

The background is a textured, greyish-brown surface, possibly a piece of aged paper or a book cover. In the upper left corner, there is a faint, dark stamp. The stamp contains the word "MAY" in a large, bold, sans-serif font, and below it, the year "1947" is printed in a similar style. The stamp is slightly tilted and has a distressed, ink-like appearance.

AXIS

• CARDS •

LEGEND:



Front weapon



Rear weapon



Side weapon



Turret weapon



Weapon Special Rule

Limited ammo check box

Fire Ark



10
AP



**THE
DESERT FOX**
GENERAL OF THE ARMY
ERWIN ROMMEL, WEHRMACHT

• **DESERT FOX** •

Any Unit reactivated by Rommel using Get Moving You Bunch of Monkeys gains At The Double for that Activation.

• **GENERAL** •

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

• **LASER** • (Laser Pistol)

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

• **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 LASER PISTOL	3	1/1	1/1	1/1	1/1	2/1	1/1	1/1	-	-	-	-	1/1	1/1	1/1

+ 4



* Hero

→ 2 →→ 5

1 

10
AP



STEFAN
LIEUTENANT COLONEL
STEFAN RETTER,
WEHRMACHT

• **AT THE DOUBLE** •

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

• **EXPERT** • (Flamethrower)

Hits on as well as .

• **FLAME** • (Flamethrower)

Target gets no saves from this weapon and is suppressed.

• **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 FLAMETHROWER	1	↓/1	↓/1	↓/1	↓/1	↓/☠	↓/☠	↓/2	↓/2	↓/2	↓/2	-	-	-

+ 4



* Hero

→ 2 →→ 4

2

9
AP



MANFRED
LIEUTENANT COLONEL
MANFRED KREUZER,
WEHRMACHT

• **FIGHTING SPIRIT** •  •

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

• **GRENADE** • (Panzerfaust)

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

• **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 1x ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-
B 2x PANZERFAUST	3	1/1	1/1	1/1	1/1	1/☠	1/☠	1/5	1/4	1/4	1/3	1/3	-	-	-

+ 5



* Hero

➔ 2

➔➔➔ 4

 2

11
AP



PANZERPRINZ

COLONEL
WALTER VON FURSTENWERTH,
WEHRMACHT

• 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 .

• 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 PISTOL	2	3/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-

+ 3



* Hero

→ 2 →→ 4

1 

12
AP



LARA
LIEUTENANT
LARA WALTER,
WEHRMACHT

• **DAMAGE RESILIENT** •

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

• **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 2x DUAL MACHINEGUNS	6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	3/1	2/1	-

+ 4



* Hero

→ 2 →→ 3

 **3**

3
AP



UNIT LEADER



STURMGRENADIER 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.

TABLE 1947

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

 **2**
 **4**
 **2**

4
AP

UNIT LEADER



STURMGRENADIER 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 ☒.

DUSS 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 ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-

→ 2 →→ 4  2

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AP

UNIT LEADER



STURMGRENADIER ASSAULT SQUAD

• GRENADE • (Bazooka/Panzerfaust)

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 ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	2/1	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 2x PANZERFAUST (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☠	1/☠	1/5	1/4	1/4	1/3	1/3	-	-	-	



→ 2 →→ 4  2

8
AP

UNIT LEADER



STURMGRENADIER TANK HUNTER SQUAD

• GRENADE • (Bazooka)

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 3X ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	2/1	1/1	-
B 2X BAZOOKA	4	1/1	1/1	1/1	1/1	1/☠	1/☠	1/4	1/4	1/3	1/3	1/2	-	-

→ 2 →→ 4  2

10
AP



UNIT LEADER



STURMGRENADIER RECON SQUAD

• SCOUT •

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

• GRENADE • (Panzerfaust)

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 ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-	
B 1x MACHINEGUN	6	9/1	8/1	6/1	3/1	5/1	3/1	-	-	-	-	-	3/1	2/1	-	
C 3x PANZERFAUST (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☉	1/☉	1/5	1/4	1/4	1/3	1/3	-	-	-	☉☉☉ ☉☉☉

→ 2 →→ 4  2

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AP



UNIT LEADER



STURMGRENADIER ASSAULT ENGINEER SQUAD

1947

															
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 4x ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-
B 1x FLAMETHROWER	1	↓/1	↓/1	↓/1	↓/1	↓/☠	↓/☠	↓/2	↓/2	↓/2	↓/2	↓/2	-	-	-
C 3x PANZERFAUST (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☠	1/☠	1/5	1/4	1/4	1/3	1/3	-	-	-



• AT THE DOUBLE •

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

• FLAME • (Flamethrower)

Target gets no saves from this weapon and is suppressed.

• GRENADE • (Panzerfaust)

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

→ 2 →→ 4  2

12
AP



UNIT LEADER



STURMGRENADIER COMMAND SQUAD

• COMMAND SQUAD •

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

STURM 1947

																
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3		
A 1x MACHINEGUN	6	9/1	8/1	6/1	3/1	5/1	3/1	-	-	-	-	-	-	3/1	2/1	-
B 4x ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-	-

→ 2 →→ 4  2

7
AP

UNIT LEADER



GRENADIER HEAVY MORTAR SQUAD

• SUPPORT WEAPON •

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

• ARTILLERY • (Mortar)

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

1947

															
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x MORTAR	4-12	↓/1	↓/1	↓/1	↓/1	↓/2	↓/1	↓/1	↓/1	↓/1	-	-	-	-	-
B 4x ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-

+ 4



→ 1 →→ 3



7
AP



UNIT LEADER



HEAVY GRENADIER ENGINEER SQUAD

• DAMAGE RESILIENT •

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

• FLAME • (Flamethrower)

Target gets no saves from this weapon and is suppressed.

1947

														
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 3X FLAMETHROWER	1	↓/1	↓/1	↓/1	↓/1	↓/☠	↓/☠	↓/2	↓/2	↓/2	↓/2	-	-	-

→ 2 →→ 3  3

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AP



UNIT LEADER



HEAVY GRENADIER ASSAULT SQUAD

• DAMAGE RESILIENT •

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

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

-

→ 2 →→ 3

 3

12
AP



UNIT LEADER



HEAVY GRENADEIER ANTI-AIRCRAFT SQUAD

1947

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

• DAMAGE RESILIENT •

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

• SALVO • (Rocket Launcher)

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

→ 2 →→ 3  3

15
AP



UNIT LEADER



HEAVY GRENADIER COMMAND SQUAD

• DAMAGE RESILIENT •

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

• COMMAND SQUAD •

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

• SALVO • (Rocket Launcher)

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

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 ROCKET LAUNCHER	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	3/2	2/2	1/1

→ 2 →→ 3  3

10
AP



UNIT LEADER



HEAVY GRENADEIER ANTI-TANK SQUAD

• DAMAGE RESILIENT •

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

• SUPPORT WEAPON •

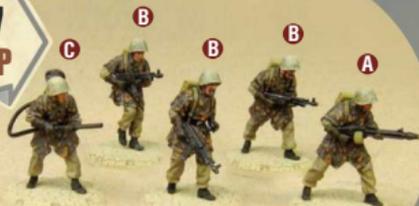
Support Weapons have multiple Soldiers on the same base. Surviving Soldiers choose which weapons to use.

1947

															
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x ANTI-TANK GUN	12	↓/1	↓/1	↓/1	↓/1	1/☉	1/☉	1/4	1/3	1/3	1/2	1/2	-	-	-
B 1x DUAL MACHINEGUNS	6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	3/1	2/1	-

+ 3 **+** **+** **+** **+**

→ 2 **→→** 3  3

7
AP

UNIT LEADER



BTG. SAN MARCO ASSAULT SQUAD

1947

															
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x MACHINEGUN	6	9/1	8/1	6/1	3/1	5/1	3/1	-	-	-	-	-	3/1	2/1	-
B 3x ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-
C 1x FLAMETHROWER	1	♣/1	♣/1	♣/1	♣/1	♣/♠	♣/♠	♣/2	♣/2	♣/2	♣/2	♣/2	-	-	-

• AT THE DOUBLE •

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

• FLAME • (Flamethrower)

Target gets no saves from this weapon and is suppressed.

→ 2 →→ 5  1

8
AP



HEINRICH
PANZERPAHLAUFER I-A
(LIGHT FLAK)

• SCOUT •

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

1947

															
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x QUAD ANTI-AIRCRAFT GUNS	8	9/1	9/1	8/1	7/1	5/2	4/2	2/1	-	-	-	-	4/2	3/2	1/1



+ 5



→ 2 →→ 4  3

10
AP



HERMANN

**PANZERSPAHLAUFER I-B
(LASER)**

• **SCOUT** •

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

• **LASER** • (Light Laser Gun)

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

DUST 1947

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3		
A 1x LIGHT LASER GUN	8	4/1	4/1	3/1	3/1	9/1	8/1	7/1	6/1	5/1	4/1	3/1	-	-	-	

+ 5



→ 2 →→ 4 3

7
AP**HANS****PANZERPAHLAUFER I-C
(TANK HUNTER)**

- **GRENADE • (Dual Rocket 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.

- **RELOAD • (Dual Rocket Launcher)**

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.

1947

	Infantry				Tank							Air			
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL ROCKET LAUNCHER	4	↓/1	↓/1	↓/1	↓/1	3/2	3/2	3/2	3/6	3/5	3/5	2/4	-	-	-

+ 5

→ 2 →→ 4  3

12
AP



LUDWIG
PANZERKAMPFLÄUFER II-B
(TANK HUNTER)

• SMOKE LAUNCHERS • •

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

1947

																
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL ANTI-TANK GUN	14	♣/1	♣/1	♣/1	♣/1	2/♣	2/♣	2/5	2/4	2/4	1/3	1/3	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 6



→ 2

→→ 4

 4

13
AP



LOTHAR

PANZERKAMPFLÄUFER II-D
(ROCKET)

• ARTILLERY • (Dual Rocket Launcher)

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

• RELOAD • (Dual Rocket Launcher)

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.

1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL ROCKET LAUNCHERS	4-14	↓/1	↓/1	↓/1	↓/1	↓/3	↓/2	↓/2	↓/1	↓/1	↓/1	↓/1	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 6



→ 2 →→ 4  4

11
AP



LUTHER

PANZERKAMPFLÄUFER II-A
(ASSAULT FLAK)

• ENGINEER VEHICLE •

Has improved Engineering Action.

• GRAPPLE • (Combat Claw)

Targets Hit by this weapon gain a Stunned Token.

• SMOKE LAUNCHERS • •

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

TABLE 1947

																
	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x LIGHT GUN	12	♣/1	♣/1	♣/1	♣/1	2/♣	2/3	2/3	1/2	1/2	1/1	-	2/3	2/3	1/2	
B 1x COMBAT CLAW	C	1/1	1/1	1/1	1/1	1/3	1/3	1/2	1/1	1/1	1/1	1/1	-	-	-	
C 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 6



→ 2

→→ 4

 4

9
AP



LOTH

PANZERKAMPFLÄUFER II-E (ENGINEER)

• CHARGE •

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

• ENGINEER VEHICLE •

Has improved Engineering Action.

• GRAPPLE • (Dual Combat Claw)

Targets Hit by this weapon gain a Stunned Token.

• MECHANIC •

Can use Makeshift Repair Action.

• SMOKE LAUNCHERS •

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

TABLE 1947

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

+ 6



→ 2 →→ 4  4

15
AP



JAGDLUTHER

PANZERKAMPFLÄUFER IV-D
(TANK HUNTER)

1947

																
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL ANTI-TANK GUN	18	↓/1	↓/1	↓/1	↓/1	2/☠	2/☠	2/☠	2/5	2/4	1/4	1/3	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 7



→ 2 →→ 4  5

15
AP



JAGDLOKI

PANZERKAMPFLAUER IV-F
(FLAK)

1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x QUAD ANTI-AIRCRAFT GUNS	10	9/1	9/1	9/1	8/1	5/2	5/3	4/2	2/2	1/1	-	-	4/3	3/3	2/2	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 7



→ 2 →→ 4  5

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AP



JAGDWOTAN

PANZERKAMPFLÄUFER IV-E
(LASER)

• LASER • (Quad Laser Gun)

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

1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x QUAD LASER GUN	10	7/1	7/1	6/1	5/1	14/1	13/1	12/1	11/1	10/1	9/1	8/1	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 7



→ 2 →→ 4 5

23
AP



WOTAN AR

PANZERKAMPFLÄUFER III-A2
(LASER)

• LASER • (Dual Laser Gun)

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

1947

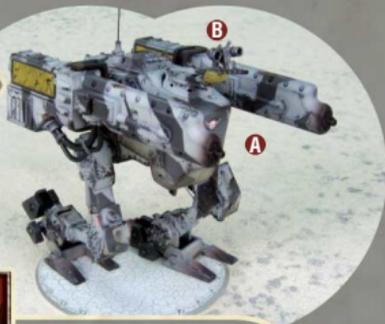
	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL LASER GUN	16	6/1	6/1	5/1	5/1	13/1	12/1	11/1	10/1	9/1	8/1	7/1	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 8



→ 2 →→ 4 5

21
AP



WOTAN

PANZERKAMPFLÄUFER III-A
(LASER)

• LASER • (Dual Laser Gun)

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

1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL LASER GUN	16	6/1	6/1	5/1	5/1	13/1	12/1	11/1	10/1	9/1	8/1	7/1	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 7



→ 2

→→ 4

 5

12
AP



FLAMMLUTHER

PANZERKAMPFLÄUFER III-D (FLAME)

• FLAME • (Dual Heavy Flamethrower)

Target gets no saves from this weapon and is suppressed.

1947

																
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL HEAVY FLAMETHROWER	2	↓/1	↓/1	↓/1	↓/1	↓/☠	↓/☠	↓/3	↓/3	↓/3	↓/3	↓/3	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 8



→ 2

→→ 4

 5

4
AP



BERGELUTHER

PIONIERKAMPFLAUFER 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 •

Has improved Engineering Action.

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	3/1	4/1	2/1	-	-	-	-	2/1	2/1	-



+ 6



→ 2

→→ 4

 4

12
AP



A



OTTO

PANZERSPAHLAUFER KV47 (R)
(TANK HUNTER)

1947

• **DAMAGE RESILIENT** •

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

• **GRENADE** • (Dual Rocket Launcher)

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

• **RELOAD** • (Dual Rocket Launcher)

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.

• **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.

RANGE

1

2

3

4

1

2

3

4

5

6

7

1

2

3

A 1x DUAL
ROCKET LAUNCHER

3

/1

/1

/1

/1

3/2

3/2

3/2

3/6

3/5

3/5

2/4

-

-

-



+ 6



→ 3

→→ 4

 4

14
AP



FLAKLUTHER

PANZERKAMPFLAUFER II-J
(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.

• SMOKE LAUNCHERS • •

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

1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x QUAD ANTI-AIRCRAFT GUNS	12	♣/1	♣/1	♣/1	♣/1	3/♣	3/3	3/3	2/2	1/2	1/1	-	3/3	2/3	1/2	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 6



→ 2 →→ 4  4

15
AP

LOEHNGRIN

PANZERKAMPFLÄUFER II-H
(ANTI-TANK)

• ARTILLERY • (Rocket Launcher)

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

• RELOAD • (Rocket Launcher)

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.

1947

																
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x ROCKET LAUNCHERS	4-14	↓/1	↓/1	↓/1	↓/1	↓/3	↓/2	↓/2	↓/1	↓/1	↓/1	↓/1	-	-	-	
B 1x ANTI-TANK GUN	14	↓/1	↓/1	↓/1	↓/1	1/☠	1/☠	1/5	1/4	1/4	1/3	1/3	-	-	-	
C 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 6



→ 2 →→ 4  4

11
AP



STURMLUTHER

SCHUTZENPANZERLAUFER 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 (12) •

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

1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL ANTI-AIRCRAFT GUNS	8	5/1	5/1	5/1	4/1	3/3	3/2	2/2	1/1	-	-	-	3/2	2/2	1/1	
B 1x DUAL MACHINEGUN	6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	-	-	
C 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 6



* Large

→ 3

→→ 5

3

14
AP



STUMMEL

SCHUTZENPANZERLAUFER VI-G
(CLOSE SUPPORT)

• GRENADE • (Howitzer)

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

• PASSENGERS (12) •

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

TABLE 1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x HOWITZER	8	↓/1	↓/1	↓/1	↓/1	1/☠	1/☠	1/4	1/4	1/3	1/3	1/2	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	
C 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
D 1x DUAL MACHINEGUN	6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	-	-	

+ 6



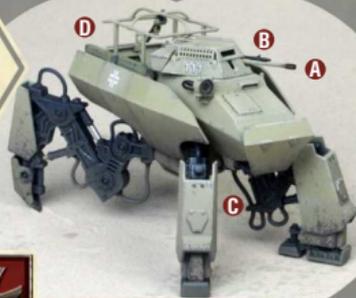
* Large

→ 3

→→ 5

 3

10
AP



PRINZLUTHER

SCHUTZENPANZERLAUFER VI-C
(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.

1947

																
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x ANTI-AIRCRAFT GUN	8	4/1	4/1	3/1	3/1	2/2	2/2	1/1	1/1	-	-	-	2/2	2/2	1/1	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
C 1x DUAL MACHINEGUN	6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	-	-	
D 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 6



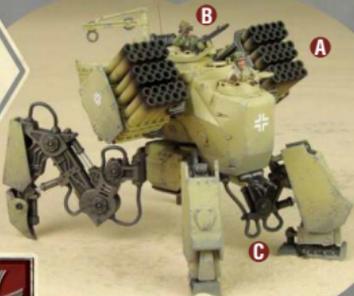
* Large

→ 3

→→ 5

 3

17
AP



KÖNIGSLOTHAR
SCHWERER
PANZERKAMPFLÄUFER VI E
(ROCKET)

• ARTILLERY • (Dual Rocket Launchers)

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

1947

																
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL ROCKET LAUNCHERS	4-14	♣/1	♣/1	♣/1	♣/1	♣/3	♣/2	♣/2	♣/1	♣/1	♣/1	♣/1	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
C 1x DUAL MACHINEGUN	6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	-	-	

+ 8



* Large

➔ 2

➔➔ 3

 6

22
AP



STURMKÖNIG
SCHWERER
PANZERKAMPFLAUFER 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.

1947

RANGE		1	2	3	4	1	2	3	4	5	6	7		1	2	3	
A 1x QUAD ANTI-AIRCRAFT GUNS	18																
B 1x DUAL MACHINEGUN	6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	-	-	-	

+ 8



* Large

→ 2

→→ 3

6

20
AP



KÖNIGSLUTHER
SCHWERER
PANZERKAMPFLÄUFER VI A
(TANK HUNTER)

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 MACHINEGUN	6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	-	-	

+10



* Large

→ 2

→→ 3

7

16
AP



MOSKITO

HORTEN HO-347 FLEDERMAUS III
(TANK HUNTER)

1947

																
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x ANTI-TANK GUN	4	↓/1	↓/1	↓/1	↓/1	1/☒	1/☒	1/☒	1/5	1/5	1/4	1/4	-	-	-	
B 1x QUAD AUTOCANNONS	2	7/1	7/1	7/1	6/1	4/3	4/2	3/2	1/1	-	-	-	8/2	5/2	3/1	

+ 6



→ 12 → 24  2

15
AP



ADLER

HORTEN HO-357 FLEDERMAUS V
(MISSILE)

• WIRE GUIDED • (X-4 Missile)

If unit Attacks with one Missile and no other weapons, it re-rolls misses for that missile as if making a Sustained Attack.

TABLE 1947

															
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 2x X-4 MISSILE (LIMITED AMMUNITION)	4	↓/1	↓/1	↓/1	↓/1	↓/3	↓/2	↓/2	↓/1	↓/1	-	-	1/8	1/8	1/7
B 1x QUAD AUTOCANNONS	2	7/1	7/1	7/1	6/1	4/3	4/2	3/2	1/1	-	-	-	8/2	5/2	3/1



+ 6



→ 12 → 24 → 2 

17
AP



FALKE

HORTEN HO-347 FLEDERMAUS IV
(ATTACK)

• VOLLEY • (Light Bomb)

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

1947

RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x QUAD AUTOCANNONS	2	7/1	7/1	7/1	6/1	4/3	4/2	3/2	1/1	-	-	-	8/2	5/2	3/1
B 6x LIGHT BOMB (LIMITED AMMUNITION)	2	♣/1	♣/1	♣/1	♣/1	♣/♠	♣/3	♣/2	♣/2	♣/1	♣/1	♣/1	-	-	-



+ 6



→ 12 → 24 → 2

22
AP



BLITZ

**HORTEN HO-357 FLEDERMAUS VII
(LASER)**

• **LASER** • (Dual Laser Gun)

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

1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x QUAD AUTOCANNONS	2	7/1	7/1	7/1	6/1	4/3	4/2	3/2	1/1	-	-	-	8/2	5/2	3/1	
B 1x DUAL LASER GUN	4	5/1	4/1	4/1	3/1	10/1	9/1	8/1	7/1	6/1	5/1	4/1	-	-	-	

+ 6



→ 12 → 24 → 2

20
AP



FIELD LASER GUN

• STRONG POINT •

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

• SUPPORT WEAPON •

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

• LASER • (Field Laser Gun)

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

TABLE 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x FIELD LASER GUN	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 ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-	

+ 4



→ 0

→→ 0

1

30
AP



DUAL FIELD LASER GUN

• STRONG POINT •

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

• SUPPORT WEAPON •

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

• LASER • (Dual Field Laser Gun)

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

TABLE 1947

															
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x DUAL FIELD LASER GUN	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 ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-



+ 4



→ 0 →→ 0

 1

6
AP

KOMMANDOWAGEN

LEICHTE SCHUTZENPANZERWAGEN
SD KFZ 250/3 (COMMAND)

- **COMMAND VEHICLE** •

Officers, Mechanics, and Medics mounted in vehicle can re-roll Special Actions.

- **HALF-TRACKED** •

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

- **PASSENGERS (3)** •

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

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	3/1	4/1	2/1	-	-	-	-	-	-	-	

+ **4**



→ 3

→→ 5

 **2**

5
AP

HANOMAG SCHUTZENPANZERWAGEN SD KFZ 251/1

• HALF-TRACKED •

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

• PASSENGERS (6) •

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

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	3/1	4/1	2/1	-	-	-	-	-	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 4



→ 3

→→ 5

 2

9
AP



AB-47

**PANZERSPAHWAGEN
AB-47 SCOUT**

• **LASER** • (Light Laser Gun)

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

• **WHEELED** •

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 LIGHT LASER GUN	8	4/1	4/1	3/1	3/1	9/1	8/1	7/1	6/1	5/1	4/1	3/1	-	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	-	

+ 4



→ 3

→→ 5

2

9
AP



NORDWIND

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

• **WHEELED** •

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

TABLE 1947

																
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x ANTI-AIRCRAFT GUN	8	4/1	4/1	3/1	3/1	2/2	2/2	1/1	1/1	-	-	-	2/2	2/2	1/1	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 5 

 **3**  **5**  **3**

9
AP



NORDWIND II

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

• WHEELED •

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

1947

																
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3		
A 1x DUAL ANTI-AIRCRAFT GUN	8	5/1	5/1	5/1	4/1	3/2	3/2	2/2	1/1	-	-	-	3/2	2/2	1/1	

+ 5



→ 3

→→ 5

 3

8
AP



STORCH

FIESELER FI 158 C7
AIR COMMAND PLANE

• AIR TRAFFIC CONTROL •

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

• JAMMER •

All successful enemy Actions that require use of a radio within a range of 6, are forced to re-roll and accept the new result.

1947

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

+ 5



→ 5

→→ 10

→→ 1

17
AP



PANZER IV-K

PANZERKAMPFWAGEN IV AUSF. K
(LASER)

• TRACKED •

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

• LASER • (Laser Gun)

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

1947

	RANGE																	
		1	2	3	4	1	2	3	4	5	6	7		1	2	3		
A 1x LASER GUN	14	6/1	5/1	5/1	4/1	12/1	11/1	10/1	9/1	8/1	7/1	6/1	-	-	-	-		
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	-	-	
C 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	-	-	
D 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	-	-	

+ 6



* Large

➔ 2

➔➔➔ 4

 4

5
AP



HANOMAG VAMPIR

SCHUTZENPANZERWAGEN
SD KFZ 251/27, NIGHT HUNTER

• HALF-TRACKED •

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

• PASSENGERS (6) •

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

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	3/1	4/1	2/1	-	-	-	-	-	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ 4



→ 3

→→ 5

2

9
AP



PAKWAGEN 251
SCHUTZENPANZERWAGEN
SD KFZ 251/22
(ANTI-TANK)

• **HALF-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 ANTI-TANK GUN	16	↓/1	↓/1	↓/1	↓/1	1/☠	1/☠	1/5	1/4	1/4	1/3	1/3	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	

+ **4**



→ 3

→→ 5

 **3**

7
AP

AB-43 LANCIAFIAMME

PANZERSPAHWAGEN AB-43F
(FLAME)

• WHEELED •

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

• FLAME • (Flamethrower)

Target gets no Saves from this weapon and is Suppressed.

TABLE 1947

																	
RANGE		1	2	3	4	1	2	3	4	5	6	7		1	2	3	
A 1x FLAMETHROWER	2	♣/1	♣/1	♣/1	♣/1	♣/♠	♣/♠	♣/2	♣/2	♣/2	♣/2	♣/2	-	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	2/1	2/1	-	
C 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	-	

+ 4 **+** **+** **+** **+** **+**

→ 3 **→→** 5  2



7
AP



SIGRID

GENERALMAJOR
SIGRID VON THALER,
BLUTKREUZ KORPS

• ASSASSIN •

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

• BERSERK •

All hits with close-combat weapons, roll again and add additional hits on a . Roll hits until unsuccessful.

• EXPERT • (Knife)

Hits on as well as . Does not apply to Units Joined.

• LASER • (Laser Pistol)

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

• PILOT • (Snow Lynx)

Sigrid can pilot this special JagdLuther and only this vehicle.

1947

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

+ 4



* Hero

→ 2 →→ 4

2

8
AP



SIGRID

GENERALMAJOR
SIGRID VON THALER,
BLUTKREUZ KORPS

• **ASSASSIN** •

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

• **BERSERK** •

All hits with close-combat weapons, roll again and add additional hits on a . Roll hits until unsuccessful.

• **EXPERT** • (Knife)

Hits on as well as . Does not apply to Units Joined.

• **GRENADE** • (Panzerfaust 100)

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

• **LASER** • (Laser Pistol)

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

• **PILOT** • (Snow Lynx)

Sigrid can pilot this special JagdLuther and only this vehicle.

1947

RANGE		1	2	3	4	1	2	3	4	5	6	7		1	2	3
A 1x PANZERFAUST 100	3	↓/1	↓/1	↓/1	↓/1	1/☠	1/☠	1/☠	1/5	1/4	1/4	1/3	-	-	-	
B 1x LASER PISTOL	3	1/1	1/1	1/1	1/1	2/1	1/1	1/1	-	-	-	-	1/1	1/1	1/1	
C 1x DUAL KNIVES	C	2/1	2/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-	-

+ 4



* Hero

→ 2 →→ 4

2

8
AP



SIGRID

GENERALMAJOR
SIGRID VON THALER,
BLUTKREUZ KORPS

• **ASSASSIN** •

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

• **BERSERK** •

All hits with close-combat weapons, roll again and add additional hits on a . Roll hits until unsuccessful.

• **EXPERT** • (Knife)

Hits on as well as . Does not apply to Units Joined.

• **GRENADE** • (Panzerfaust 100)

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

• **LASER** • (Laser Pistol)

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

• **PILOT** • (Snow Lynx)

Sigrid can pilot this special JagdLuther and only this vehicle.

1947

	RANGE														
		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x PANZERFAUST 100	3	↓/1	↓/1	↓/1	↓/1	1/☉	1/☉	1/☉	1/5	1/4	1/4	1/3	-	-	-
B 1x LASER PISTOL	3	1/1	1/1	1/1	1/1	2/1	1/1	1/1	-	-	-	-	1/1	1/1	1/1
C 1x DUAL KNIVES	C	2/1	2/1	1/1	1/1	-	-	-	-	-	-	-	-	-	-

+ 4



* Hero

➔ 2

➔➔➔ 4

2

4
AP

ANGELA

ANGELA WOLF
BLUTKREUZ KORPS ASSASSIN

DUST 1947

- CAMOUFLAGE •

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

- EXPERT • (Sniper Rifle)

Hits on as well as .

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

- SNIPER • (Sniper Rifle)

Choose the enemy soldiers hit with this weapon. It ignores Infantry and Cover saves.

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	1/2	1/1	1/1	-	-	-	-	-	-	-
B 1x PISTOL	2	3/1	2/1	1/1	1/1	2/1	-	-	-	-	-	-	-	-	-

+ 3



* Hero

→ 2 →→ 4



4
AP



ANGELA

ANGELA WOLF,
BLUTKREUZ KORPS SPY

• EXPERT • (Pistol)

Hits on ☉ 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.

• HEAD SHOT • (Pistol)

Choose the enemy soldiers hit with this weapon. Place stunned token on unit hit by this weapon.

• 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 PISTOL	2	3/1	2/1	1/1	1/1	2/1	-	-	-	-	-	-	-	-

+ 3



* Hero

➔ 2

➔➔➔ 4

2

9
AP



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.

DUST 1947

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	-	-	-

+ 4



* Hero

➔ 3

➔➔➔ 4

1

4
AP



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.

• **CUTTING** • (Circular Saw)

When this weapon hits, roll hits again scoring another hit on . Continue rolling until re-roll fail to hit.

• **ZOMBIE** •

Zombies always pass infantry saves on as well as . Only a Zombie may join Zombies.

DUST 1947

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

+ 3



* Hero

→ 3

→→ 4

1

7
AP



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

• GORILLA •

Only a gorilla may join gorillas.

DUST 1947

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

+ 6



* Hero

→ 3

→→ 5

2

8
AP



**FRANK
VON STEIN**
BLUTKREUZ KORPS
EXPERIMENT NR.7

• **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.

• **CHARGE** •

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

• **EXPERT** • (Dual Claws)

Hits on ☉ as well as ☒. Does not apply to Units Joined.

• **ZOMBIE** •

Zombies always pass infantry saves on ☐ as well as ☒. Only a Zombie may join Zombies.

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 DUAL CLAWS	C	3/1	3/1	3/1	3/1	3/2	3/2	2/1	1/1	1/1	1/1	1/1	-	-

+ **4**



* Hero

➔ **3**

➔➔ **4**

 **1**

6
AP

WILFRIED

BLUTKREUZ KORPS
EXPERIMENT NR. 19

• CHARGE •

May take a free Attack Action using close-combat weapons after performing a March Move Action. Applies to units joined as well.

• CUTTING • (Circular Saw)

When this weapon hits, roll hits again scoring another hit on . Continue rolling until re-roll fail to hit.

• DAMAGE RESILIENT •

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

• GORILLA •

Only a gorilla may join gorillas.

1947

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x DEADLY PUNCH	C	1/1	1/1	1/1	1/1	1/2	1/2	1/1	1/1	1/1	1/1	-	-	-
B 1x 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	-	-

+ 5



* Hero

→ 2

→ → 4

2

7
AP

A



SAMSON

BLUTKREUZ KORPS
EXPERIMENT NR. 5

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

• EXPERT • (Paired Deadly Punch)

Hits on as well as . Does not apply to Units Joined.

• FIRST STRIKE •

Resolve close combat attack before target resolves theirs. Does not apply to Units Joined.

• GORILLA •

Only a gorilla may join gorillas.

DUST 1947

RANGE

1

2

3

4

1

2

3

4

5

6

7

1

2

3

3

A 1x PAIRED DEADLY PUNCH

C

2/1

2/1

2/1

2/1

2/2

2/2

2/1

2/1

2/1

2/1

-

-

-

+ 6



* Hero

→ 3

→→ 5

2

8
AP



JACOB

**BLUTKREUZ KORPS
EXPERIMENT NR. 17**

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

• **FLAME** • (Flamethrower)

Target gets no saves from this weapon and is suppressed.

• **GORILLA** •

Only a gorilla may join gorillas.

1947

																
RANGE		1	2	3	4	1	2	3	4	5	6	7		1	2	3
A 1x DEADLY PUNCH	C	1/1	1/1	1/1	1/1	1/2	1/2	1/1	1/1	1/1	1/1	1/1	-	-	-	-
B 1x FLAMETHROWER	1	↓/1	↓/1	↓/1	↓/1	↓/☠	↓/☠	↓/2	↓/2	↓/2	↓/2	↓/2	-	-	-	-

+ **5**



* Hero

→ **2** → → **4**

 **2**

5
AP

UNIT LEADER



ZOMBIES SQUAD

BLUTKREUZ KORPS

• MINDLESS •

Can be led by the BlutKreuz. Cannot take Objectives. Immune to Suppression. Applies to Unit Joined.

• ZOMBIE •

Zombies always pass infantry saves on  as well as . Only a Zombie may join Zombies.

DUST 1947

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

→ 2 →→ 3  1

8
AP



UNIT LEADER



ZOMBIE SUICIDE SQUAD

BLUTZKREUZ KORPS

• 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.

• GRENADE • (Panzerfaust 100)

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 5x PANZERFAUST 100 (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/5	1/4	1/4	1/3	-	-	-	
B 5x MINE (LIMITED AMMUNITION)	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 1

9
AP



UNIT LEADER



ZOMBIE GRENADEUR SQUAD

BLUTZKREUZ KORPS

• ZOMBIE •

Zombies always pass infantry saves on as well as . Only a Zombie may join Zombies.

• GRENADE •

(Panzerfaust/Panzerfaust 100)

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

DUST 1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x MACHINEGUN	6	9/1	8/1	6/1	3/1	5/1	3/1	-	-	-	-	-	3/1	2/1	-	
B 4x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	
C 1x PANZERFAUST 100 (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☠	1/☠	1/☠	1/5	1/4	1/4	1/3	-	-	-	○○○○
D 2x PANZERFAUST (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☠	1/☠	1/5	1/4	1/4	1/3	1/3	-	-	-	○○○○

→ 2 →→ 4 1

8
AP

UNIT LEADER



GORILLA SQUAD

BLUTKREUZ KORPS

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

• GORILLA •

Only a gorilla may join gorillas.

DUST 1947

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

→ 3 →→ 5  2

8
AP

UNIT LEADER



GORILLA PIONEER SQUAD

BLUTKREUZ KORPS

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

• FLAME BURST • (Flammfaust)

Target get no saves from this weapon and is suppressed. Use blast template instead of flame template.

• GORILLA •

Only a gorilla may join gorillas.

1947

																		
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3			
A 3x FLAMMFAUST (LIMITED AMMUNITION)	3												-	-	-			
B 3x JACKHAMMER	C	1/1	1/1	1/1	1/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-			

→ 2 →→ 4  2

6
AP



UNIT LEADER



LASER GRENADEIER SQUAD

BLUTKREUZ KORPS

• LASER • (Laser Gun/Laser Rifle)

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

1947

RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x LASER GUN	6	2/1	1/1	1/1	1/1	4/1	3/1	2/1	1/1	1/1	-	-	-	-	-
B 4x LASER RIFLE	4	1/1	1/1	1/1	1/1	3/1	2/1	1/1	1/1	-	-	-	-	-	-

→ 2 →→ 4 2

10
AP

UNIT LEADER



HEAVY LASER GRENADEIER SQUAD

BLUTKREUZ KORPS

• DAMAGE RESILIENT •

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

• LASER • (Heavy Assault Laser)

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

1947

RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 3x HEAVY ASSAULT LASER	6	2/1	2/1	1/1	1/1	5/1	4/1	3/1	2/1	1/1	1/1	-	-	-	-

→ 2 →→ 3 3

13
AP

UNIT LEADER



LASER TANK-HUNTER SQUAD

BLUTKREUZ KORPS

• DAMAGE RESILIENT •

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

• LASER • (Laser Anti-Tank Gun)

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

• SUPPORT WEAPON •

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

1947

RANGE		1	2	3	4	1	2	3	4	5	6	7		1	2	3
A 1x LASER ANTI-TANK GUN	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 DUAL MACHINEGUNS	6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	3/1	2/1	-

+ 3 + + +

→ 2 → → 3 3

17
AP

SNOW LYNX

PANZERKAMPFLAUFER IV-D
(TANK HUNTER)

• PILOT • (Sigrid)

Only Sigrid can pilot the Snow Lynx and when it is the Snow Lynx gains the Expert Skill with its Dual Anti-Tank Guns, but it can be fielded without her. The Snow Lynx is unique so only one may be fielded.

• EXPERT • (Dual Anti-Tank Guns)

Hits on as well as . (Only when Piloted by Sigrid).

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/☠	2/5	2/4	1/4	1/3	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 7

→ 2 **→→** 4 5

8
AP



HEINRICH (TROP)

PANZERSPAHLAUFER I-E
(LIGHT FLAK)

• SCOUT •

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

1947

																
	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x QUAD ANTI-AIRCRAFT GUNS	8	9/1	9/1	9/1	7/1	5/3	5/2	3/2	1/1	1/1	-	-	4/2	3/2	1/1	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 4



→ 2 →→ 4  3



12
AP



ROLF

**LEUTNANT ROLF SAMMT,
LUFTWAFFE**

• **AIRBORNE** •

Airborne units are dropped anywhere on the table, no closer than range 2 to any objective in the game. The unit's first Action must be a Nothing Action. The player then rolls a die. On a ❸ or ❹, the player may choose the unit's second Action. May not capture an objective the turn they are placed.

• **EXPERT** • (Rocket Launcher)

Hits on ❹ as well as ❸.

• **INFANTRY ACE** •

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

• **SALVO** • (Rocket Launcher)

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 ROCKET LAUNCHER	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	3/2	2/2	1/1
B 1x MODIFIED ASSAULT RIFLE	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-

+ 4



* Hero

➔ 2 ➔➔ 5

1

10
AP



FLORENTINE

LT. FLORENTINE ENGEL,
RAKETENTRUPPE KORPS

• EXPERT • (Laser Pistol)

Hits on ☉ as well as ☒. Does not apply to Units Joined.

• FLYING •

Unit ignores terrain. Does not share with units joined.

• OFFICER •

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

• LASER • (Laser Pistol)

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

1947

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

+ 4



* Hero

→ 3

→→ 6

1

7
AP

KURT

SEERGEANT 1ST CLASS KURT
FISCHER, LUFTWAFFE

• AIRBORNE •

Airborne units are dropped anywhere on the table, no closer than range 2 to any objective in the game. The unit's first Action must be a Nothing Action. The player then rolls a die. On a or the player may choose the units second Action. May not capture an objective the turn they are placed.

• EXPERT • (Panzerfaust)

Hits on as well as . Does not apply to Units Joined.

• FIGHTING SPIRIT •

Once per game, hit on rolls of as well as .

• GRENADE • (Panzerfaust)

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 PANZERFAUST	3	1/1	1/1	1/1	1/1	1/2	1/2	1/5	1/4	1/4	1/3	1/3	-	-	-
B 1x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
C 1x LIGHT SUBMACHINE GUN	2	6/1	5/1	3/1	-	2/1	-	-	-	-	-	-	-	-	-

+ 5



* Hero

→ 2

→→ 5

1

9
AP



GALEAZZO

CAPTAIN GALEAZZO SALVADERI,
FOLGORE DIVISION

• AIRBORNE •

Airborne units are dropped anywhere on the table, no closer than range 2 to any objective in the game. The unit's first Action must be a Nothing Action. The player then rolls a die. On a 1 or 2, the player may choose the unit's second Action. May not capture an objective the turn they are placed.

• EXPERT • (Demo Charge)

Hits on 4 as well as 5. Does not apply to Units Joined.

• OFFICER •

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

• QUICK RECOVERY •

Unit does not need to take a Nothing Action after using Airborne skill. A Unit share this skill with a Squad but not a Vehicle.

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	-	3/1	-	-	-	-	-	-	-	-	-
B 1x DEMO CHARGE	C	1/1	1/1	1/1	1/1	1/3	1/3	1/2	1/2	1/2	1/2	1/2	-	-	-

+ 4



* Hero

→ 2 →→ 5

 1

8
AP



THE BLOODY BARON

CAPTAIN KLAUS VON RICHTHOFEN,
LUFTWAFFE

• ACE AIR PILOT •

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

• LASER • (Laser Pistol)

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

1918 1947

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

+ 3



* Hero

→ 2 →→ 4

 2

22
AP



BLOODY BLITZ

HORTEN HO-357 FLEDERMAUS VII
(LASER)

• LASER • (Dual Laser Gun)

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

• PILOT • (Bloody Baron)

Only The Bloody Baron can pilot the Bloody Blitz, but it can be fielded without him. The Bloody Blitz is unique, so only one may be fielded.

1947

RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x QUAD AUTOCANNONS	2	7/1	7/1	7/1	6/1	4/3	4/2	3/2	1/1	-	-	-	8/2	5/2	3/1	
B 1x DUAL LASER GUN	4	5/1	4/1	4/1	3/1	10/1	9/1	8/1	7/1	6/1	5/1	4/1	-	-	-	

+ 6



→ 12 → 24 → 2

8
AP

UNIT LEADER



FALLSCHIRMJÄGER TANK-HUNTER SQUAD

• AIRBORNE •

Airborne units are dropped anywhere on the table, no closer than range 2 to any objective in the game. The unit's first Action must be a Nothing Action. The player then rolls a die. On a  or , the player may choose the unit's second Action. May not capture an objective the turn they are placed.

• GRENADE • (Bazooka/Panzerfaust)

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

• SALVO • (Rocket Launcher)

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

TABLE 1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x ROCKET LAUNCHER	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	3/2	2/2	1/1	
B 3x HEAVY ASSAULT RIFLE	6	5/1	5/1	3/1	2/1	3/1	2/1	-	-	-	-	-	2/1	1/1	-	
C 1x BAZOOKA	4	1/1	1/1	1/1	1/1	1/☉	1/☉	1/4	1/4	1/4	1/3	1/2	-	-	-	
D 2x PANZERFAUST (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☉	1/☉	1/5	1/4	1/4	1/3	1/3	-	-	-	○○○○

→ 2 →→ 5  1

8
AP

UNIT LEADER



FALLSCHIRMJÄGER BATTLE SQUAD

• AIRBORNE •

Airborne units are dropped anywhere on the table, no closer than range 2 to any objective in the game. The unit's first Action must be a Nothing Action. The player then rolls a die. On a or , the player may choose the unit's second Action. May not capture an objective the turn they are placed.

• SALVO • (Rocket Launcher)

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 ROCKET LAUNCHER	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	3/2	2/2	1/1
B 1x MACHINEGUN	6	9/1	8/1	6/1	3/1	5/1	3/1	-	-	-	-	-	3/1	2/1	-
C 3x HEAVY ASSAULT RIFLE	6	5/1	5/1	3/1	2/1	3/1	2/1	-	-	-	-	-	2/1	1/1	-

→ 2 →→ 5 1

8
AP

UNIT LEADER



FALLSCHIRMJÄGER ANTI-AIRCRAFT SQUAD

• AIRBORNE •

Airborne units are dropped anywhere on the table, no closer than range 2 to any objective in the game. The unit's first Action must be a Nothing Action. The player then rolls a die. On a or , the player may choose the unit's second Action. May not capture an objective the turn they are placed.

• SALVO • (Rocket Launcher)

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

1947

	RANGE														
		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x ROCKET LAUNCHER	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	3/2	2/2	1/1
B 3x HEAVY ASSAULT RIFLE	6	5/1	5/1	3/1	2/1	3/1	2/1	-	-	-	-	-	2/1	1/1	-

→ 2 →→ 5 1

12
AP



UNIT LEADER



FALLSCHIRMJÄGER COMMAND SQUAD

• AIRBORNE •

Airborne units are dropped anywhere on the table, no closer than range 2 to any objective in the game. The unit's first Action must be a Nothing Action. The player then rolls a die. On a 1 or 2, the player may choose the units second Action. May not capture an objective the turn they are placed.

• COMMAND SQUAD •

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

• SALVO • (Rocket Launcher)

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

1947

															
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x ROCKET LAUNCHER	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	3/2	2/2	1/1
B 4x HEAVY ASSAULT RIFLE	6	5/1	5/1	3/1	2/1	3/1	2/1	-	-	-	-	-	2/1	1/1	-

→ 2 →→ 5  1

7
AP



UNIT LEADER



RAKETENTRUPPE BATTLE SQUAD

• FLYING •

Unit ignores terrain. Does not share with units joined.

• GRENADE • (Panzerfaust)

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

TABLE 1947

															
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x MACHINEGUN	6	9/1	8/1	6/1	3/1	5/1	3/1	-	-	-	-	-	3/1	2/1	-
B 4x ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-
C 2x PANZERFAUST (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☉	1/☉	1/5	1/4	1/4	1/3	1/3	-	-	-



→ 3 →→ 6  1

10
AP



UNIT LEADER



RAKETENTRUPPE ANTI-AIRCRAFT SQUAD

• FLYING •

Unit ignores terrain. Does not share with units joined.

• SALVO • (Rocket Launcher)

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

• GRENADE • (Panzerfaust)

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 2x ROCKET LAUNCHER	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	3/2	2/2	1/1	
B 3x ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-	
C 2x PANZERFAUST (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☉	1/☉	1/5	1/4	1/4	1/3	1/3	-	-	-	☉☉☉☉

→ 3 →→ 6  1

13
AP



RAKETENTRUPPE COMMAND SQUAD

• COMMAND SQUAD •

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

• FLYING •

Unit ignores terrain. Does not share with units joined.

• SALVO • (Rocket Launcher)

May double number of combat dice rolled. If do so, remove loaded token. Weapon cannot attack until unit regains loaded token by performing a reload action.

• GRENADE • (Panzerfaust)

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

TABLE 1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x ROCKET LAUNCHER	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	3/2	2/2	1/1	
B 4x ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-	
C 2x PANZERFAUST (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☉	1/☉	1/5	1/4	1/4	1/3	1/3	-	-	-	☉☉☉☉

➔ **3** ➔➔ **6**  **1**

6
AP

UNIT LEADER



FALLSCHIRMJÄGER ANTI-TANK SQUAD

• AIRBORNE •

Unit is never placed on the table at the start of the game. It is dropped anywhere on the table, but not within range 2 from an objective. Unit's first action must be a nothing action. The player then rolls a die. On a  or , the player may choose the unit's second action.

• SUPPORT WEAPON •

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

DUST 1947

																
RANGE		1	2	3	4	1	2	3	4	5	6	7		1	2	3
A 1x RECOILLESS ROCKET LAUNCHER	12	↓/1	↓/1	↓/1	↓/1	1/☠	1/☠	1/4	1/4	1/3	1/3	1/2	-	-	-	-
B 3x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	-

+ 3 

 **2**  **3**  **1**

7
AP

UNIT LEADER



FALLSCHIRMJÄGER MORTAR SQUAD

• AIRBORNE •

Airborne units are dropped anywhere on the table, no closer than range 2 to any objective in the game. The unit's first Action must be a Nothing Action. The player then rolls a die. On a or , the player may choose the unit's second Action. May not capture an objective the turn they are placed.

• ARTILLERY • (Mortar)

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

• SUPPORT WEAPON •

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

DUST 1947

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

+ 4



→ 1 →→ 3



1

7
AP

UNIT LEADER



FALLSCHIRMJÄGER ROCKET LAUNCHER SQUAD

• AIRBORNE •

Unit is never placed on the table at the start of the game. It is dropped anywhere on the table, but not within range 2 from an objective. Unit's first action must be a nothing action. The player then rolls a die. On a  or , the player may choose the unit's second action.

• SUPPORT WEAPON •

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

• GRENADE • (Rocket Launcher)

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

DUST 1947

															
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x ROCKET LAUNCHER	10	↓/1	↓/1	↓/1	↓/1	↓/2	↓/2	↓/1	↓/1	↓/1	↓/1	-	-	-	-
B 3x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-

+ 3

→ 2 →→ 3

1

6
AP

FALLSCHIRM RSO/FLAK 3

RAUPENSCHLEPPER OST MIT FLAK 3,
(SELF-PROPELLED ANTI-AIRCRAFT 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.

• AIRBORNE •

Airborne units are dropped anywhere on the table, no closer than range 2 to any objective in the game. The unit's first Action must be a Nothing Action. The player then rolls a die. On a or , the player may choose the unit's second Action. May not capture an objective the turn they are placed.

• 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 SEXTUPLE ANTI-AIRCRAFT GUNS	8	12/1	12/1	12/1	10/1	7/3	7/2	4/2	2/1	-	-	-	4/2	3/2	2/1	
B 3x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	

+ 3

2 **5** **1**

9
AP



FALLSCHIRM RSO/PAK 40

RAUPENSCHLEPPER OST MIT PAK 40,
(SELF-PROPELLED ANTI-TANK GUN)

• AIRBORNE •

Airborne units are dropped anywhere on the table, no closer than range 2 to any objective in the game. The unit's first Action must be a Nothing Action. The player then rolls a die. On a 1 or 2, the player may choose the unit's second Action. May not capture an objective the turn they are placed.

• TRACKED •

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 ANTI-TANK GUN	16	↓/1	↓/1	↓/1	↓/1	1/∞	1/∞	1/5	1/4	1/4	1/3	1/3	-	-	-	
B 3x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	

+ 3 + + +

→ 2 → → 5  2

11
AP



FALLSCHIRM RSO/LASERKANONE

RAUPENSCHLEPPER OST MIT LASERKANONE,
(SELF-PROPELLED LASER GUN)

• AIRBORNE •

Airborne units are dropped anywhere on the table, no closer than range 2 to any objective in the game. The unit's first Action must be a Nothing Action. The player then rolls a die. On a  or , the player may choose the units second Action. May not capture an objective the turn they are placed.

• LASER • (Laser Gun)

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

• 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 LASER GUN	14	6/1	5/1	5/1	4/1	12/1	11/1	10/1	9/1	8/1	7/1	6/1	-	-	-	
B 3x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	

+ 3 

 **2**  **5**  **2**

14
AP



LUFT HANS (TROP)

PANZERSPAHLAUFER I-K,
(TANK HUNTER)

• AIRBORNE •

Airborne units are dropped anywhere on the table, no closer than range 2 to any objective in the game. The unit's first Action must be a Nothing Action. The player then rolls a die. On a or , the player may choose the unit's second Action. May not capture an objective the turn they are placed.

• FLAME • (Flamethrower)

Target gets no saves from this weapon and is suppressed.

• GRENADE • (Paired Rocket Launcher)

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

• RELOAD • (Paired Rocket Launcher)

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 PAIRED ROCKET LAUNCHERS	4															-	-	-		
B 1x MACHINEGUN	6							-	-	-	-	-	-			-				
C 1x FLAMETHROWER	2													-	-	-				

+ 4



→ 2

→→ 4

3

11
AP



LUFT HEINRICH (TROP)

PANZERSPAHLAUFER I-H,
(LIGHT FLAK)

• AIRBORNE •

Airborne units are dropped anywhere on the table, no closer than range 2 to any objective in the game. The unit's first Action must be a Nothing Action. The player then rolls a die. On a or , the player may choose the unit's second Action. May not capture an objective the turn they are placed.

• FLAME • (Flamethrower)

Target gets no saves from this weapon and is suppressed.

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x QUAD ANTI-AIRCRAFT GUNS	8	9/1	9/1	9/1	7/1	5/3	5/2	3/2	1/1	-	-	-	4/2	3/2	1/1	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
C 1x FLAMETHROWER	2												-	-	-	

+ 4



→ 2

→→ 4

3

13
AP



**LUFT HERMANN
(TROP)**
**PANZERSPAHLAUFER I-G,
(LASER)**

• AIRBORNE •

Airborne units are dropped anywhere on the table, no closer than range 2 to any objective in the game. The unit's first Action must be a Nothing Action. The player then rolls a die. On a  or , the player may choose the unit's second Action. May not capture an objective the turn they are placed.

• LASER • (Dual Laser Gun)

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

• RELOAD • (Dual Laser Gun)

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.

• FLAME • (Flamethrower)

Target gets no saves from this weapon and is suppressed.

DUST 1947

																
	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL LASER GUN	10	5/1	5/1	4/1	4/1	12/1	11/1	10/1	9/1	8/1	7/1	6/1	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
C 1x FLAMETHROWER	2	♣/1	♣/1	♣/1	♣/1	♣/♣	♣/♣	♣/2	♣/2	♣/2	♣/2	♣/2	-	-	-	

+ 4 

 **2**  **4**  **3**

12
AP



LUFT HORST (TROP)

PANZERSPAHLAUFER I-L,
(ARTILLERY)

• AIRBORNE •

Airborne units are dropped anywhere on the table, no closer than range 2 to any objective in the game. The unit's first Action must be a Nothing Action. The player then rolls a die. On a  or , the player may choose the unit's second Action. May not capture an objective the turn they are placed.

• ARTILLERY • (Dual Rocket Launcher)

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

• RELOAD • (Dual Rocket Launcher)

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.

• FLAME • (Flamethrower)

Target gets no saves from this weapon and is suppressed.

DUST 1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL ROCKET LAUNCHERS	4-14	♣/1	♣/1	♣/1	♣/1	♣/3	♣/2	♣/2	♣/1	♣/1	♣/1	♣/1	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
C 1x FLAMETHROWER	2	♣/1	♣/1	♣/1	♣/1	♣/♣	♣/♣	♣/2	♣/2	♣/2	♣/2	♣/2	-	-	-	

+ 4 + + + +

→ 2 → → 4  3

19
AP



GEIST

HORTEN HO-367 FLEDERMAUS X
(AIR SUPERIORITY)

• RADAR •

A vehicle with this equipment can reroll once any failed die when making an Attack or Sustained Attack Action against an Aircraft.

1947

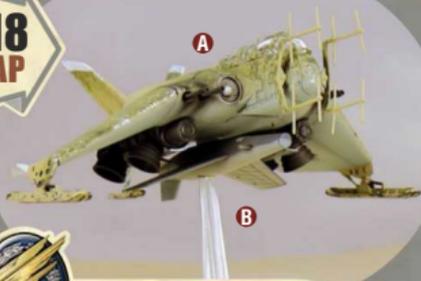
																
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x QUAD AUTOCANNONS	2	7/1	7/1	7/1	6/1	4/3	4/2	3/2	1/1	-	-	-	8/2	5/2	3/1	
B 1x DUAL AUTOCANNONS	3	5/1	5/1	5/1	5/1	3/3	3/3	2/2	2/2	1/1	-	-	7/2	5/2	3/1	

+ 6



→ 10 → 20  2

18
AP



HEXE

**HORTEN HO-367 FLEDERMAUS IX
(NIGHT BOMBER)**

• **RADAR** •

A vehicle with this equipment can reroll once any failed dice when making an Attack or Sustained Attack Action against an Aircraft.

• **LARGE ORDNANCE** • (Gliding Bomb)

Uses Artillery Template or targets four squares like Artillery.

1947

																
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x QUAD AUTOCANNONS	2	7/1	7/1	7/1	6/1	4/3	4/2	3/2	1/1	-	-	-	8/2	5/2	3/1	
B 1x GLIDING BOMB (LIMITED AMMUNITION)	6	 /1	 /1	 /1	 /1	 /∞	 /∞	 /∞	 /6	 /5	 /5	 /4	-	-	-	 

+ 6



→ 10 → 20  **2**

10
AP



MÖBELWAGEN AUSF. B

SECHS 3CM FLAK AUF
PANZERKAMPFWAGEN IV

1947

																
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x SEXTUPLE ANTI-AIRCRAFT GUNS	8	12/1	12/1	12/1	10/1	7/3	7/2	4/2	2/1	-	-	-	4/2	3/2	2/1	
B 2x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	

+ 5



* Large

→ 2

→→ 4

 3

• 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.

• TRACKED •

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



6
AP



TINA AND HYÄNE

MAJOR TINA BAUMANN, NDAK

1947

• EXECUTION •

Can take execute special action to eliminate chosen soldier within Range 1 from a unit with a stunned token.

• FIRST STRIKE •

Resolve close combat attack before target resolves theirs. Does not apply to Units Joined.

• INTERROGATE •

If Tina or a unit she joins uses a close-combat weapon to eliminate a hero or officer, or executes a hero or officer, roll four dice for initiative at the start of each turn for the rest of the game.

• OFFICER •

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

• GRAPPLE • (Hyena Bite)

Targets Hit by this weapon gain a Stunned Token.

• SAVAGE ANIMAL • (Hyena Bite)

Hits on as well as .

	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 HYENA BITE	C	2/1	2/1	2/1	2/1	-	-	-	-	-	-	-	-	-	-

+ 6



* Hero

➔ 2 ➔➔ 5

1

9
AP



CHRISTOPH

MASTER SERGEANT
CHRISTOPH SCHULTZ, NDAK

• EXPERT •

(Flamethrower/Panzerfaust 100)

Hits on ☉ as well as ☒. Does not apply to Units Joined.

• FLAME • (Flamethrower)

Target gets no saves from this weapon and is suppressed.

• GRENADE • (Panzerfaust 100)

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.

• TRAIL BLAZER •

Can Move through enemy Units. Applies to Units Joined as well.

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 PANZERFAUST 100	3	1/1	1/1	1/1	1/1	1/☒	1/☒	1/☒	1/5	1/4	1/4	1/3	-	-	-

+ 4



* Hero

➔ 2 ➔➔ 5



1

2
AP



A



A

UNIT LEADER



GRENADIER 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.

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	-	3/1	-	-	-	-	-	-	-	-

→ 2 →→ 5  1

5
AP

UNIT LEADER



GRENADIER TANK-HUNTER SQUAD

• GRENADE • (Panzerfaust 100)

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 5x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
B 5x PANZERFAUST (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☠	1/☠	1/☠	1/5	1/4	1/4	1/3	-	-	-



→ 3

→→ 5



1

5
AP

UNIT LEADER



GRENADIER RECON 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.

• 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 3x ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-
C 1x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-

→ 2 →→ 5  1

6
AP



GRENADIER BATTLE SQUAD

1947

															
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 2x MACHINEGUN	6	9/1	8/1	6/1	3/1	5/1	3/1	-	-	-	-	-	3/1	2/1	-
B 3x ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-

→ 2 →→ 5  **1**

6
AP

UNIT LEADER



GRENADIER SECURITY SQUAD

• FLAME • (Flamethrower)

Target gets no saves from this weapon and is suppressed.

• GRENADE • (Panzerfaust)

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 3x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	
B 1x LIGHT SUBMACHINE GUN	2	6/1	5/1	3/1	-	2/1	-	-	-	-	-	-	-	-	-	
C 1x FLAMETHROWER	1	↓/1	↓/1	↓/1	↓/1	↓/☠	↓/☠	↓/2	↓/2	↓/2	↓/2	↓/2	-	-	-	
D 2x PANZERFAUST (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/☠	1/☠	1/5	1/4	1/4	1/3	1/3	-	-	-	○○○○

→ 2 →→ 5  1

10
AP



UNIT LEADER



GRENADIER COMMAND SQUAD

• COMMAND SQUAD •

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

1947

															
RANGE		1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x MACHINEGUN	6	9/1	8/1	6/1	3/1	5/1	3/1	-	-	-	-	-	3/1	2/1	-
B 3x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
C 1x PISTOL	2	3/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-	-

→ 2 →→ 5  1

7
AP



UNIT LEADER

GRENADIER 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.

1947

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

+ 4



➔ 1 ➔➔➔ 3

 1

8
AP



A

B



HEINRICH (TROP)

PANZERSPAPHLAUFER I-E
(LIGHT FLAK)

• SCOUT •

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

1947

																
	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x QUAD ANTI-AIRCRAFT GUNS	8	9/1	9/1	9/1	7/1	5/3	5/2	3/2	1/1	1/1	-	-	4/2	3/2	1/1	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	

+ 4



→ 2 →→ 4  3

8
AP



HERMANN (TROP)

PANZERSPAHLAUFER I-D
(LASER)

• SCOUT •

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

• LASER • (Dual Laser Gun)

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

• RELOAD • (Dual Laser Gun)

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.

1947

RANGE		1	2	3	4	1	2	3	4	5	6	7		1	2	3	
A 1x DUAL LASER GUN	10	5/1	5/1	4/1	4/1	12/1	11/1	10/1	9/1	8/1	7/1	6/1	-	-	-	-	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	-	

+ 4



2

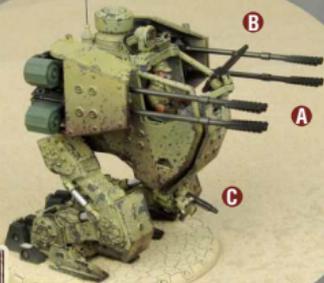


4



3

11
AP



**LOKI
PANZERKAMPFLAUFER II-C
(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.

DUST 1947

	RANGE															
		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x QUAD ANTI-AIRCRAFT GUNS	10	9/1	9/1	9/1	8/1	5/2	5/3	4/2	2/2	1/1	-	-	4/3	3/3	2/2	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
C 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	4/1	-	-	-	-	-	-	-	-	

+ 5



→ 2

→→ 4

 3

9
AP



LOTH
PANZERKAMPFLAUFER II-F
(ENGINEER)

• **CHARGE** •

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

• **ENGINEER VEHICLE** •

Has improved Engineering Action.

• **GRAPPLE** • (Paired Claws)

Targets Hit by this weapon gain a Stunned Token.

• **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.

TABLE 1947

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

+ 5



→ 2

→→ 4

 3



5
AP

YUKIKO

ENSIGN YUKIKO FUJITA,
IJN CADET

• CHEAT DEATH •

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

• EXPERT • (Sniper Rifle)

Hits on as well as . Does not apply to Units Joined.

• SNIPER • (Sniper Rifle)

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

DUST 1947

RANGE		1	2	3	4	1	2	3	4	5	6	7		1	2	3
A x1 SNIPER RIFLE	8	1/1	1/1	1/1	1/1	1/2	1/1	1/1	-	-	-	-	-	-	-	-
B x1 PISTOL	2	3/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-	-	-

+ 5



* Hero

→ 2

→→ 5



1