

# AXIS

• CARDS •

# LEGEND:



Front weapon



Rear weapon



Side weapon



Turret weapon



**2x BOMB**  
(LIMITED AMMUNITION)

2

1

2

-

-

-



Weapon Special Rule

Limited ammo check box

Fire Ark



**10  
AP**



**A**



## THE DESERT FOX

GENERAL OF THE ARMY  
ERWIN ROMMEL, WEHRMACHT

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</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

**+ 4**



\* Hero

**2** **5**



10  
AP



**STEFAN**

LIEUTENANT COLONEL  
STEFAN RETTER,  
WEHRMACHT

**DUST 1947**

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

A 1x FLAMETHROWER

**+ 4**



\* Hero

**→ 2 → 4**

**2**

• 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.

**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
<b>A</b> 1x ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-
<b>B</b> 2x PANZERFAUST	3	1/1	1/1	1/1	1/1	1/2	1/2	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
<b>A</b> 1x PISTOL	2	3/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-	-

**+ 3**



\* Hero

**2** **4**



**12  
AP**

**LARA**  
LIEUTENANT  
LARA WALTER,  
WEHRMACHT

**DUST 1947**

RANGE	Infantry				Light Vehicles					Air				
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 2x DUAL MACHINEGUNS	6	12/11/11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	3/1	2/1	-

**+ 4**

\* Hero

**2****3****3**

• **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.

**3**  
**AP**

UNIT LEADER



## STURMGRENADIER OBSERVER SQUAD

**DUST 1947**

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

**2** **4****2****• 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.

**4**  
**AP**

## STURMGRENADIER SNIPER SQUAD

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 1x SNIPER RIFLE	8	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-	-	-	-	-	-
<b>B</b> 1x ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-

### • 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 .

→ 2 → 4

2

**8**  
AP

## STURMGRENADIER ASSAULT SQUAD

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 4x ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-
<b>B</b> 1x BAZOOKA	4	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/4	1/4	1/3	1/3	1/2	-
<b>C</b> 2x PANZERFAUST (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/5	1/5	1/4	1/4	1/3	1/3	0 0 0

→ 2

→ 4

2

**8  
AP**

## STURMGRENADIER TANK HUNTER SQUAD

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 3x ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-
<b>B</b> 2x BAZOOKA	4	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/4	1/4	1/3	1/3	1/2	-	-

<b>A</b> 3x ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-
<b>B</b> 2x BAZOOKA	4	1/1	1/1	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**

## STURMGRENADIER RECON SQUAD

**DUST 1947**

- A** 4x ASSAULT RIFLE
- B** 1x MACHINEGUN
- C** 3x PANZERFAUST  
(LIMITED AMMUNITION)

RANGE	Infantry				Vehicle					Aircraft					
	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b>	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	2/1	1/1	-	
<b>B</b>	6	9/1	8/1	6/1	3/1	5/1	3/1	-	-	-	-	3/1	2/1	-	
<b>C</b>	3	1/1	1/1	1/1	1/1	1/2	1/2	1/5	1/4	1/4	1/3	1/3	-	-	-

**→ 2 → 4**
**2**

**9**  
**AP****A C**  
**A C****B****A C****A C****A****UNIT LEADER**

## STURMGRENADIER ASSAULT ENGINEER SQUAD

**DUST 1947**

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

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

**12**  
**AP**

UNIT LEADER



## STURMGRENADIER COMMAND SQUAD

**DUST 1947**

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

**→ 2 → 4****2**

**7**  
**AP**

## GRENADIER HEAVY MORTAR SQUAD

**DUST 1947****A** 1x MORTAR**B** 4x ASSAULT RIFLE

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
4-12	↓/1	↓/1	↓/1	↓/1	↓/2	↓/1	↓/1	↓/1	↓/1	-	-	-	-	-
4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-

**+ 4****→ 1 → 3**

**7  
AP****A****A****A****UNIT LEADER**

## HEAVY GRENADE ENGINEER SQUAD

**DUST 1947****A** 3x FLAMETHROWER

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

**• 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.

**2****3****3**

**14  
AP**

UNIT LEADER



## HEAVY GRENADE ASSAULT SQUAD

**DUST 1947**

RANGE	Infantry				Light Vehicles					Air				
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 3x DUAL MACHINEGUNS	<b>6</b>	12/111/1	8/1	4/1	7/1	3/1	-	-	-	-	-	3/1	2/1	-

**• 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.

→ 2

→ 3

3

**12  
AP****UNIT LEADER**

## HEAVY GRENADE ANTIAIRCRAFT SQUAD

**DUST 1947****A** 3x ROCKET LAUNCHER

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
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**

## HEAVY GRENAIDER COMMAND SQUAD

**DUST 1947**

**A** 2x DUAL MACHINEGUNS

**B** 1x ROCKET LAUNCHER

RANGE	Infantry				Light Vehicles					Air				
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 2x DUAL MACHINEGUNS	6	12/11/11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	3/1	2/1	-
<b>B</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

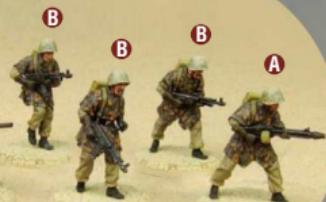


## HEAVY GRENADE ANTI-TANK SQUAD

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 1x ANTI-TANK GUN	12	↓/1	↓/1	↓/1	↓/1	1/2	1/2	1/4	1/3	1/3	1/2	1/2	-	-	-
<b>B</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

DUST 1947

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

→ 2 → 5

1

### • 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.

**8**  
**AP**



**HEINRICH**

PANZERSPAHLAUFER I-A  
(LIGHT FLAK)

• SCOUT •

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

**DUST 1947**

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

**+ 5**



**2**

**4**



**3**

**10  
AP**



## HERMANN

PANZERSPAHLAUFER I-B  
(LASER)

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 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



A



**HANS**

PANZERSPAHLAUFER I-C  
(TANK HUNTER)

**DUST 1947**

RANGE	Infantry				Armored					Aircraft				
	1	2	3	4	1	2	3	4	5	6	7	1	2	3
4	4/1	4/1	4/1	4/1	3/2	3/2	3/2	3/2	3/5	3/5	2/4	-	-	-

**A** 1x DUAL  
ROCKET LAUNCHER

**+ 5**



**2**

**4**



**3**

**12**  
**AP****LUDWIG****PANZERKAMPFLAUFER II-B  
(TANK HUNTER)****• SMOKE LAUNCHERS •** 

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

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 1x DUAL ANTI-TANK GUN	14	↓/1	↓/1	↓/1	↓/1	2/2	2/2	2/5	2/4	2/4	1/3	1/3	-	-	-	
<b>B</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

PANZERKAMPFLAUFER II-D  
(ROCKET)

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 1x DUAL ROCKET LAUNCHERS	4/14	1/1	1/1	1/1	1/1	1/3	1/2	1/2	1/1	1/1	1/1	1/1	-	-	-	
<b>B</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****PANZERKAMPFLAUFER II-A  
(ASSAULT FLAK)****DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 1x LIGHT GUN	12	↓/1	↓/1	↓/1	↓/1	2/2	2/3	2/3	1/2	1/2	1/1	-	2/3	2/3	1/2	✖
<b>B</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	-	-	-	✖
<b>C</b> 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	✖

**+ 6****2****4****4****4**

**9  
AP**

## LOTH

PANZERKAMPFLAUFER II-E  
(ENGINEER)

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 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>B</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

PANZERKAMPFLAUFER IV-D  
(TANK HUNTER)

DUST 1947

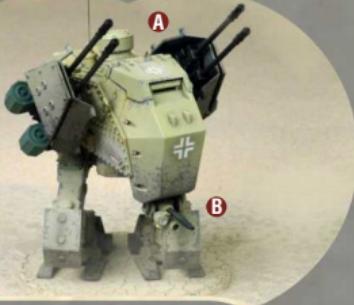
	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x DUAL ANTI-TANK GUN	18	↓/1	↓/1	↓/1	↓/1	2/2	2/2	2/2	2/5	2/4	1/4	1/3	-	-	-	1x
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	1x

7



2 4 5

15  
AP



## JAGDLOKI

PANZERKAMPFLAUFER IV-F  
(FLAK)

DUST 1947

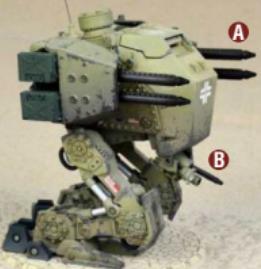
	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x QUAD ANTI-AIRCRAFT GUNS	10	9/1	9/1	9/1	8/1	5/2	5/3	4/2	2/2	1/1	-	-	4/3	3/3	2/2	
B 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	

7



2 4 5

19  
AP



## JAGDWOTAN

PANZERKAMPFLAUFER IV-E  
(LASER)

DUST 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

PANZERKAMPFLAUFER III-A2  
(LASER)



• LASER • (Dual 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	
<b>A</b> 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>B</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

PANZERKAMPFLAUFER III-A  
(LASER)

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 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>B</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



B  
A



## FLAMMLUTHER

PANZERKAMPFLAUFER III-D  
(FLAME)

DUST 1947

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

+ 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.

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 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)**

**DUST 1947**

• **DAMAGE RESILIENT** •

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

• **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
<b>A</b> 1x DUAL ROCKET LAUNCHER	3	3/1	3/1	3/1	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.

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 1x QUAD ANTI-AIRCRAFT GUNS	12	1/1	1/1	1/1	1/1	3/2	3/3	3/3	2/2	1/2	1/1	-	3/3	2/3	1/2	
<b>B</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****PANZERKAMPFLAUFER II-H  
(ANTI-TANK)****DUST 1947**

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

**+ 6****• 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.

**→ 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.

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b>	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>B</b>	1x DUAL MACHINEGUN	6	12/1	11/1	8/1	4/1	7/1	3/1	-	-	-	-	-	-	-	
<b>C</b>	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)

**DUST 1947**

		1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 1x HOWITZER	8	↓/1	↓/1	↓/1	↓/1	1/2	1/2	1/4	1/4	1/3	1/3	1/2	-	-	-	✖
<b>B</b> 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	✖
<b>C</b> 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	✖
<b>D</b> 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)****DUST 1947**

<b>A</b>	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>B</b>	1x MACHINEGUN	6	7/1 6/1 4/1 3/1	4/1 2/1	-	-	-	-	-	2/1 2/1	-		
<b>C</b>	1x DUAL MACHINEGUN	6	12/1 11/1 8/1 4/1	7/1 3/1	-	-	-	-	-	-	-		
<b>D</b>	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  
PANZERKAMPFLAUFER VI E  
(ROCKET)

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 1x DUAL ROCKET LAUNCHERS	4/14	2/1	2/1	2/1	2/1	2/3	2/2	2/2	2/1	2/1	2/1	2/1	-	-	-	
<b>B</b> 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
<b>C</b> 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)

**DUST 1947**

RANGE	Infantry				Light AFV					Heavy AFV					
	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
A 1x QUAD ANTI-AIRCRAFT GUNS	18	1/1	1/1	1/1	1/1	4/2	4/2	4/2	4/5	3/4	2/4	2/3	4/4	3/4	2/3
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  
PANZERKAMPFLAUFER VI A  
(TANK HUNTER)

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 1x DUAL ANTI-TANK GUNS	18	↓/1	↓/1	↓/1	↓/1	2/2	2/2	2/2	2/2	2/6	2/6	2/5	-	-	-	
<b>B</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)

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 1x ANTI-TANK GUN	4	↓/1	↓/1	↓/1	↓/1	1/2	1/2	1/2	1/5	1/5	1/4	1/4	-	-	-	
<b>B</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)**

**DUST 1947**

**A 2x X-4 MISSILE  
(LIMITED AMMUNITION)**

## **B** 1x QUAD AUTOCANNONS

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
4	1/1	1/1	1/1	1/1	1/3	1/2	1/2	1/1	-	-	-	1/8	1/8	1/7
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)****DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</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	
<b>B</b> 6x LIGHT BOMB (LIMITED AMMUNITION)	2	↓/1	↓/1	↓/1	↓/1	↓/2	↓/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.

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</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	
<b>B</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

**DUST 1947****A** 1x FIELD LASER GUN**B** 4x ASSAULT RIFLE

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
14	6/1	6/1	5/1	5/1	13/1	12/1	11/1	10/1	9/1	8/1	7/1	-	-	-
4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-

**• 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.

**+ 4****0** **0****1**

**30**  
**AP**

## DUAL FIELD LASER GUN

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 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>B</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)

**DUST 1947**

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

**+ 4**



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

**5**  
**AP**



## HANOMAG

SCHUTZENPANZERWAGEN  
SD KFZ 251/1

**DUST 1947**

• 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.

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	
<b>B</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

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 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>B</b> 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	

**+ 4****3 → 5 → 2****• 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)



**9  
AP****NORDWIND****PANZERSPAHWAGEN SD KFZ 234/1  
(SCOUT)****DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 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>B</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)

## DUST 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****3****5****3**

**8**  
**AP**



## STORCH

FIESELER FI 158 C7  
AIR COMMAND PLANE

DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 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****D****B****A****C****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.

**DUST 1947**

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

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	
<b>B</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)

## DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 1x ANTI-TANK GUN	16	↓/1	↓/1	↓/1	↓/1	1/2	1/2	1/5	1/4	1/4	1/4	1/3	-	-	-	
<b>B</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)

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 1x FLAMETHROWER	2	↓/1	↓/1	↓/1	↓/1	↓/2	↓/2	↓/2	↓/2	↓/2	↓/2	↓/2	-	-	-	
<b>B</b> 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
<b>C</b> 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

DUST 1947

A 1x LASER PISTOL

B 1x DUAL KNIVES

	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	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**
**DUST 1947****• 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  $\text{X}$ . Roll hits until unsuccessful.

**• EXPERT • (Knife)**

Hits on  $\oplus$  as well as  $\text{X}$ . 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  $\text{X}$ . Keep rolling until failing to hit.

**• PILOT • (Snow Lynx)**

Sigrid can pilot this special JagdLuther and only this vehicle.

	RANGE				1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 1x PANZERFAUST 100	3	↓/1	↓/1	↓/1	1/2	1/2	1/2	1/2	1/5	1/4	1/4	1/3	-	-	-	-	-	
<b>B</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	-	-	
<b>C</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

**DUST 1947****• 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.

	RANGE				1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 1x PANZERFAUST 100	3	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/5	1/4	1/4	1/3	-	-	-	-	-	
<b>B</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	-	-	
<b>C</b> 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	Infantry				Vehicle					Air				
		1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 1x SNIPER RIFLE	8	1/1	1/1	1/1	1/1	1/2	1/1	1/1	-	-	-	-	-	-	-
<b>B</b> 1x PISTOL	2	3/1	2/1	1/1	1/1	2/1	-	-	-	-	-	-	-	-	-

**+ 3**

\* Hero

**→ 2 → 4****2**

4  
AP



## ANGELA

ANGELA WOLF,  
BLUTKREUZ KORPS SPY

## DUST 1947

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

+ 3



\* Hero

→ 2 → 4

2

**9  
AP****A**

## **TOTENMEISTERIN**

**BLUTKREUZ KORPS**  
**EXPERIMENT NR. 10**

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 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

• **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.

**4**  
**AP**

## GRENADIER X

BLUTKREUZ KORPS  
FAILED EXPERIMENT

**DUST 1947**

	1	2	3	4	1	2	3	4	5	6	7	1	2	3
RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</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	-	-

**+ 3**

\* Hero

**3** **4****1**

**7  
AP**

## MARKUS

BLUTKREUZ KORPS  
EXPERIMENT NR. 3

DUST 1947

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 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 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
<b>A</b> 1x PISTOL	2	3/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-	-
<b>B</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**



**6**  
**AP**

## WILFRIED

BLUTKREUZ KORPS  
EXPERIMENT NR. 19

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 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>B</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**



## SAMSON

BLUTKREUZ KORPS  
EXPERIMENT NR. 5

**DUST 1947**

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 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

**DUST 1947**

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 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>B</b> 1x FLAMETHROWER	1	↓/1	↓/1	↓/1	↓/1	↓/2	↓/2	↓/2	↓/2	↓/2	↓/2	-	-	-

<b>A</b> 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>B</b> 1x FLAMETHROWER	1	↓/1	↓/1	↓/1	↓/1	↓/2	↓/2	↓/2	↓/2	↓/2	↓/2	-	-	-

**+ 5**

\* Hero

**→ 2 → 4****2**

**5**  
**AP**

**UNIT LEADER**



**ZOMBIES**  
**SQUAD**

**BLUTKREUZ KORPS**

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 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	-	-	-

• 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.

→ 2 → 3



1

**8  
AP**

## ZOMBIE SUICIDE SQUAD BLUTZKREUZ KORPS

**DUST 1947**

**A** 5x PANZERFAUST 100  
(LIMITED AMMUNITION)

**B** 5x MINE  
(LIMITED AMMUNITION)

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b>	3	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/5	1/4	1/4	1/3	-	-
<b>B</b>	<b>C</b>	1/1	1/1	1/1	1/1	1/3	1/3	1/3	1/3	1/3	1/3	1/3	-	-

**• 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.

→ 2

→ 4

1

**9  
AP****B D****B D****A  
UNIT LEADER****B C****B**

## ZOMBIE GRENADIER SQUAD

### BLUTZKREUZ KORPS

**DUST 1947****A 1x MACHINEGUN**

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
6	9/1	8/1	6/1	3/1	5/1	3/1	-	-	-	-	-	3/1	2/1	-
3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
3	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/5	1/4	1/4	1/3	-	-	-
3	1/1	1/1	1/1	1/1	1/2	1/2	1/5	1/4	1/4	1/3	1/3	-	-	-

**B 4x SUBMACHINE GUN****C 1x PANZERFAUST 100  
(LIMITED AMMUNITION)****D 2x PANZERFAUST  
(LIMITED AMMUNITION)****• 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.

2 4

1

**8  
AP****UNIT LEADER****GORILLA SQUAD****BLUTKREUZ KORPS****DUST 1947****A 3x PANZER GLOVES**

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

**• 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.

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

**8  
AP****A B****A B****A B**

UNIT LEADER



## GORILLA PIONEER SQUAD

BLUTKREUZ KORPS

DUST 1947

**A** 3x FLAMMFAUST  
(LIMITED AMMUNITION)

**B** 3x JACKHAMMER

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	4
<b>A</b> 3x FLAMMFAUST (LIMITED AMMUNITION)	3	↓/1	↓/1	↓/1	↓/1	↓/2	↓/2	↓/2	↓/2	↓/2	↓/2	↓/2	-	-	-	○○○
<b>B</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

**DUST 1947**

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

<b>A</b> 1x LASER GUN	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 1x LASER GUN	6	2/1	1/1	1/1	1/1	4/1	3/1	2/1	1/1	1/1	-	-	-	-	-
<b>B</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  
GRENADIER SQUAD**

BLUTKREUZ KORPS

**DUST 1947****A 3x HEAVY ASSAULT LASER**

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

**• LASER • (Heavy Assault Laser)**

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

2

3

3

**13**  
**AP****UNIT LEADER**

## LASER TANK-HUNTER SQUAD

BLUTKREUZ KORPS

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 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>B</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****• 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.

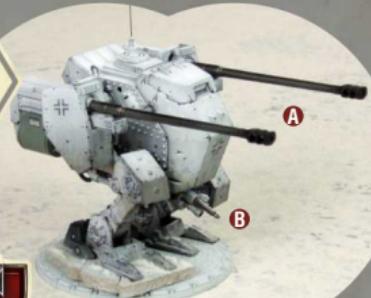
**• LASER • (Laser Anti-Tank Gun)**

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.

**17**  
**AP**



## SNOW LYNX

PANZERKAMPFLAUFER IV-D  
(TANK HUNTER)

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 1x DUAL ANTI-TANK GUNS	18	↓/1	↓/1	↓/1	↓/1	2/2	2/2	2/2	2/5	2/4	1/4	1/3	-	-	-	
<b>B</b> 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	

**7**



**2** **4** **5**

**8**  
**AP**



• SCOUT •

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



**HEINRICH**  
**(TROP)**

PANZERSPAHLAUFER I-E  
(LIGHT FLAK)

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 1x 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>B</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****DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
		5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	-	3/2	2/2	1/1
<b>A</b>	<b>1X ROCKET LAUNCHER</b>	<b>6</b>													
<b>B</b>	<b>1X MODIFIED ASSAULT RIFLE</b>	<b>6</b>													

**+ 4**

\* Hero

**→ 2 → 5****1**

10  
AP



A

A



## FLORENTINE

L.T. FLORENTINE ENGEL,  
RAKETENTRUPPE KORPS

DUST 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



• 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 rearm their troops.

• LASER • (Laser Pistol)  
When weapon hits, roll again scoring another hit on a . Keep rolling until failing to hit.

**5**  
**AP**



## KAORI

**COLONEL KAORI YAMASHITA,  
LUFTWAFFE ATTACHE**

### DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 1x PAIRED LIGHT SUBMACHINE-GUN	2	10/1	7/1	4/1	-	3/1	-	-	-	-	-	-	-	-	-
<b>B</b> 1x PAIRED KATANA	C	2/1	2/1	2/1	2/1	-	-	-	-	-	-	-	-	-	-

**+** 4



\* Hero

→ 3 → 6



**7**  
**AP**

## KURT

SERGEANT 1<sup>ST</sup> CLASS KURT  
FISCHER, LUFTWAFFE

## DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 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>B</b> 1x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
<b>C</b> 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 or , the player may choose the units second Action. May not capture an objective the turn they are placed.

**• EXPERT • (Demo Charge)**

Hits on as well as . 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
<b>A</b> 1x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
<b>B</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**



**A**



## THE BLOODY BARON

CAPTAIN KLAUS VON RICHTHOFEN,  
LUFTWAFFE

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</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



**+ 3**



\* Hero

**→ 2 → 4**

**2**

**9**  
**AP**



## RAKETENMANN

CAPTAIN BASTIAN KUNZ,  
LUFTWAFFE

### • FLYING •

Unit ignores terrain. Does not share with 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.

### • LASER • (Triple Assault Laser)

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
<b>A</b> 1x TRIPLE ASSAULT LASER	6	3/1	3/1	2/1	2/1	7/1	6/1	5/1	4/1	3/1	2/1	1/1	2/1	2/1	2/1
<b>B</b> 1x PISTOL	2	3/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-	-

**+ 5**



\* Hero

→ **3** → **6**



**9  
AP**



## GOLIATH

KAMPFLUFTAFFE NR. 1,  
LUFTWAFFE

### • ASSASSIN •

Choose Soldiers hit when using Close-combat Weapons. 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.

### • FLYING •

Unit ignores terrain. Does not share with 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
<b>A</b> 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	2/4	1/4	1/3



**+ 6**



\* Hero

 **3**  **6**

 **3**

**22**  
**AP**



**B**

## BLOODY BLITZ

HORTEN HO-357 FLEDERMAUS VII  
(LASER)

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</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	
<b>B</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

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</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
<b>B</b> 3x HEAVY ASSAULT RIFLE	6	5/1	5/1	3/1	2/1	3/1	2/1	-	-	-	-	-	2/1	1/1	-
<b>C</b> 1x BAZOOKA	4	1/1	1/1	1/1	1/1	1/2	1/2	1/4	1/4	1/4	1/4	1/2	-	-	-
<b>D</b> 2x PANZERFAUST (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/2	1/2	1/5	1/4	1/4	1/3	1/3	-	-	-

→ 2

→ 5

1

**8**  
**AP**

## FALSSCHIRMJÄGER BATTLE SQUAD

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</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
<b>B</b> 1x MACHINEGUN	6	9/1	8/1	6/1	3/1	5/1	3/1	-	-	-	-	-	3/1	2/1	-
<b>C</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

**8**  
**AP**

## FALLSCHIRMJÄGER ANTI-AIRCRAFT SQUAD

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</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
<b>B</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

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</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
<b>B</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

1

**• 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.

**• 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.

**7**  
**AP**

## RAKETENTRUPPE BATTLE SQUAD

**DUST 1947**

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

→ **3** → **6**

**1**

• 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.

**10  
AP****B C**      **B C****A****B****A****UNIT LEADER****RAKETENTRUPPE  
ANTI-AIRCRAFT SQUAD****DUST 1947****A** 2x ROCKET LAUNCHER**B** 3x ASSAULT RIFLE**C** 2x PANZERFAUST  
(LIMITED AMMUNITION)

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b>	6	5/1	5/1	4/1	3/1	3/2	2/1	1/1	-	-	-	3/2	2/2	1/1
<b>B</b>	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	2/1	1/1	-
<b>C</b>	3	1/1	1/1	1/1	1/1	1/2	1/2	1/5	1/4	1/4	1/3	1/3	-	-

**• 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.

**→ 3 → 6****1**

**13  
AP**

## RAKETENTRUPPE COMMAND SQUAD

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</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
<b>B</b> 4x ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	-	2/1	1/1	-
<b>C</b> 2x PANZERFAUST (LIMITED AMMUNITION)	3	1/1	1/1	1/1	1/1	1/2	1/2	1/5	1/4	1/4	1/3	1/3	-	-	-

→ **3** → **6**

**1**

### • COMMAND SQUAD •

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

**6**  
**AP****UNIT LEADER****B**  
**B****B**  
**B****A**

## 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
<b>A</b> 1x RECOILLESS ROCKET LAUNCHER	12	↓/1	↓/1	↓/1	↓/1	1/2	1/2	1/4	1/4	1/3	1/3	1/2	-	-	-
<b>B</b> 3x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-

**+ 3****→ 2 → 3**

7  
AP



UNIT LEADER



## FALLSCHIRMJÄGER MORTAR SQUAD

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****DUST 1947****A** 1x ROCKET LAUNCHER

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
10	↓/1	↓/1	↓/1	↓/1	↓/2	↓/2	↓/1	↓/1	↓/1	-	-	-	-	-

**B** 3x SUBMACHINE GUN

3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
---	-----	-----	-----	---	-----	---	---	---	---	---	---	---	---	---

**• 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).

**+ 3****→ 2 → 3****1**

**6  
AP**

## FALLSCHIRM RSO/FLAK 3

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

### DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 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>B</b> 3x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	

**+ 3****→ 2 → 5**

**9  
AP****B**  
**B****A****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 or , the player may choose the units second Action. May not capture an objective the turn they are placed.

**• TRACKED •**

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

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 1x ANTI-TANK GUN	16	↓/1	↓/1	↓/1	↓/1	1/2	1/2	1/5	1/4	1/4	1/3	1/3	-	-	-
<b>B</b> 3x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-

**+ 3****→ 2 → 5** **2**

**11  
AP****B B A B**

## 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)

## DUST 1947

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 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>B</b> 3x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	



**14  
AP****B****A****C****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 units 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	
<b>A</b> 1x PAIRED ROCKET LAUNCHERS	4	4/1	4/1	4/1	4/1	3/2	3/2	3/2	3/2	3/5	3/5	2/4	-	-	-	
<b>B</b> 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
<b>C</b> 1x FLAMETHROWER	2	4/1	4/1	4/1	4/1	4/2	4/2	4/2	4/2	4/2	4/2	4/2	-	-	-	

**+ 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.

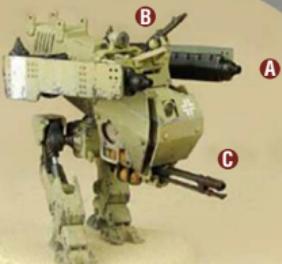
**• FLAME • (Flamethrower)**

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	
<b>A</b>	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>B</b>	1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-
<b>C</b>	1x FLAMETHROWER	2	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-	1/2

**+ 4****→ 2 → 4****3**

**13  
AP**

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

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 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>B</b> 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	2/1	2/1	-	
<b>C</b> 1x FLAMETHROWER	2	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-	

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

**12  
AP****LUFT HORST  
(TROP)****PANZERSPAHLAUFER I-L,  
(ARTILLERY)****DUST 1947**

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

**+ 4****2 → 4 → 3****• 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.

**• ARTILLERY • (Dual Rocket Launcher)**

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

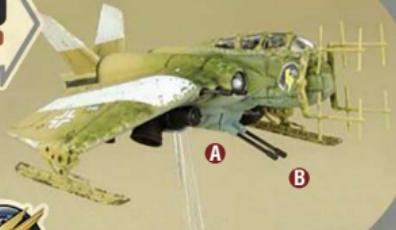
**• RELOAD • (Dual Rocket Launcher)**

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.

19  
AP



## GEIST

HORTEN HO-367 FLEDERMAUS X  
(AIR SUPERIORITY)

DUST 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	3/2	3/3	2/2	2/2	1/1	-	-	7/2	5/2	3/1	

+ 6



→ 10 → 20 → 2

**18  
AP****A****B**

## HEXE

HORTEN HO-367 FLEDERMAUS IX  
(NIGHT BOMBER)

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</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	
<b>B</b> 1x GLIDING BOMB (LIMITED AMMUNITION)	6	5/1	5/1	5/1	5/1	5/2	5/2	5/2	5/6	5/5	5/5	5/4	-	-	-	

**+ 6****→ 10 → 20 → 2**

• **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.

**10  
AP**

## MÖBELWAGEN AUSF. B

SECHS 3CM FLAK AUF  
PANZERKAMPFWAGEN IV



### • 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)

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 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>B</b> 2x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	

**+ 5**

\* Large

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



**6**  
**AP**



## TINA AND HYÄNE

MAJOR TINA BAUMANN, NDAK

**DUST 1947**

**A** 1x PISTOL  
**B** 1x HYENA BITE

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	3/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-	-
<b>A</b>	1x PISTOL													
<b>B</b>	1x HYENA BITE													

**6**



\* Hero

→ **2** → **5**

**1**

**9  
AP****CHRISTOPH**MASTER SERGEANT  
CHRISTOPH SCHULTZ, NDAK**DUST 1947****A** 1x FLAMETHROWER**B** 1x PANZERFAUST 100

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	↓/1	↓/1	↓/1	↓/1	↓/2	↓/2	↓/2	↓/2	↓/2	↓/2	↓/2	-	-	-
<b>A</b>	1x FLAMETHROWER													
<b>B</b>	1x PANZERFAUST 100	3	1/1	1/1	1/1	1/1	1/2	1/2	1/5	1/4	1/4	1/3	-	-

**4**

\* Hero

**2** → **5****1**

2  
AP



## GRENADIER OBSERVER SQUAD

DUST 1947

A 2x SUBMACHINE GUN

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

→ 2 → 5

1

### • 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.

**5**  
APA B  
A B  
A B  
A B

UNIT LEADER

**GRENADIER  
TANK-HUNTER  
SQUAD****DUST 1947****A** 5x SUBMACHINE GUN**B** 5x PANZERFAUST  
(LIMITED AMMUNITION)

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b>	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-
<b>B</b>	3	1/1	1/1	1/1	1/1	1/2	1/2	1/2	1/5	1/4	1/4	1/3	-	-

→ 3

→ 5

1

**5**  
**AP**

## GRENADIER RECON SQUAD

**DUST 1947**
**A** 1x SNIPER RIFLE**B** 3x ASSAULT RIFLE**C** 1x SUBMACHINE GUN

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	8	1/1	1/1	1/1	1/1	1/1	-	-	-	-	-	-	-	-
<b>A</b> 1x SNIPER RIFLE	8	1/1	1/1	1/1	1/1	1/1	-	-	-	-	-	-	-	-
<b>B</b> 3x ASSAULT RIFLE	4	4/1	3/1	2/1	1/1	2/1	-	-	-	-	-	2/1	1/1	-
<b>C</b> 1x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-

**• 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.

**6**  
**AP**



## GRENADIER BATTLE SQUAD

**DUST 1947**

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

→ 2

→ 5

1

**6**  
**AP****A** **D**  
**B**  
**A** **D**  
**C**

UNIT LEADER

**GRENADIER SECURITY SQUAD****DUST 1947****A** 3x SUBMACHINE GUN**B** 1x LIGHT SUBMACHINE GUN**C** 1x FLAMETHROWER**D** 2x PANZERFAUST  
(LIMITED AMMUNITION)

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
<b>A</b>	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-
<b>B</b>	2	6/1	5/1	3/1	-	2/1	-	-	-	-	-	-	-	-
<b>C</b>	1	4/1	4/1	4/1	4/1	4/2	4/2	4/2	4/2	4/2	4/2	-	-	-
<b>D</b>	3	1/1	1/1	1/1	1/1	1/2	1/2	1/5	1/4	1/4	1/3	1/3	1/3	1/3

→ 2

→ 5

1

**10  
AP**

UNIT LEADER



## GRENADIER COMMAND SQUAD

**DUST 1947**

	RANGE	Infantry				Mechanized					Aerial				
		1	2	3	4	1	2	3	4	5	6	7	1	2	3
<b>A</b> 1x MACHINEGUN	6	9/1	8/1	6/1	3/1	5/1	3/1	-	-	-	-	-	3/1	2/1	-
<b>B</b> 3x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-
<b>C</b> 1x PISTOL	2	3/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-	-

2

5

1

**7**  
**AP**

**UNIT LEADER**

## GRENADIER HEAVY MORTAR SQUAD

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	4
<b>A</b> 1x HEAVY MORTAR	4-12	↓/1	↓/1	↓/1	↓/1	↓/2	↓/1	↓/1	↓/1	↓/1	-	-	-	-	-	0
<b>B</b> 4x SUBMACHINE GUN	3	5/1	4/1	3/1	-	3/1	-	-	-	-	-	-	-	-	-	-

**+ 4****→ 1 → 3**

8  
AP



A

B



# HEINRICH (TROP) PANZERSPAH LAUFER I-E (LIGHT FLAK)

**DUST 1947**

4



2

4



3

**8  
AP**

**HERMANN  
(TROP)**  
PANZERSPAHLAUFER I-D  
(LASER)

**DUST 1947**

	RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3	
<b>A</b> 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>B</b> 1x MACHINEGUN	6	7/1	6/1	4/1	3/1	4/1	2/1	-	-	-	-	-	-	-	-	

**+ 4**

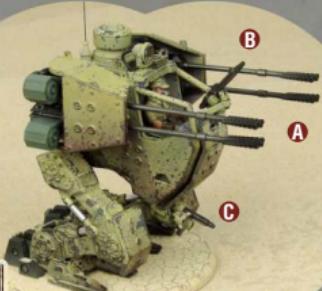


**→ 2**

**→ 4**



**3**

**11  
AP**
**• ADVANCED REACTIVE FIRE •**

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



# LOKI TROPICAL PANZERKAMPFLAUFER II-C (FLAK)

**DUST 1947**

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

**+ 5**

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


**9**  
**AP**

## LOTH TROPICAL PANZERKAMPFLAUFER II-F (ENGINEER)

**DUST 1947**

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

**+ 5****2****4****3**



**5**  
**AP**



## **YUKIKO**

ENSIGN YUKIKO FUJITA,  
IJN CADET

### **DUST 1947**

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

**+ 5**



\* Hero

→ 2 → 5



### • 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.