
• EXPERT - KNIVES • OFFICER •
• PILOT • LASERPISTOLE B: LASER •
• PANZERFAUST 100 (HE): GRENADE •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x PANZERFAUST 100 (HE)													
3	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/5	1/4	1/4	1/3	–	–	–
	B 1x LASERPISTOLE B													
3	1/1	1/1	1/1	1/1	2/1	1/1	1/1	–	–	–	–	1/1	1/1	1/1
	C 1x PAIRED KNIVES													
C	2/2	2/2	1/2	1/1	–	–	–	–	–	–	–	–	–	–

HERO

4

MANFRED

OBERLEUTNANT MANFRED KREUZER, WEHRMACHT

FIGHTING SPIRIT: Once per game, hit on rolls of ⌖ as well as ✠. Applies to Units Joined as well.

MOVE AND FIRE: May take an extra Move Action immediately after performing an Attack or Sustained Attack Action using Ranged Weapons. Applies to Heroes that Join this Unit as well.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TX070
2014

MANFRED

OBERLEUTNANT MANFRED KREUZER, WEHRMACHT

• FIGHTING SPIRIT ▬ •
• MOVE AND FIRE • OFFICER •
• PANZERFAUST: GRENADE •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x STG 47 ASSAULT RIFLE													
4	4/1	3/1	2/1	1/1	2/1	–	–	–	–	–	–	2/1	1/1	–
	B 1x PANZERFAUST													
3	1/4	1/4	1/4	1/4	1/✠	1/✠	1/5	1/4	1/4	1/3	1/3	–	–	–

HERO

5

PANZERPRINZ

OBERST PRINZ WALTER VON FÜRSTENWERTH, WEHRMACHT

DUST TACTICS

ACE PILOT: May mount a Vehicle, using his skills while in the Vehicle. Roll a die when the Vehicle Activates. On a ✠ or ⊕ the Vehicle gains a third Action for this Activation.

TAKE AIM: Hits on ✠ as well as ⊕ when using Ranged weapons to make a Sustained Attack. Does not apply to Units Joined.

OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

TX072
2014

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

HERO

3

LARA

FELDWEBEL LARA WALTER
WEHRMACHT

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On ✠, a point of Damage is cancelled. Does not apply to Units Joined.

MOVE AND FIRE: May take an extra Move Action immediately after performing an Attack or Sustained Attack Action using Ranged Weapons. Applies to Heroes that Join this Unit as well.

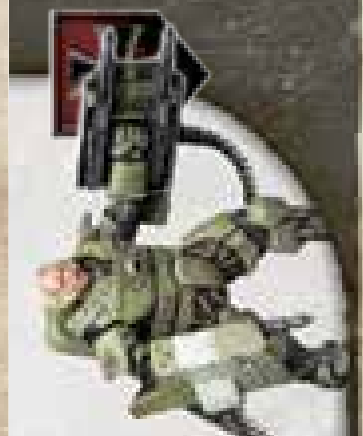
OFFICER: May take Officer Special Actions to reactivate or rearm their troops, or call in reinforcements.

TX067
2014

LARA

FELDWEBEL LARA WALTER
WEHRMACHT

• DAMAGE RESILIENT •
• MOVE AND FIRE • OFFICER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 2x TWIN MG 44Z													
6	12/1	11/1	8/1	4/1	7/1	3/1	–	–	–	–	–	3/1	2/1	–

HERO

4

LUST TACTICS

TOTENMEISTERIN

BLUTKREUZ KORPS EXPERIMENT NR. 10

BLUTKREUZ: All Mindless Zombie Units within Range 1 at the start of their Activation increase their Move to 3, their March Move to 4, and gain Charge.

RESURRECTION: May take Resurrection Action on a Mindless Zombie Unit within Range 1. Unit rolls a die for each Zombie eliminated from the Unit. Each ✠ returns one Zombie to the Unit.

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action. Applies to Units Joined as well.

ZOMBIE: Zombies always pass Infantry Saves on 🛡 as well as ✠. Only a Zombie may Join Zombies.

TX081
2014

TUSTF TACTICS

TOTENMEISTERIN

BLUTKREUZ KORPS EXPERIMENT NR. 10

• BLUTKREUZ • CHARGE •
• RESURRECTION • ZOMBIE •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x BLUTKREUZ														
C	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	–	–	–

HERO

4

GRENADIER X

BLUTKREUZ KORPS
FAILED EXPERIMENT

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action. Applies to Units Joined as well.

ZOMBIE: Zombies always pass Infantry Saves on 🛡 as well as ✠. Only a Zombie may Join Zombies.

CUTTING: When this weapon hits, roll hits again scoring another hit on ✠. Continue rolling until re-roll fails to hit.

TX058
2014

BLUTTACTICS

GRENADIER X

BLUTKREUZ KORPS
FAILED EXPERIMENT

• CHARGE • ZOMBIE •
• KREISSÄGE CIRCULAR SAW: CUTTING •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x KREISSÄGE CIRCULAR SAW														
C	4/1	4/1	3/1	2/1	4/1	3/1	3/1	2/1	2/1	1/1	1/1	–	–	–

HERO

3

MARKUS

BLUTKREUZ KORPS EXPERIMENT NR. 3

BERSERK: When Hero hits with a Close-Combat Weapon, roll again scoring another hit on ✠. Continue 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. Applies to Units Joined as well.

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On ✠, a point of Damage is cancelled. Does not apply to Units Joined.

GORILLA: Only a Gorilla may Join Gorillas.

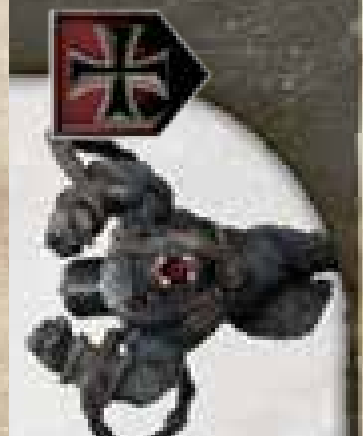
TX071
2014

DUST TACTICS

MARKUS

BLUTKREUZ KORPS EXPERIMENT NR. 3

• BERSERK • CHARGE •
• DAMAGE RESILIENT • GORILLA •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x SCHWERE PANZER GLOVES														
C	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	2/4	–	–	–

HERO

ZOMBIES

BLUTKREUZ KORPS ZOMBIE SQUAD

MINDLESS: Can be led by the BlutKreuz. Cannot take Objectives.

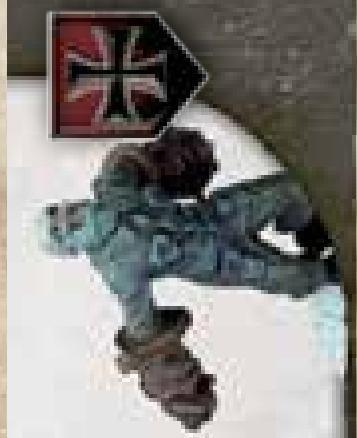
ZOMBIE: Zombies always pass Infantry Saves on 🛡 as well as ✠. Only a Zombie may Join Zombies.

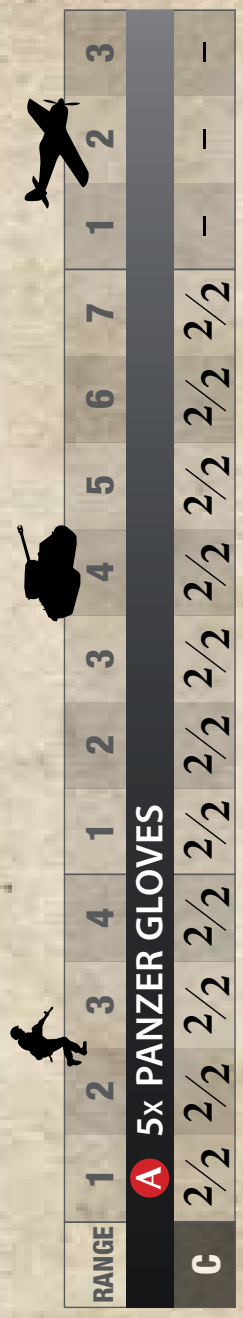
TX054
2014

BLUTTACTICS

ZOMBIES
BLUTKREUZ KORPS
ZOMBIE SQUAD

• MINDLESS •
• ZOMBIE •





RANGE	1	2	3	4	1	2	3	4	5	6	7	2	3
A 5x PANZER GLOVES													
C	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2	–	–

THE CURSED

BLUTZKREUZ KORPS
ZOMBIE SUICIDE SQUAD

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.

ZOMBIE: Zombies always pass Infantry Saves on 🛡 as well as ✠. Only a Zombie may Join Zombies.

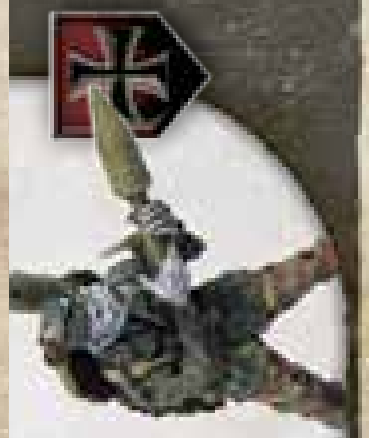
GREENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TX063
2014

THE CURSED

BLUTZKREUZ KORPS
ZOMBIE SUICIDE SQUAD

• CHARGE • ZOMBIE •
• PANZERFAUST 100: GRENADE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 5x PANZERFAUST 100 (LIMITED AMMO ☐☐☐☐☐)														
3	1/4	1/4	1/4	1/4	1/✠	1/✠	1/✠	1/5	1/4	1/4	1/3	–	–	–
B 5x TELLERMINE (LIMITED AMMO ☐☐☐☐)														
C	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	1/3	–	–	–

BRAINEATERS

BLUTKREUZ KORPS
ZOMBIE GRENADIER SQUAD

ZOMBIE: Zombies always pass Infantry Saves on 🛡 as well as ✠. Only a Zombie may Join Zombies.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TX057
2014

BRAINEATERS

BLUTKREUZ KORPS
ZOMBIE GRENADIER SQUAD

• ZOMBIE • PANZERFAUST: GRENADE •
• PANZERFAUST 100: GRENADE •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x MG 48														
6	9/1	8/1	6/1	3/1	5/1	3/1	–	–	–	–	–	3/1	2/1	–
B 4x MP 46 SUBMACHINE-GUN														
3	5/1	4/1	3/1	–	3/1	–	–	–	–	–	–	–	–	–
C 1x PANZERFAUST 100 (LIMITED AMMO ▬)														
3	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/5	1/5	1/4	1/4	1/3	–	–
D 3x PANZERFAUST (LIMITED AMMO ▬ ▬ ▬)														
3	1/4	1/4	1/4	1/4	1/4	1/4	1/5	1/5	1/4	1/4	1/3	1/3	–	–

KAMPFAFFEN

BLUTKREUZ KORPS GORILLA SQUAD

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On ✠, a point of Damage is cancelled. Does not apply to Units Joined.

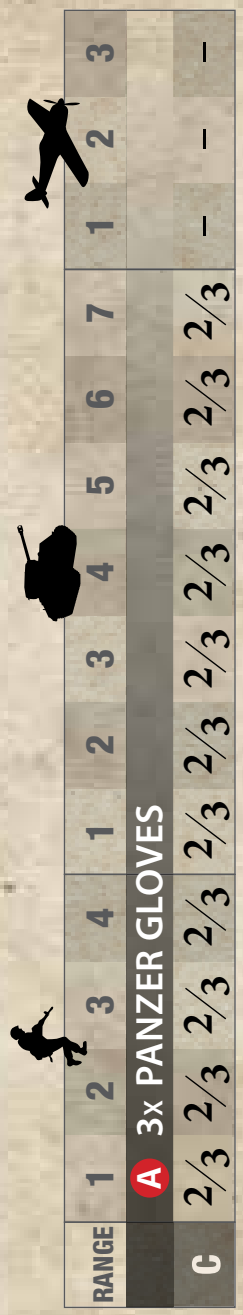
GORILLA: Only a Gorilla may Join Gorillas.

TX053
2014

KAMPFAFFEN

BLUTKREUZ KORPS GORILLA SQUAD

• CHARGE • GORILLA •
• DAMAGE RESILIENT •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 3x PANZER GLOVES													
C	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/3	–	–	–

STURMAFFEN

BLUTKREUZ KORPS
GORILLA PIONEER SQUAD

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On ✠, a point of Damage is cancelled. Does not apply to Units Joined.

GORILLA: Only a Gorilla may Join Gorillas.

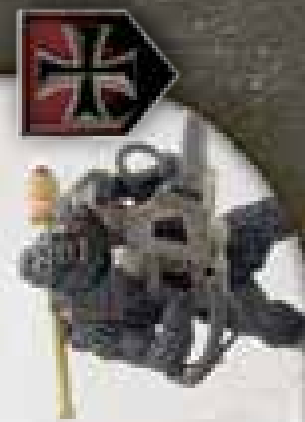
FLAME: Targets get no Saves from this weapon and are Suppressed.

TX078
2014

STURMAFFEN

BLUTKREUZ KORPS
GORILLA PIONEER SQUAD

• CHARGE • DAMAGE RESILIENT •
• GORILLA • FLAMMFAUST: FLAME •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 3x FLAMMFAUST (LIMITED AMMO ■■■)													
1	✦/✦✕	✦/✦✕	✦/2	✦/2	✦/✦✕	✦/✦✕	✦/2	✦/2	✦/2	✦/2	✦/2	–	–	–
	B 3x PRESSLUFTHAMMER JACKHAMMER													
C	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	–	–	–

EXECUTIONERS
WEHRMACHT 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 a Camouflage Action. If in Cover, no enemy Unit at Range 3 or more 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.

TX056
2014

DUST TACTICS

EXECUTIONERS
WEHRMACHT OBSERVER SQUAD

• ARTILLERY OBSERVER •
• CAMOUFLAGE •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 2x STG 47 ASSAULT RIFLE													
4	4/1	3/1	2/1	1/1	2/1	–	–	–	–	–	–	2/1	1/1	–

SHARPSHOOTERS
WEHRMACHT SNIPER SQUAD

CAMOUFLAGE: Take a Camouflage Action. If in Cover, no enemy Unit at Range 3 or more 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.

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

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

SNIPER: Choose the enemy Soldiers hit with this weapon.

TX076
2014

SHARPSHOOTERS
WEHRMACHT SNIPER SQUAD

• CAMOUFLAGE • SCOUT • SPOTTER •
• SG 45 SNIPER RIFLE: SNIPER •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x SG 45 SNIPER RIFLE													
8	1/3	1/3	1/2	1/1	1/1	1/1	–	–	–	–	–	–	–	–
	B 1x STG 47 ASSAULT RIFLE													
4	4/1	3/1	2/1	1/1	2/1	–	–	–	–	–	–	2/1	1/1	–

STORMTROOPERS

WEHRMACHT ASSAULT GRENADIER SQUAD

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TX055
2014

STORMTROOPERS

WEHRMACHT ASSAULT GRENADIER SQUAD

• PANZERFAUST: GRENADE •
• PANZERSCHRECK: GRENADE •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 4x STG 47 ASSAULT RIFLE													
4	4/1	3/1	2/1	1/1	2/1	–	–	–	–	–	–	2/1	1/1	–
	B 1x PANZERSCHRECK													
4	1/3	1/3	1/3	1/3	1/💀	1/💀	1/4	1/4	1/3	1/3	1/2	–	–	–
	C 2x PANZERFAUST (LIMITED AMMO ▬)													
3	1/4	1/4	1/4	1/4	1/💀	1/💀	1/5	1/4	1/4	1/3	1/3	–	–	–

TANK KILLERS

WEHRMACHT
TANK-HUNTER GRENADIER SQUAD

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TX080
2014

TANK KILLERS
WEHRMACHT
TANK-HUNTER GRENADIER SQUAD

• PANZERSCHRECK: GRENADE •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 3x STG 47 ASSAULT RIFLE														
4	4/1	3/1	2/1	1/1	2/1	–	–	–	–	–	–	2/1	1/1	–
B 2x PANZERSCHRECK														
4	1/3	1/3	1/3	1/3	1/⊗	1/⊗	1/4	1/4	1/3	1/3	1/2	–	–	–

THE GHOSTS

WEHRMACHT RECON GRENADIER SQUAD

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

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TX073
2014

DUST TACTICS

THE GHOSTS

WEHRMACHT RECON GRENADIER SQUAD

• SCOUT •
• PANZERFAUST: GRENADE •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x MG 48													
6	9/1	8/1	6/1	3/1	5/1	3/1	–	–	–	–	–	3/1	2/1	–
	B 4x STG 47 ASSAULT RIFLE													
4	4/1	3/1	2/1	1/1	2/1	–	–	–	–	–	–	2/1	1/1	–
	C 3x PANZERFAUST (LIMITED AMMO ■■■)													
3	1/4	1/4	1/4	1/4	1/4	1/4	1/5	1/4	1/4	1/3	1/3	–	–	–

STURMPIONIERE

WEHRMACHT ASSAULT ENGINEER SQUAD

AT THE DOUBLE: May take a free Move Action after performing a March Move Action.

FLAME: Targets get no Saves from this weapon and are Suppressed.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

TX079
2014

STURMPIONIERE

WEHRMACHT ASSAULT ENGINEER SQUAD

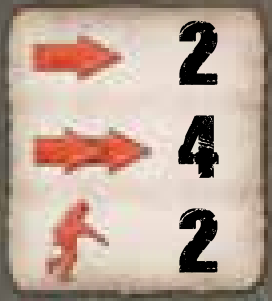
• AT THE DOUBLE •
• FLAMMENWERFER 44: FLAME •
• PANZERFAUST: GRENADE •

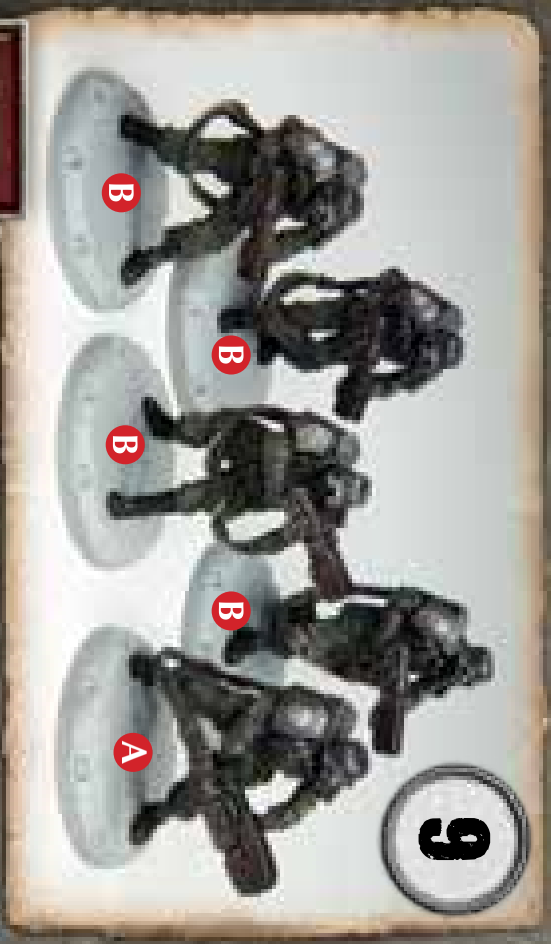
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 4x STG 47 ASSAULT RIFLE													
4	4/1	3/1	2/1	1/1	2/1	–	–	–	–	–	–	2/1	1/1	–
	B 3x PANZERFAUST (LIMITED AMMO ■■■)													
3	1/4	1/4	1/4	1/4	1/4	1/4	1/5	1/4	1/4	1/3	1/3	–	–	–
	C 1x FLAMMENWERFER 44													
1	✶/✶	✶/✶	✶/2	✶/2	✶/✶	✶/✶	✶/2	✶/2	✶/2	✶/2	✶/2	–	–	–

DEATH MASKS

BLUTKREUZ KORPS
LASER GRENADIER SQUAD

• LASERGEWEHR: LASER •
• STURMLASER: LASER •





DEATH MASKS

BLUTKREUZ KORPS
LASER GRENADIER SQUAD

LASER: When this weapon hits, roll hits again scoring another hit on ✠. Continue rolling until re-roll fails to hit.

TX068
2014

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x STURMLASER													
6	2/1	1/1	1/1	1/1	4/1	3/1	2/1	1/1	1/1	–	–	1/1	1/1	1/1
	B 4x LASERGEWEHR													
4	1/1	1/1	1/1	1/1	3/1	2/1	1/1	1/1	–	–	–	1/1	1/1	1/1

THE OLD MAN

WEHRMACHT COMMAND GRENADIER SQUAD

COMMAND SQUAD: May perform Special Actions with its Officer, Medic, or Mechanic to reactivate, heal, repair, or rearm Units, or to summon reinforcements.

TX066
2014

DUST TACTICS

THE OLD MAN
WEHRMACHT COMMAND GRENADIER SQUAD

• COMMAND SQUAD •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x MG 48													
6	9/1	8/1	6/1	3/1	5/1	3/1	–	–	–	–	–	3/1	2/1	–
	B 4x STG 47 ASSAULT RIFLE													
4	4/1	3/1	2/1	1/1	2/1	–	–	–	–	–	–	2/1	1/1	–

5

SNOWSTORM

WEHRMACHT MORTAR SQUAD

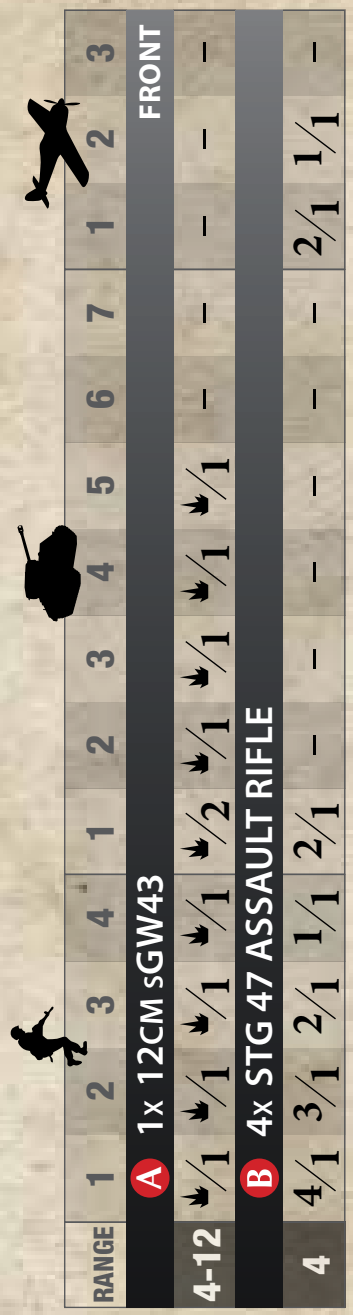
SUPPORT WEAPON: Support Weapons have three or four Soldiers on the same base. Surviving Soldiers choose which weapons to use for each attack.

ARTILLERY: Can fire under control of an Artillery Observer.

SNOWSTORM

WEHRMACHT MORTAR SQUAD

• 12CM sGW43: ARTILLERY •
• SUPPORT WEAPON •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x 12CM sGW43													FRONT
4-12	1/1	1/1	1/1	1/1	1/2	1/1	1/1	1/1	1/1	–	–	–	–	–
	B 4x STG 47 ASSAULT RIFLE													
4	4/1	3/1	2/1	1/1	2/1	–	–	–	–	–	–	2/1	1/1	–

4

THE PANZERS

WEHRMACHT HEAVY ASSAULT GRENADIER SQUAD

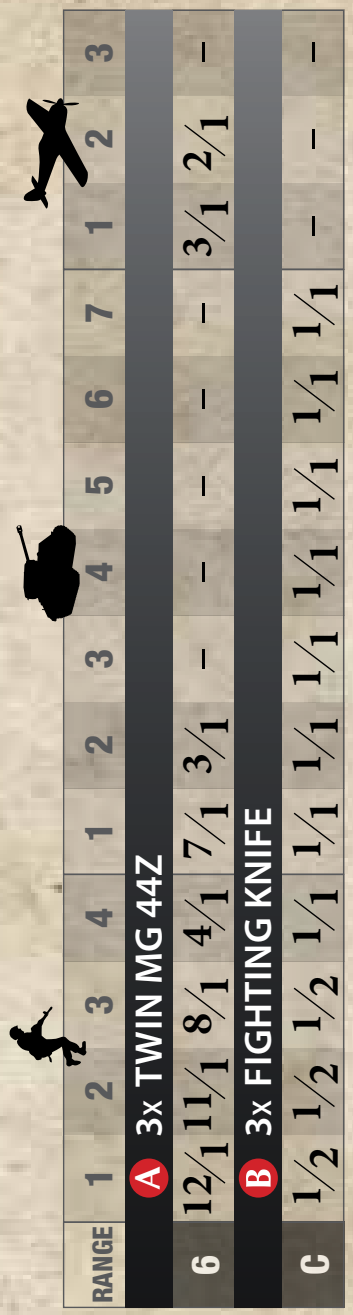
DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On ✠, a point of Damage is cancelled. Does not apply to Units Joined.

TX062
2014

THE PANZERS

WEHRMACHT HEAVY ASSAULT GRENADIER SQUAD

• DAMAGE RESILIENT •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 3x TWIN MG 44Z													
6	12/1	11/1	8/1	4/1	7/1	3/1	–	–	–	–	–	3/1	2/1	–
	B 3x FIGHTING KNIFE													
C	1/2	1/2	1/2	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	–	–	–

FACELESS DEATH

BLUTKREUZ KORPS
HEAVY LASER GRENADIER SQUAD

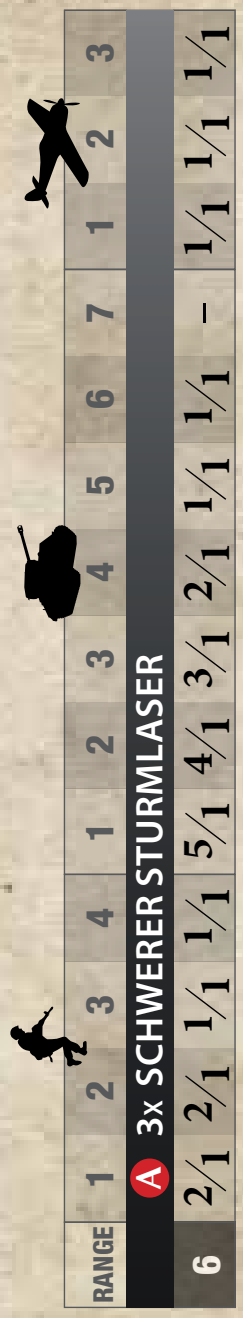
DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On ✠, a point of Damage is cancelled. Does not apply to Units Joined.

LASER: When this weapon hits, roll hits again scoring another hit on ✠. Continue rolling until re-roll fails to hit.

TX061
2014

FACELESS DEATH
BLUTKREUZ KORPS
HEAVY LASER GRENADIER SQUAD

• DAMAGE RESILIENT •
• SCHWERER STURMLASER: LASER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 3x SCHWERER STURMLASER													
6	2/1	2/1	1/1	1/1	5/1	4/1	3/1	2/1	1/1	1/1	–	1/1	1/1	1/1

FLAK BOYS

WEHRMACHT
HEAVY FLAK GRENADIER SQUAD

DUST TACTICS

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On ✠, a point of Damage is cancelled. Does not apply to Units Joined.

SALVO: May double number of Combat Dice rolled when attacking. If you do so, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TX059
2014

FLAK BOYS

WEHRMACHT HEAVY FLAK GRENADIER SQUAD

• DAMAGE RESILIENT •
• FLIEGERFAUST: SALVO •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 3x FLIEGERFAUST													
6	5/2	5/2	4/2	3/1	3/2	2/1	1/1	–	–	–	–	3/2	2/2	1/1

THE IRON FIST

WEHRMACHT HEAVY COMMAND GRENADIER SQUAD

COMMAND SQUAD: May perform Special Actions with its Officer, Medic, or Mechanic to reactivate, heal, repair, or rearm Units, or to summon reinforcements.

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On ✠, a point of Damage is cancelled. Does not apply to Units Joined.

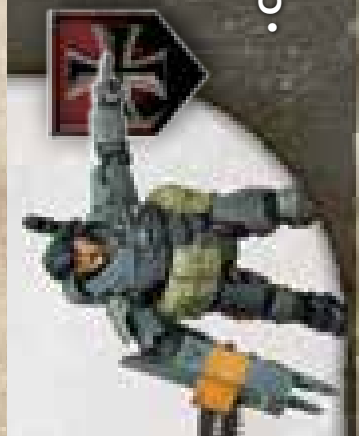
SALVO: May double number of Combat Dice rolled when attacking. If you do so, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TX060
2014

THE IRON FIST

WEHRMACHT HEAVY COMMAND GRENADIER SQUAD

• COMMAND SQUAD • DAMAGE RESILIENT •
• FLIEGERFAUST: SALVO •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 2x TWIN MG 44Z													
6	12/1	11/1	8/1	4/1	7/1	3/1	–	–	–	–	–	3/1	2/1	–
	B 1x FLIEGERFAUST													
6	5/2	5/2	4/2	3/1	3/2	2/1	1/1	–	–	–	–	3/2	2/2	1/1

10

TOMMY COOKERS

WEHRMACHT HEAVY TANK-HUNTER SQUAD

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On ✠, a point of Damage is cancelled. 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.

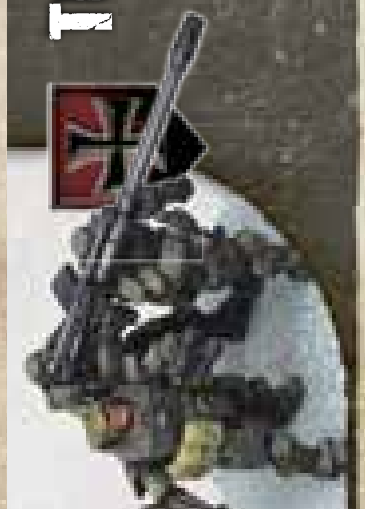
TX064
2014

2 3 3

TOMMY COOKERS

WEHRMACHT HEAVY TANK-HUNTER SQUAD

• DAMAGE RESILIENT •
• SUPPORT WEAPON •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x 7.5CM PAK H (CASELESS)														
12	✶/2	✶/1	✶/1	✶/1	1/✶	1/✶	1/4	1/3	1/3	1/2	1/2	–	–	–
B 1x TWIN MG 44Z														
6	12/1	11/1	8/1	4/1	7/1	3/1	–	–	–	–	–	3/1	2/1	–

3

DEATH RAYS

BLUTKREUZ KORPS
LASER TANK-HUNTER SQUAD

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On ✠, a point of Damage is cancelled. 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.

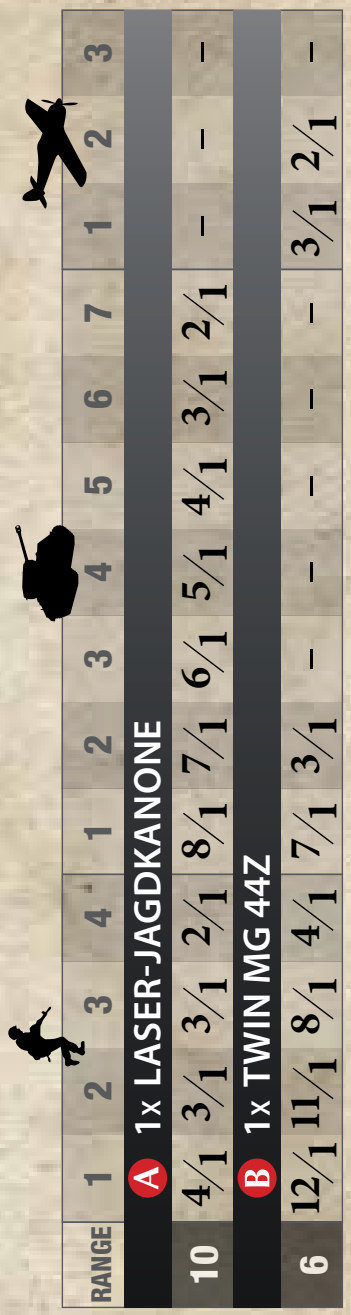
LASER: When this weapon hits, roll hits again scoring another hit on ✠. Continue rolling until re-roll fails to hit.

TX069
2014

DEATH RAYS
BLUTKREUZ KORPS
LASER TANK-HUNTER SQUAD

• LASER-JAGDKANONE: LASER •
• DAMAGE RESILIENT • SUPPORT WEAPON •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x LASER-JAGDKANONE													
10	4/1	3/1	3/1	2/1	8/1	7/1	6/1	5/1	4/1	3/1	2/1	–	–	–
	B 1x TWIN MG 44Z													
6	12/1	11/1	8/1	4/1	7/1	3/1	–	–	–	–	–	3/1	2/1	–



4

KOMMANDOWAGEN

LEICHTE SCHÜTZENPANZERWAGEN SD KFZ 250/3 (COMMAND)

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.

HALF-TRACKED: Roll when moving through Terrain, halting on a score of ⊕ or ⛉.

DUST TACTICS

TX177
2014

3 7 2

KOMMANDOWAGEN

LEICHTE SCHÜTZENPANZERWAGEN SD KFZ 250/3 (COMMAND)

• COMMAND VEHICLE •
• PASSENGERS (6) • HALF-TRACKED •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x MG 44											FRONT		
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	–	–	–

4

5

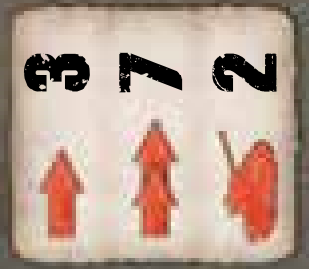
HANOMAG
SCHÜTZENPANZERWAGEN SD KFZ 251/1

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

HALF-TRACKED: Roll when moving through Terrain, halting on a score of ⊕ or ⛉.

TX169
2014

DUST TACTICS



HANOMAG
SCHÜTZENPANZERWAGEN SD KFZ 251/1

• PASSENGERS (6) •
• HALF-TRACKED •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x MG 44													FRONT
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	–	–	–
	B 1x MG 44													TURRET
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	2/1	2/1	–

LARGE VEHICLE

4

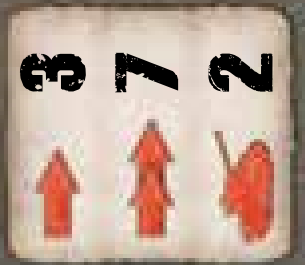
AB-47

PANZERSPÄHWAGEN AB-47–SCOUT

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

WHEELED: Roll when moving through Terrain, halting on a score of ⊕ or ⛉.

LASER: When this weapon hits, roll hits again scoring another hit on ✠. Continue rolling until re-roll fails to hit.



AB-47

PANZERSPÄHWAGEN AB-47–SCOUT

• SCOUT • WHEELED •
• LEICHTE LASERKANONE: LASER •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x LEICHTE LASERKANONE													TURRET
10	4/1	4/1	3/1	3/1	9/1	8/1	7/1	6/1	5/1	4/1	3/1	–	–	–
	B 1x MG 44													REAR
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	–	–	–

NORDWIND

PANZERSPÄHWAGEN SD KFZ 234/1 (SCOUT)

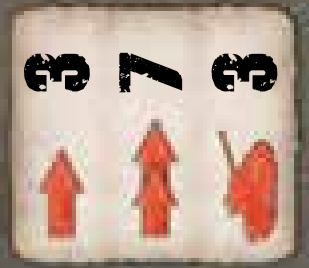
ARTILLERY OBSERVER: Can shoot a target in Line of Sight with an Artillery Weapon from another Unit that has not yet Activated, even if the other Unit does not have Line of Sight. The other Unit is counted as Activated after making its Attack.

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

WHEELED: Roll when moving through Terrain, halting on a score of ⊕ or ⛉.

TX167
2014

DUST TACTICS



NORDWIND
PANZERSPÄHWAGEN
SD KFZ 234/1 (SCOUT)

• ARTILLERY OBSERVER •
• SCOUT • WHEELED •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x 2CM FLAK 38 GUN													TURRET
8	4/2	4/2	3/2	3/1	2/2	2/2	1/1	1/1	–	–	–	2/2	2/2	1/1
	B 1x MG 44													TURRET
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	2/1	2/1	–

LARGE VEHICLE

NORDWIND II

PANZERSPÄHWAGEN SD KFZ 234/47 (SCOUT)

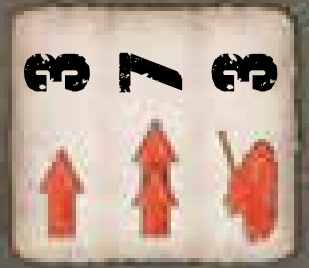
ADVANCED REACTIVE FIRE: Can attempt a Reactive Attack at up to Range 6, counting 🛡 as ✠ when rolling for number of Actions. Does not apply to Units Joined.

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

WHEELED: Roll when moving through Terrain, halting on a score of ⌖ or 🛡.

TX172
2014

DUST TACTICS



NORDWIND II
PANZERSPÄHWAGEN
SD KFZ 234/47 (SCOUT)

• ADVANCED REACTIVE FIRE •
• SCOUT • WHEELED •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x TWIN 3CM FLAKZW 45 GUNS											TURRET		
8	5/3	5/3	5/3	4/2	3/3	3/2	2/2	1/1	–	–	–	3/2	2/2	1/1

LARGE VEHICLE

HANS

PANZERSPÄHLÄUFER I-C
TANK HUNTER

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

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

RELOAD: When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

HANS

PANZERSPÄHLÄUFER I-C
(TANK HUNTER)

• SCOUT • RELOAD •
• PAIRED PANZERWERFER: GRENADE •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x PAIRED PANZERWERFER											FRONT		
4	1/1	1/1	1/1	1/1	3/	3/	3/	3/6	3/5	3/5	2/4	–	–	–

5

8

HEINRICH

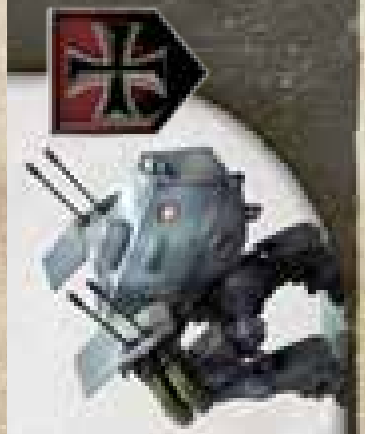
PANZERSPÄHLÄUFER I-A (LIGHT FLAK)

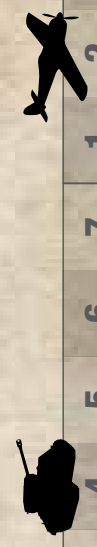
SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

DUST TACTICS

HEINRICH
PANZERSPÄHLÄUFER I-A
(LIGHT FLAK)

• SCOUT •





RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x QUAD 2CM FLAKV 38 GUNS													FRONT
8	9/2	9/2	8/2	7/1	5/2	4/2	2/1	–	–	–	–	4/2	3/2	1/1

5

10

A

HERMANN

PANZERSPÄHLÄUFER I-B (LASER)

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

LASER: When this weapon hits, roll hits again scoring another hit on ✠. Continue rolling until re-roll fails to hit.

TX085
2014

DUST TACTICS

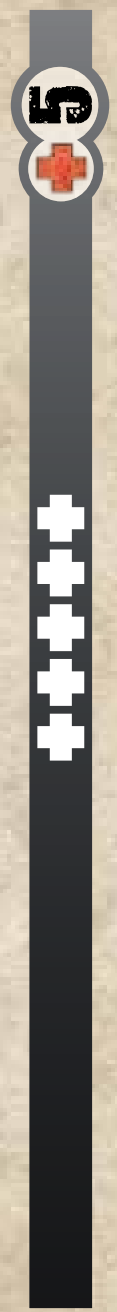
HERMANN

PANZERSPÄHLÄUFER I-B (LASER)

• SCOUT •

• LEICHTE LASERKANONE: LASER •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x LEICHTE LASERKANONE												FRONT	
10	4/1	4/1	3/1	3/1	9/1	8/1	7/1	6/1	5/1	4/1	3/1	–	–	–



BERGELUTHER

PIONIERKAMPFLÄUFER II–DOZER

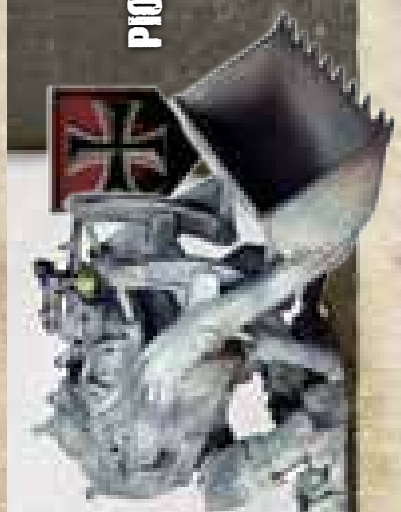
DOZER BLADE: Take a Dozer Special Action to gain a Cover Save until the vehicle takes a Move or March Move Action.

ENGINEER VEHICLE: Take an Engineering Action to destroy fortifications and obstacles.

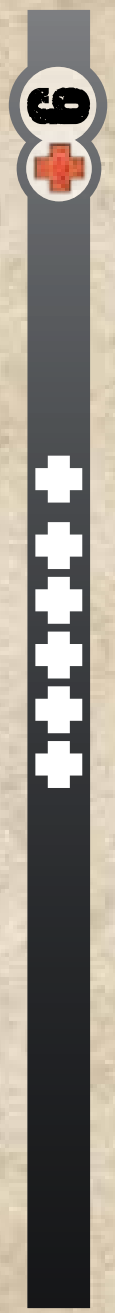
TX176
2014

BERGELUTHER
PIONIERKAMPFLÄUFER II (DOZER)

• DOZER BLADE •
• ENGINEER VEHICLE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x MG 44											TURRET		
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	2/1	2/1	–



OTTO

PANZERSPÄHLÄUFER KV47(R) (TANK HUNTER)

DAMAGE RESILIENT: Roll a die for each point of Damage done to miniature. On ✠, a point of Damage is cancelled. Does not apply to Units Joined.

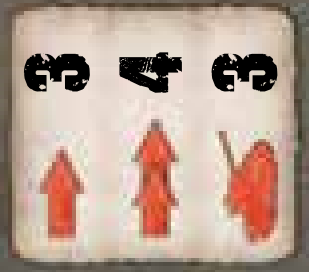
SCOUT: Take a March Move Action as the first Action of game, leaving one further Action for that Activation.

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

GRENADE: Target Infantry get no Cover Save from this weapon (but still have an Infantry Save).

RELOAD: When this weapon performs an attack, remove Loaded token. Weapon cannot attack until Unit regains Loaded token by performing a Reload Action.

TX166
2014

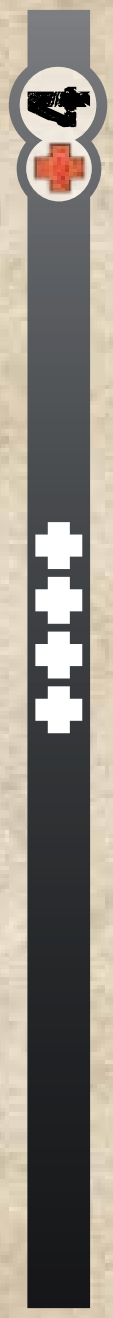


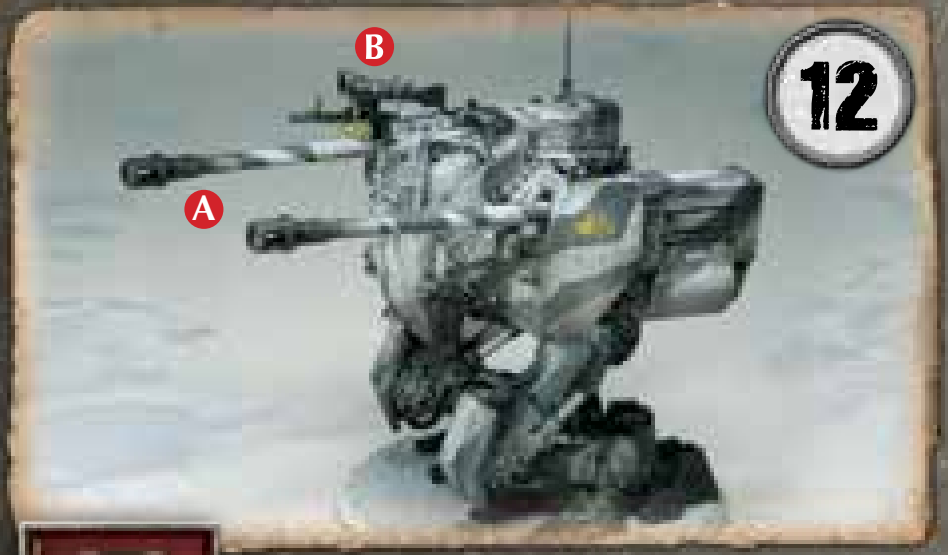
OTTO

PANZERSPÄHLÄUFER KV47(R) (TANK HUNTER)

• DAMAGE RESILIENT •
• SCOUT • SMOKE LAUNCHERS •
• PAIRED PANZERWERFER: GRENADE, RELOAD •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x PAIRED PANZERWERFER														FRONT
4	1/1	1/1	1/1	1/1	3/	3/	3/	3/6	3/5	3/5	2/4	–	–	–





LUDWIG

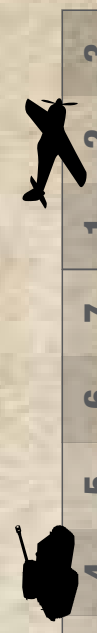
PANZERKAMPFLÄUFER II-B (TANK HUNTER)

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

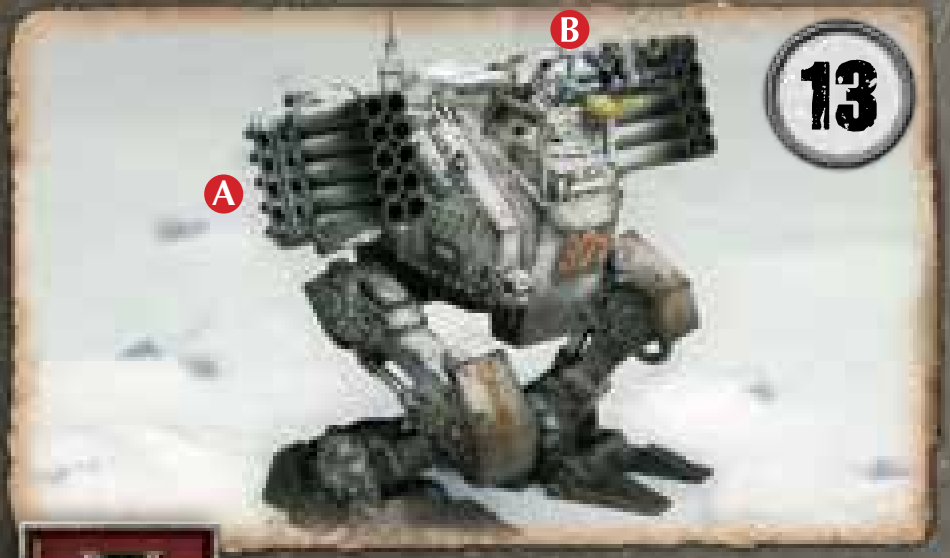
TX089
2014

LUDWIG
PANZERKAMPFLÄUFER II-B
(TANK HUNTER)

• SMOKE LAUNCHERS •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x DUAL 8.8CM FPKZW GUNS													FRONT
14	✶/2	✶/1	✶/1	✶/1	2/✶	2/✶	2/5	2/4	2/4	1/3	1/3	–	–	–
	B 1x MG 44													TURRET
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	2/1	2/1	–



13

LOTHAR

PANZERKAMPFLÄUFER II-D (ROCKET)

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

ARTILLERY: Can fire under control of an Artillery Observer.

RELOAD: When this weapon performs an attack, remove the Unit's Loaded token. This weapon cannot attack until the Unit regains its Loaded token by performing a Reload Action.

TX088
2014

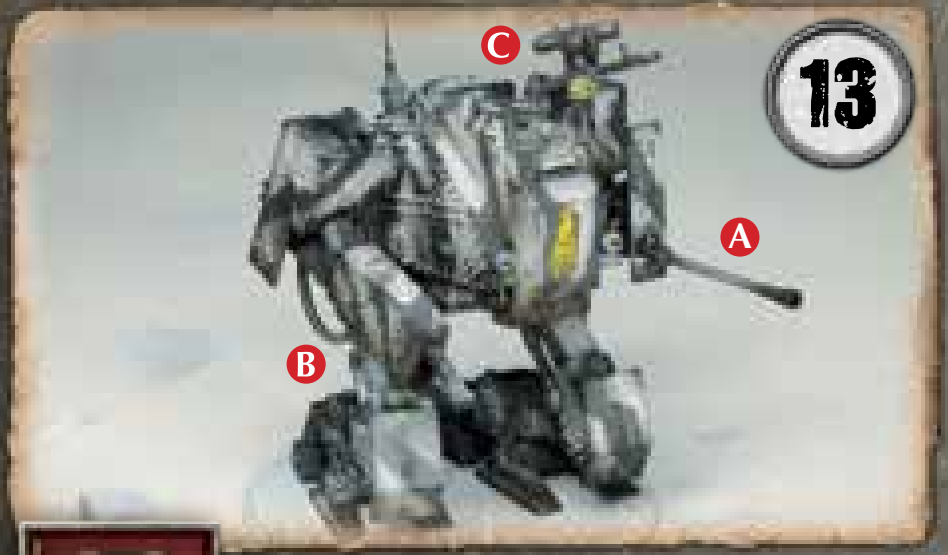
LOTHAR

PANZERKAMPFLÄUFER II-D (ROCKET)

• SMOKE LAUNCHERS •
• DUAL NEBELWERFER 42 ROCKET LAUNCHERS: ARTILLERY, RELOAD •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x DUAL NEBELWERFER 42 ROCKET LAUNCHERS													FRONT
4-14	3/	2/	1/	1/	3/	2/	2/	1/	1/	1/	1/	–	–	–
	B 1x MG 44													TURRET
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	2/1	2/1	–

6



13

LUTHER

PANZERKAMPFLÄUFER II-A (ASSAULT FLAK)

RUST TACTICS

ENGINEER VEHICLE: Take an Engineering Action to destroy fortifications and obstacles.

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

GRAPPLE: Any target hit by this weapon loses one Action in its next Activation (unless this Unit Moves or Activates first).

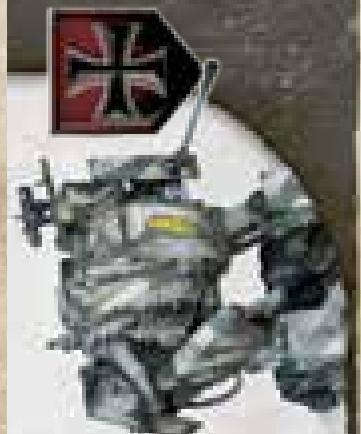
TX090
2014

2 4 4

LUTHER

PANZERKAMPFLÄUFER II-A (ASSAULT FLAK)

• ENGINEER VEHICLE •
• SMOKE LAUNCHERS •
• KAMPFZANGE CLAW: GRAPPLE •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x 5cm FLAK 43 GUN													FRONT
12	✶/1	✶/1	✶/1	✶/1	2/✶	2/3	2/3	1/2	1/2	1/1	–	2/3	2/3	1/2
	B 1x KAMPFZANGE CLAW													FRONT
C	1/3	1/3	1/3	1/3	1/3	1/3	1/2	1/1	1/1	1/1	1/1	–	–	–
	C 1x MG 44													TURRET
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	2/1	2/1	–

6

14

LOTH

PANZERKAMPFLÄUFER II-E (ENGINEER)

DUST TACTICS

CHARGE: May take a free Attack Action using Close-Combat Weapons after performing a March Move Action.

ENGINEER VEHICLE: Take an Engineering Action to destroy fortifications and obstacles.

MECHANIC: Perform a Makeshift Repair Action to roll five dice. Cancel one point of damage on adjacent vehicle for each ✠ rolled. Does not apply to Units Joined.

SMOKE LAUNCHERS: Once per game, take a Smoke Launchers Action to place Smoke on Unit.

GRAPPLE: Any target hit by this weapon loses one Action in its next Activation (unless this Unit Activates first).

TX087
2014

2 4 4

LOTH

PANZERKAMPFLÄUFER II-E (ENGINEER)

• CHARGE • ENGINEER VEHICLE •
• MECHANIC • SMOKE LAUNCHERS ▬ •
• PAIRED KAMPFZANGE CLAWS: GRAPPLE •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x PAIRED KAMPFZANGE CLAWS													TURRET
C	2/3	2/3	2/3	2/3	2/3	2/3	2/3	2/2	2/1	2/1	2/1	–	–	–
	B 1x MG 44													FRONT
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	2/1	2/1	–

6

14

SNOW LYNX

PANZERKAMPFLÄUFER IV-D (TANK HUNTER)

PILOT: SIGRID: Sigrid is the only Hero that can pilot Snow Lynx, although Snow Lynx can be fielded without a Hero pilot. Snow Lynx is unique, so only one may be fielded.

TX276
2014

DUST TACTICS

2 4 5

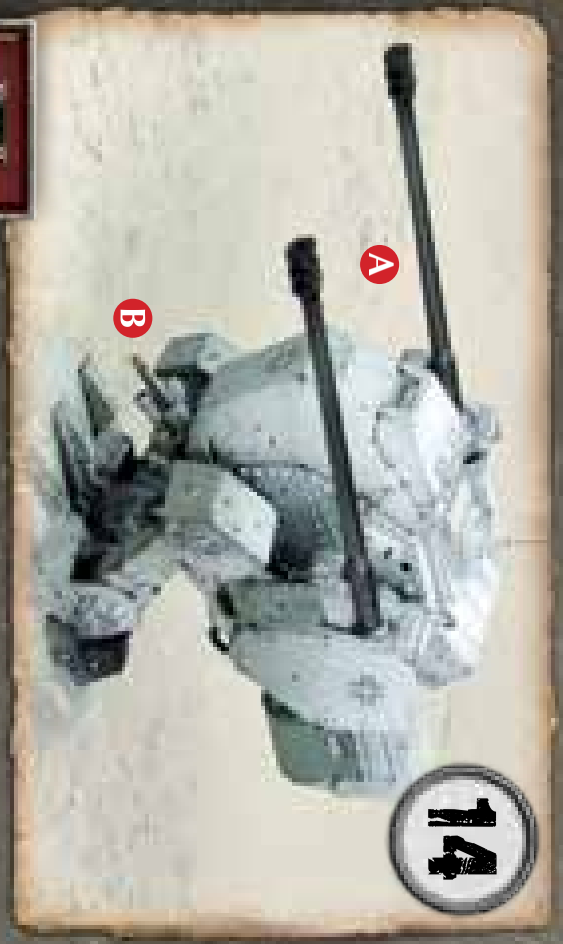
SNOW LYNX
PANZERKAMPFLÄUFER IV-D
(TANK HUNTER)

• PILOT: SIGRID •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x DUAL 7.5CM FPKZW GUNS													FRONT
18	½	1/1	1/1	1/1	2/	2/	2/	2/5	2/4	1/4	1/3	–	–	–
	B 1x MG 44													FRONT
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	–	–	–

7

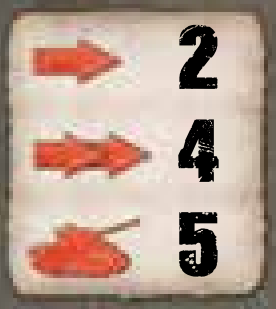
DUST TACTICS



JAGDLUTHER
PANZERKAMPFLÄUFER IV-D (TANK HUNTER)

TX148
2014

JAGDLUTHER
PANZERKAMPFLÄUFER IV-D (TANK HUNTER)



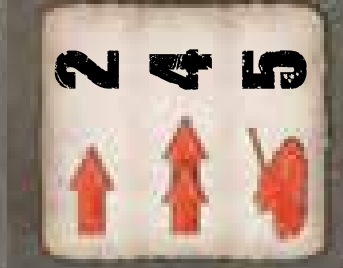
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x DUAL 7.5CM FPKZW GUNS													FRONT
18	🔥/2	🔥/1	🔥/1	🔥/1	2/☠	2/☠	2/☠	2/5	2/4	1/4	1/3	–	–	–
	B 1x MG 44													FRONT
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	–	–	–

FLAMM-LUTHER

PANZERKAMPFLÄUFER III-D (FLAME)

FLAME: Targets get no Saves from this weapon and are Suppressed.

TX082
2014



FLAMM-LUTHER

PANZERKAMPFLÄUFER III-D (FLAME)

• DUAL SCHWERE FLAMMENWERFER: FLAME •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x DUAL SCHWERE FLAMMENWERFER													FRONT
2	✦/☠	✦/☠	✦/3	✦/3	✦/☠	✦/☠	✦/3	✦/3	✦/3	✦/3	✦/3	–	–	–
	B 1x MG 44													TURRET
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	2/1	2/1	–

8

WOTAN

PANZERKAMPFLÄUFER III-A (LASER)

LASER: When this weapon hits, roll hits again scoring another hit on ✠. Continue rolling until re-roll fails to hit.

TX094
2014

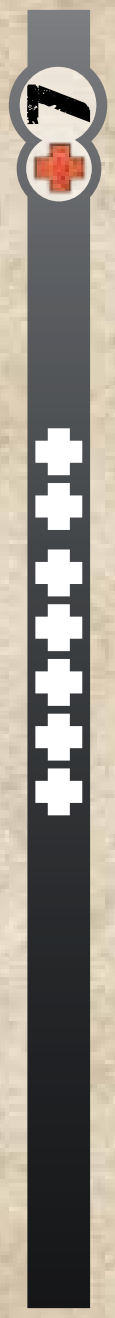
DUST TACTICS

WOTAN

PANZERKAMPFLÄUFER III-A (LASER)

• DUAL ZW-LASERKANONE: LASER •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x DUAL ZW-LASERKANONE													FRONT
16	6/1	6/1	5/1	5/1	14/1	13/1	12/1	11/1	10/1	9/1	8/1	–	–	–
	B 1x MG 44													TURRET
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	2/1	2/1	–



21

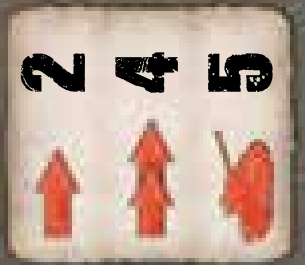
WOTAN AR

PANZERKAMPFLÄUFER III-A2 (LASER)

LASER: When this weapon hits, roll hits again scoring another hit on ✠. Continue rolling until re-roll fails to hit.

TX095
2014

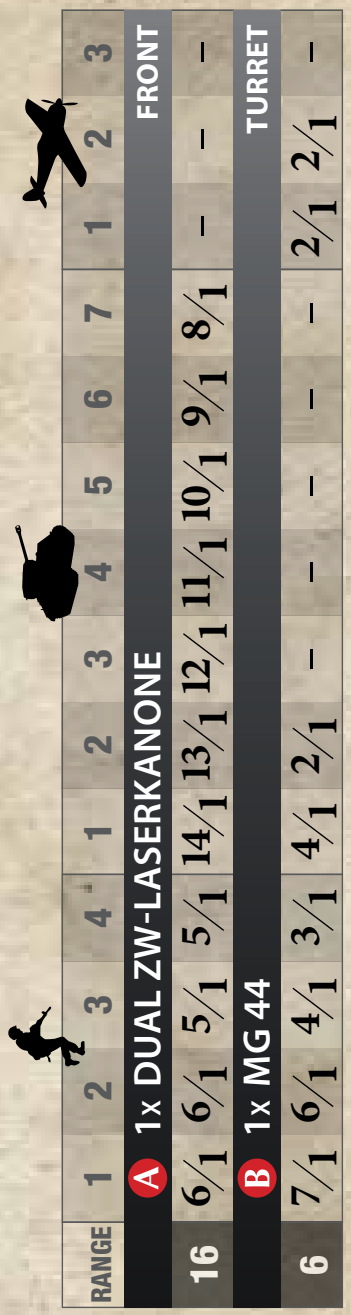
DUST TACTICS



WOTAN AR

PANZERKAMPFLÄUFER III-A2 (LASER)

• DUAL ZW-LASERKANONE: LASER •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x DUAL ZW-LASERKANONE													FRONT
16	6/1	6/1	5/1	5/1	14/1	13/1	12/1	11/1	10/1	9/1	8/1	–	–	–
	B 1x MG 44													TURRET
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	2/1	2/1	–

8

11

STURMLUTHER

SCHÜTZENPANZERLÄUFER VI-D (INFANTRY)

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.

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

TANK RIDERS (6): Can carry Passengers on its outside. Tank Riders are eliminated on ⊕ if vehicle is hit.

TX093
2014

3 5 3

STURMLUTHER

SCHÜTZENPANZERLÄUFER VI-D (INFANTRY)

• ADVANCED REACTIVE FIRE •
• PASSENGERS (6) • TANK RIDERS (6) •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x TWIN 3CM FLAKZW 45 GUNS													TURRET
8	5/3	5/3	5/3	4/2	3/3	3/2	2/2	1/1	–	–	–	3/2	2/2	1/1
	B 1x TWIN MG 44Z													FRONT
6	12/1	11/1	8/1	4/1	7/1	3/1	–	–	–	–	–	–	–	–

LARGE VEHICLE

6

11

PRINZLUTHER

SCHÜTZENPANZERLÄUFER VI-C (COMMAND)

DUST TACTICS

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.

TANK RIDERS (6): Can carry Passengers on its outside. Tank Riders are eliminated on ⊕ if vehicle is hit.

TX091
2014

PRINZLUTHER

SCHÜTZENPANZERLÄUFER VI-C (COMMAND)

• COMMAND VEHICLE •
• PASSENGERS (6) • TANK RIDERS (6) •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x 2CM FLAK 38 GUN													TURRET
8	4/2	4/2	3/2	3/1	2/2	2/2	1/1	1/1	–	–	–	2/2	2/2	1/1
	B 1x MG 44													TURRET
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	2/1	2/1	–
	C 1x TWIN MG 44Z													FRONT
6	12/1	11/1	8/1	4/1	7/1	3/1	–	–	–	–	–	–	–	–

LARGE VEHICLE

6

DUST TACTICS

TX086
2014

KÖNIGSLUTHER

SCHWERER PANZERKAMPFLÄUFER VI A
(TANK HUNTER)

20

STURMLUTHER

SCHÜTZENPANZERLÄUFER VI-D
(INFANTRY)

• ADVANCED REACTIVE FIRE •
• PASSENGERS (6) • TANK RIDERS (6) •

3
5
3

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x TWIN 3CM FLAKZW 45 GUNS													TURRET
8	5/3	5/3	5/3	4/2	3/3	3/2	2/2	1/1	–	–	–	3/2	2/2	1/1
	B 1x TWIN MG 44Z													FRONT
6	12/1	11/1	8/1	4/1	7/1	3/1	–	–	–	–	–	–	–	–

LARGE VEHICLE

6

DUST TACTICS

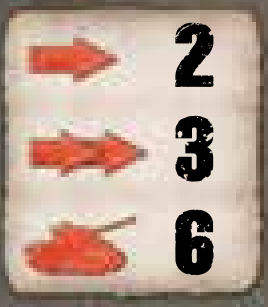
ARTILLERY: Can fire under control of an Artillery Observer.

TX168
2014

KÖNIGSLOTHAR

SCHWERER PANZERKAMPFLÄUFER VI E (ROCKET)

• DUAL NEBELWERFER 47
ROCKET LAUNCHERS: ARTILLERY •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x DUAL NEBELWERFER 47 ROCKET LAUNCHERS													FRONT
4-14	3	2	1	1	3	2	2	1	1	1	1	–	–	–
	B 1x MG 44													TURRET
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	2/1	2/1	–
	C 1x TWIN MG 44Z													FRONT
6	12/1	11/1	8/1	4/1	7/1	3/1	–	–	–	–	–	–	–	–

LARGE VEHICLE

8

22

STURMKÖNIG

SCHWERER PANZERKAMPFLÄUFER VI B (HEAVY FLAK)

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.

TX092
2014

DUST TACTICS

2 3 6

STURMKÖNIG
SCHWERER PANZERKAMPFLÄUFER VI B (HEAVY FLAK)

• ADVANCED REACTIVE FIRE •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x QUAD 8.8CM FLAKV 47 GUNS													FRONT
18	2/2	1/1	1/1	1/1	4/	4/	4/	4/5	3/4	2/4	2/3	4/4	3/4	2/3
	B 1x TWIN MG 44Z													FRONT
6	12/1	11/1	8/1	4/1	7/1	3/1	–	–	–	–	–	–	–	–

LARGE VEHICLE

8

DUST TACTICS

MOSKITO

HORTEN HO-347 FLEDERMAUS III (TANK HUNTER)

MOSKITO
HORTEN HO-347 FLEDERMAUS III
(TANK HUNTER)

12
24
2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x 7.5CM BORDKANONE													FRONT
4	1/5	1/5	1/5	1/5	1/☠	1/☠	1/☠	1/5	1/5	1/4	1/4	–	–	–
	B 1x FOUR 20MM MG 47													FRONT
2	7/2	7/2	7/2	6/2	4/3	4/2	3/2	1/1	–	–	–	8/2	5/2	3/1

✚✚✚✚✚✚ ✚6

TX049
2014

DUST TACTICS

ADLER

HORTEN HO-357
FLEDERMAUS V (MISSILE)

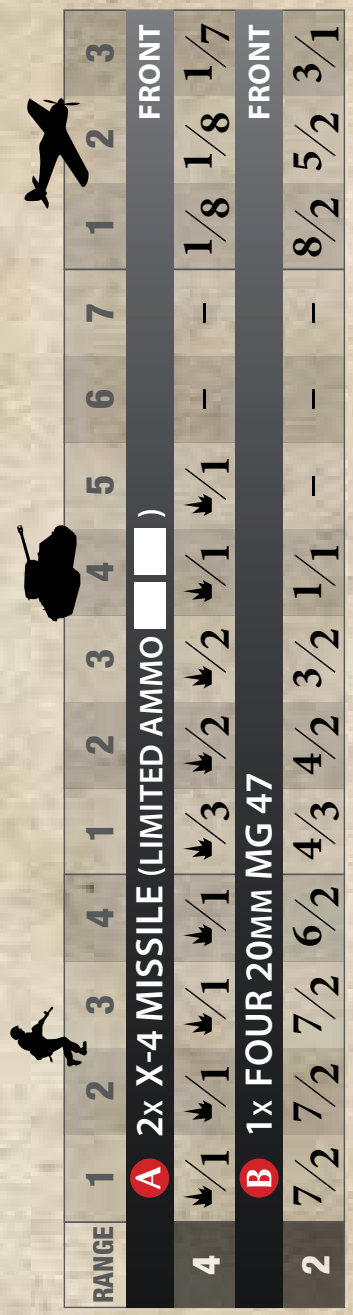
WIRE GUIDED: If Unit attacks with one missile and no other weapons, it re-roll misses for that missile as if making a Sustained Attack.

TX048
2014

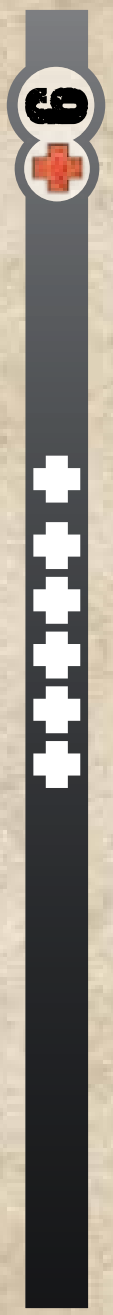
ADLER

HORTEN HO-357
FLEDERMAUS V (MISSILE)

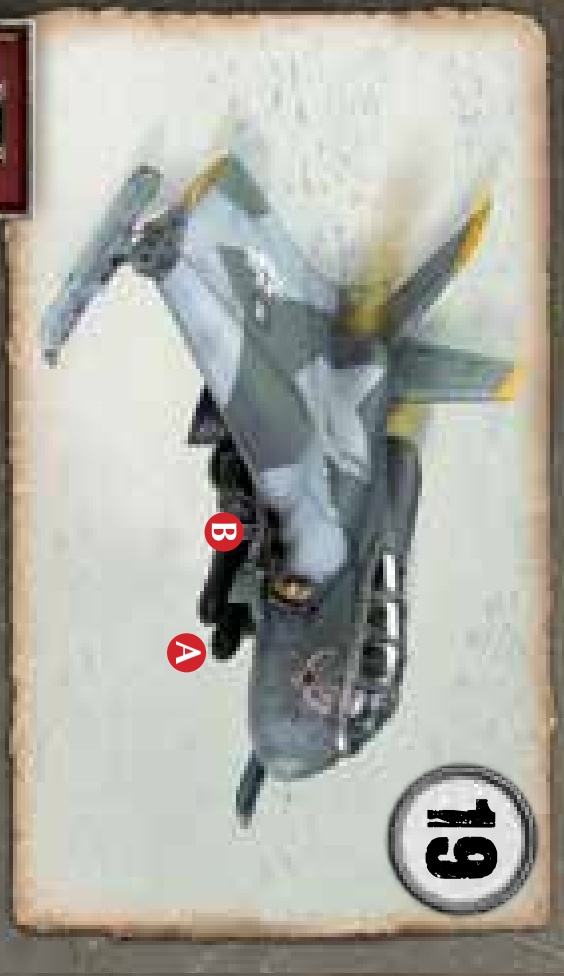
• X-4 MISSILE: WIRE GUIDED •



RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 2x X-4 MISSILE (LIMITED AMMO)													FRONT
4	1/1	1/1	1/1	1/1	1/3	1/2	1/2	1/1	1/1	–	–	1/8	1/8	1/7
	B 1x FOUR 20MM MG 47													FRONT
2	7/2	7/2	7/2	6/2	4/3	4/2	3/2	1/1	–	–	–	8/2	5/2	3/1



DUST TACTICS



FALKE

HORTEN HO-347 FLEDERMAUS IV–ATTACK)

VOLLEY: May fire any or all remaining bombs and rockets at the same target in a single Attack.

TX050
2014

FALKE

HORTEN HO-347 FLEDERMAUS IV (ATTACK)

• 150 KG BOMB: VOLLEY •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 6x 150 KG BOMB (LIMITED AMMO ☐☐☐☐☐☐)													FRONT
2	4	3	2	1	☠	3	2	2	1	1	1	–	–	–
	B 1x FOUR 20MM MG 47													FRONT
2	7/2	7/2	7/2	6/2	4/3	4/2	3/2	1/1	–	–	–	8/2	5/2	3/1

✚✚✚✚✚✚ ✚6

DUST TACTICS

BLITZ

HORTEN HO-357
FLEDERMAUS VII–LASER

LASER: When this weapon hits, roll hits again scoring another hit on ✠. Continue rolling until re-roll fails to hit.

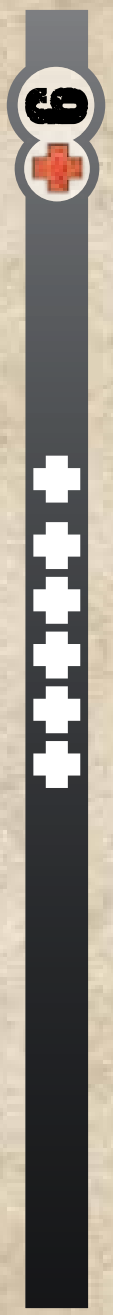
TX051
2014

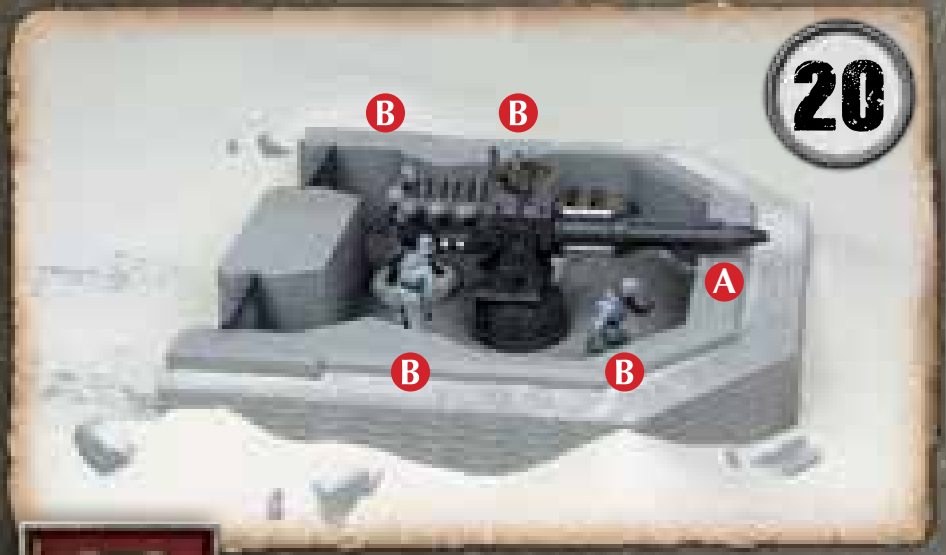
BLITZ

HORTEN HO-357
FLEDERMAUS VII–LASER

• TWIN BORD-LASERKANONE: LASER •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x TWIN BORD-LASERKANONE													FRONT
6	5/1	4/1	4/1	3/1	10/1	9/1	8/1	7/1	6/1	5/1	4/1	–	–	–
	B 1x FOUR 20MM MG 47													FRONT
2	7/2	7/2	7/2	6/2	4/3	4/2	3/2	1/1	–	–	–	8/2	5/2	3/1





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FESTUNGS-LASERKANONE

FESTUNGS-LASERKANONE

DUST TACTICS

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

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

LASER: When this weapon hits, roll hits again scoring another hit on ✠. Continue rolling until re-roll fails to hit.

TX161
2014

FESTUNGS-LASERKANONE

FESTUNGS-LASERKANONE

• STRONGPOINT • SUPPORT WEAPON •
• FESTUNGS-LASERKANONE: LASER •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x FESTUNGS-LASERKANONE													TURRET
14	6/1	6/1	5/1	5/1	13/1	12/1	11/1	10/1	9/1	8/1	7/1	–	–	–
	B 4x STG 47 ASSAULT RIFLE													
4	4/1	3/1	2/1	2/1	1/1	–	–	–	–	–	–	2/1	1/1	–

TWIN FESTUNGS-LASERKANONE

TWIN FESTUNGS-LASERKANONE

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

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

LASER: When this weapon hits, roll hits again scoring another hit on ✠. Continue rolling until re-roll fails to hit.

TX162
2014

TWIN FESTUNGS-LASERKANONE

TWIN FESTUNGS-LASERKANONE

• STRONGPOINT • SUPPORT WEAPON •
• TWIN FESTUNGS-LASERKANONE: LASER •

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	A 1x TWIN FESTUNGS-LASERKANONE													TURRET
16	10/1	9/1	9/1	8/1	20/1	19/1	18/1	17/1	16/1	15/1	14/1	–	–	–
	B 4x STG 47 ASSAULT RIFLE													
4	4/1	3/1	2/1	1/1	2/1	–	–	–	–	–	–	2/1	1/1	–

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