OPERATION BABYLON

KICKSTARTER BACKER EXCLUSIVE

ANGELA

ANGELA WOLF
BLUTKREUZ KORPS ASSASSIN

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

➡ 2

➡ 4

🏃 1

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

HERO

✚ ✚ ✚   ✚ 3

4

Ⓐ Ⓑ

ANGELA
ANGELA WOLF
BLUTKREUZ KORPS ASSASSIN

CAMOUFLAGE: Take Camouflage Action. If in Cover, only Units within Range 3 have Line of Sight to this Unit until it takes an Action other than Move, Artillery Observer, or Nothing. Start the game Camouflaged.

EXPERT - RIFLE: Hit on rolls of ✺ as well as ✖.

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

LONER: May not Join a Unit.

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

SNIPER: Choose the enemy Soldiers hit with this weapon.

TX052
2014

DUST TACTICS

GRENADIER X

BLUTKREUZ KORPS
FAILED EXPERIMENT

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

➡ 3
➡ 4
🏃 1

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

HERO

✚ ✚ ✚   ✚ 3

4

Ⓐ

GRENADIER X
BLUTKREUZ KORPS
FAILED EXPERIMENT

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

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

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

DUST TACTICS

LARA

FELDWEBEL LARA WALTER
WEHRMACHT

• DAMAGE RESILIENT •
• MOVE AND FIRE • OFFICER •

			2
			3
			3

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

HERO

✚✚✚✚ ✚ 4

18

LARA
FELDWEBEL LARA WALTER
WEHRMACHT

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

MOVE AND FIRE: May take an extra Move Action either immediately before or after performing an Attack or Sustained Attack Action using Ranged Weapons. Applies to Units Joined as well.

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

DUST TACTICS

TX067
2014

MANFRED

OBERLEUTNANT
MANFRED KREUZER, WEHRMACHT

- FIGHTING SPIRIT ▭
- MOVE AND FIRE • OFFICER •
- PANZERFAUST: GRENADE •

| 2 |
| 4 |
| 2 |

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

HERO
✚ ✚ ✚ ✚ ✚   ✚ 5

13

A **B**

MANFRED
OBERLEUTNANT MANFRED KREUZER, WEHRMACHT

DUST TACTICS

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

MOVE AND FIRE: May take an extra Move Action either immediately before or after performing an Attack or Sustained Attack Action using Ranged Weapons. Applies to Units Joined as well.

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

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

TX070
2014

MARKUS

BLUTKREUZ KORPS
EXPERIMENT NR. 3

• BERSERK • CHARGE •
• DAMAGE RESILIENT • GORILLA •

→	3
→	5
🏃	2

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

HERO

✠ ✠ ✠ ✠ ✠ ✠   ➕ 6

MARKUS
BLUTKREUZ KORPS
EXPERIMENT NR. 3

9

A

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

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

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

GORILLA: Only a Gorilla may Join Gorillas.

DUST TACTICS

TX071
2014

PANZERPRINZ
OBERST PRINZ WALTER VON FÜRSTENWERTH, WEHRMACHT

➡ 2
➡ 4
🏃 1

• ACE PILOT • TAKE AIM • OFFICER •

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

HERO
✚✚✚   ✚3

14

PANZERPRINZ
OBERST PRINZ WALTER
VON FÜRSTENWERTH, WEHRMACHT

DUST TACTICS

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

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

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

TX072
2014

SIGRID VON THALER
BLUTKREUZ KORPS

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

	2
	4
	2

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

HERO

✚✚✚✚   ✚4

13

A B C

SIGRID VON THALER
BLUTKREUZ KORPS

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

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

EXPERT - KNIVES: Hit on rolls of ⊕ as well as ⚔.

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

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

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

DUST TACTICS

TX74
2014

STEFAN

OBERLEUTNANT STEFAN RETTER, WEHRMACHT

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

→	2
→	4
🏃	2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Ⓐ 1x FLAMMENWERFER 44														
1	👊☠	👊☠	👊½	👊½	👊☠	👊☠	👊½	👊½	👊½	👊½	👊½	–	–	–

HERO

✚ ✚ ✚ ✚   � 4

13

STEFAN
OBERLEUTNANT STEFAN RETTER, WEHRMACHT

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

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

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

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

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

TX077
2014

THE BLOODY BARON
HAUPTMANN KLAUS VON RICHTHOFEN, BLUTKREUZ KORPS

→ 2
→ 4
🏃 2

• ACE AIR PILOT •
• LASERPISTOLE B: LASER •

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

HERO
✚✚✚   ✚3

8

Ⓐ

THE BLOODY BARON
HAUPTMANN KLAUS VON RICHTHOFEN, BLUTKREUZ KORPS

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

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

TOTENMEISTERIN

BLUTKREUZ KORPS
EXPERIMENT NR. 10

• BLUTKREUZ • CHARGE •
• RESURRECTION • ZOMBIE •

→	3
→	4
🏃	1

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

HERO

✚✚✚✚   ✚ 4

12

A

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 TACTICS

TX081
2014

THE OLD MAN
WEHRMACHT COMMAND
GRENADIER SQUAD

• COMMAND SQUAD •

	→	2
	→	4
	🏃	2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x MG 48														
6	$9/_1$	$8/_1$	$6/_1$	$3/_1$	$5/_1$	$3/_1$	–	–	–	–	–	$3/_1$	$2/_1$	–
B 4x STG 47 ASSAULT RIFLE														
4	$4/_1$	$3/_1$	$2/_1$	$1/_1$	$2/_1$	–	–	–	–	–	–	$2/_1$	$1/_1$	–

13

THE OLD MAN
WEHRMACHT COMMAND GRENADIER SQUAD

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

EXECUTIONERS
WEHRMACHT OBSERVER SQUAD

	2
→	2
→	4
🏃	2

• ARTILLERY OBSERVER •
• CAMOUFLAGE •

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

3

EXECUTIONERS
WEHRMACHT OBSERVER SQUAD

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

CAMOUFLAGE: Take Camouflage Action. If in Cover, only Units within Range 3 have Line of Sight to this Unit until it takes an Action other than Move, Artillery Observer, or Nothing. Start the game Camouflaged. Does not apply to Units Joined.

DUST TACTICS

SHARPSHOOTERS
WEHRMACHT SNIPER SQUAD

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

	2
➡	2
➡	4
🏃	2

RANGE	🏃 1	2	3	4	🚜 1	2	3	4	5	6	7	✈ 1	2	3
Ⓐ 1x SG 45 SNIPER RIFLE														
8	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{2}$	$\frac{1}{1}$	$\frac{1}{1}$	$\frac{1}{1}$	–	–	–	–	–	–	–	–
Ⓑ 1x STG 47 ASSAULT RIFLE														
4	$\frac{4}{1}$	$\frac{3}{1}$	$\frac{2}{1}$	$\frac{1}{1}$	$\frac{2}{1}$	–	–	–	–	–	–	$\frac{2}{1}$	$\frac{1}{1}$	–

4

SHARPSHOOTERS
WEHRMACHT SNIPER SQUAD

DUST TACTICS

CAMOUFLAGE: Take Camouflage Action. If in Cover, only Units within Range 3 have Line of Sight to this Unit until it takes an Action other than Move or Nothing. Start the game Camouflaged. Does not apply to Units Joined.

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

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

SNIPER: Choose the enemy Soldiers hit with this weapon.

TX076
2014

STORMTROOPERS
WEHRMACHT
ASSAULT GRENADIER SQUAD

• PANZERFAUST: GRENADE •
• PANZERSCHRECK: GRENADE •

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

STORMTROOPERS
WEHRMACHT ASSAULT GRENADIER SQUAD

8

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

TX055
2014

STURMPIONIERE
WEHRMACHT
ASSAULT ENGINEER SQUAD

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

➡ 2
➡ 4
🏃 2

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

9

STURMPIONIERE
WEHRMACHT ASSAULT ENGINEER SQUAD

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

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

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

TX079
2014

TANK KILLERS
WEHRMACHT
TANK-HUNTER GRENADIER SQUAD

• PANZERSCHRECK: GRENADE •

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

8

A
B
A
A
B

TANK KILLERS
WEHRMACHT
TANK-HUNTER GRENADIER SQUAD

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

THE GHOSTS
WEHRMACHT
RECON GRENADIER SQUAD

• SCOUT •
• PANZERFAUST: GRENADE •

	2
	4
	2

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

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THE GHOSTS
WEHRMACHT RECON GRENADIER SQUAD

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

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

DUST TACTICS

TX073
2014

THE IRON FIST
WEHRMACHT HEAVY COMMAND GRENADIER SQUAD

→ 2
→ 3
🏃 3

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

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

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THE IRON FIST
WEHRMACHT HEAVY COMMAND GRENADIER SQUAD

DUST TACTICS

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

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

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

TX060
2014

FLAK BOYS
WEHRMACHT HEAVY
FLAK GRENADIER SQUAD

• DAMAGE RESILIENT •
• FLIEGERFAUST: SALVO •

→	2
→	3
🏃	3

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

FLAK BOYS
WEHRMACHT
HEAVY FLAK GRENADIER SQUAD

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

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

TACTICS

THE PANZERS
WEHRMACHT HEAVY ASSAULT GRENADIER SQUAD

• DAMAGE RESILIENT •

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

THE PANZERS
WEHRMACHT HEAVY ASSAULT GRENADIER SQUAD

11

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

TACTICS

TX062
2014

DEATH MASKS

BLUTKREUZ KORPS
LASER GRENADIER SQUAD

• **LASERGEWEHR**: LASER •
• **STURMLASER**: LASER •

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

9

DEATH MASKS
BLUTKREUZ KORPS
LASER GRENADIER SQUAD

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

DUST TACTICS

FACELESS DEATH

BLUTKREUZ KORPS
HEAVY LASER GRENADIER SQUAD

• DAMAGE RESILIENT •
• SCHWERER STURMLASER: LASER •

→	2
→	3
🏃	3

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

FACELESS DEATH
BLUTKREUZ KORPS
HEAVY LASER GRENADIER SQUAD

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

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

DUST TACTICS

TX061
2014

KAMPFAFFEN
BLUTKREUZ KORPS GORILLA SQUAD

• CHARGE • GORILLA •
• DAMAGE RESILIENT •

→	2
→	4
🏃	2

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

KAMPFAFFEN
BLUTKREUZ KORPS GORILLA SQUAD

7

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

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

GORILLA: Only a Gorilla may Join Gorillas.

TACTICS

TX053
2014

STURMAFFEN
BLUTKREUZ KORPS
GORILLA PIONEER SQUAD

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

			→		2
→			4
🏃			2

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Ⓐ 3x FLAMMFAUST (LIMITED AMMO ☐ ☐ ☐)														
1	🔥💀	🔥💀	🔥/2	🔥/2	🔥💀	🔥💀	🔥💀	🔥/2	🔥/2	🔥/2	🔥/2	–	–	–
Ⓑ 3x PRESSLUFTHAMMER JACKHAMMER														
C	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	1/4	–	–	–

8

A B A B A B A B

STURMAFFEN
BLUTKREUZ KORPS
GORILLA PIONEER SQUAD

DUST TACTICS

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

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

GORILLA: Only a Gorilla may Join Gorillas.

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

TX078
2014

BRAINEATERS
BLUTKREUZ KORPS
ZOMBIE GRENADIER SQUAD

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

	2
	4
	1

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

9

BRAINEATERS
BLUTKREUZ KORPS
ZOMBIE GRENADIER SQUAD

TACTICS

TX057
2014

THE CURSED
BLUTZKREUZ KORPS
ZOMBIE SUICIDE SQUAD

• CHARGE • ZOMBIE •
• PANZERFAUST 100: GRENADE •

➡ 2
➡ 4
🏃 1

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Ⓐ	5x PANZERFAUST 100 (LIMITED AMMO ▢▢▢▢▢)													
3	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{8}$☠	$\frac{1}{8}$☠	$\frac{1}{8}$☠	$\frac{1}{5}$	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{3}$	–	–	–
Ⓑ	5x TELLERMINE (LIMITED AMMO ▢▢▢▢▢)													
C	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	–	–	–

8

THE CURSED
BLUTZKREUZ KORPS
ZOMBIE SUICIDE SQUAD

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

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

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

TACTICS

TX063
2014

ZOMBIES

BLUTKREUZ KORPS
ZOMBIE SQUAD

• MINDLESS •
• ZOMBIE •

	2
→	3
🏃	1

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

ZOMBIES
BLUTKREUZ KORPS ZOMBIE SQUAD

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

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

TACTICS

TX054
2014

DEATH RAYS
BLUTKREUZ KORPS
LASER TANK-HUNTER SQUAD

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

		2
		3
		3

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

✚✚✚ ✚3

13

Ⓐ Ⓑ

DEATH RAYS
BLUTKREUZ KORPS
LASER TANK-HUNTER SQUAD

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

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

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

DUST TACTICS

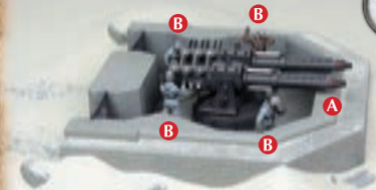# TWIN FESTUNGS-LASERKANONE
TWIN FESTUNGS-LASERKANONE

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

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

✚✚✚✚   ✚4

30

TWIN FESTUNGS-LASERKANONE
TWIN FESTUNGS-LASERKANONE

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

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

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

DUST TACTICS

TX162
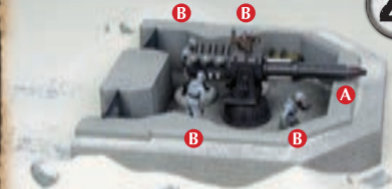2014

FESTUNGS-LASERKANONE

FESTUNGS-LASERKANONE

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

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

✚✚✚✚ ✚4

20

FESTUNGS-LASERKANONE
FESTUNGS-LASERKANONE

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

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

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

TX161
2014

TOMMY COOKERS
WEHRMACHT HEAVY TANK-HUNTER SQUAD

2
3
3

- DAMAGE RESILIENT -
- SUPPORT WEAPON -

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

+++

+3

TOMMY COOKERS
WEHRMACHT HEAVY TANK-HUNTER SQUAD

10

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

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

TX064
2014

ADLER

HORTEN HO-357
FLEDERMAUS V (MISSILE)

→ 12
→ 24
✈ 2

• X-4 MISSILE: WIRE GUIDED •

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

✚✚✚✚✚✚

✚ 6

ADLER
HORTEN HO-357
FLEDERMAUS V (MISSILE)

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

17

BLITZ

HORTEN HO-357
FLEDERMAUS VII–LASER

• TWIN BORD-LASERKANONE: LASER •

		12
		24
		2

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

✚✚✚✚✚ ✚   ✚ 6

BLITZ
HORTEN HO-357
FLEDERMAUS VII–LASER

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

FALKE

HORTEN HO-347 FLEDERMAUS IV
(ATTACK)

• 150 KG BOMB: VOLLEY •

→ 12
→ 24
✈ 2

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

✚✚✚✚✚✚ ✚6

19

B **A**

FALKE
HORTEN HO-347
FLEDERMAUS IV-ATTACK)

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

DUST TACTICS

MOSKITO
HORTEN HO-347 FLEDERMAUS III
(TANK HUNTER)

	12
	24
	2

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

✠ ✠ ✠ ✠ ✠ ✠   ✚ 6

16

Ⓐ

Ⓑ

MOSKITO
HORTEN HO-347 FLEDERMAUS III
(TANK HUNTER)

DUST TACTICS

HANS

PANZERSPÄHLÄUFER I-C
(TANK HUNTER)

• SCOUT • RELOAD •
• PAIRED PANZERWERFER: GRENADE •

	2
	4
	3

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

✚ ✚ ✚ ✚ ✚   ✚ 5

HANS
PANZERSPÄHLÄUFER I-C
TANK HUNTER

7

Ⓐ

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

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

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

DUST TACTICS

TX083
2014

HEINRICH
PANZERSPÄHLÄUFER I-A
(LIGHT FLAK)

• SCOUT •

	2
→	4
🔫	3

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

✚✚✚✚✚ ✚5

A

8

HEINRICH
PANZERSPÄHLÄUFER I-A
(LIGHT FLAK)

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

DUST TACTICS

TX084
2014

HERMANN

PANZERSPÄHLÄUFER I-B
(LASER)

• SCOUT •
• LEICHTE LASERKANONE: LASER •

	2
	4
	3

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

✚ ✚ ✚ ✚ ✚   ✚ 5

10

A

HERMANN
PANZERSPÄHLÄUFER I-B
(LASER)

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

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

DUST TACTICS

LOTHAR
PANZERKAMPFLÄUFER II-D
(ROCKET)

- SMOKE LAUNCHERS ▭
- DUAL NEBELWERFER 42 ROCKET LAUNCHERS: ARTILLERY, RELOAD

➡	2
➡	4
🔫	4

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

✚✚✚✚✚✚ ✚ 6

13

LOTHAR
PANZERKAMPFLÄUFER II-D
(ROCKET)

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

ARTILLERY: Can fire under control of an Artillery Observer.

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

DUST TACTICS

LUDWIG
PANZERKAMPFLÄUFER II-B
(TANK HUNTER)

• SMOKE LAUNCHERS ▢ •

	2
	4
	4

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x DUAL 8.8cm FPKZW GUNS													FRONT	
14	2/2	2/1	2/1	2/1	2/8	2/8	2/5	2/4	2/4	1/3	1/3	–	–	–
B 1x MG 44													TURRET	
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	2/1	2/1	–

✚ ✚ ✚ ✚ ✚ ✚   ✚ 6

12

(A)

(B)

LUDWIG
PANZERKAMPFLÄUFER II-B
(TANK HUNTER)

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

DUST TACTICS

LUTHER
PANZERKAMPFLÄUFER II-A
(ASSAULT FLAK)

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

→ 2
→ 4
🔫 4

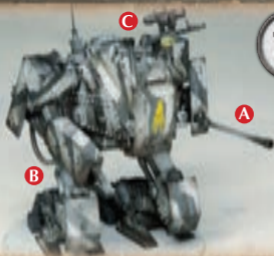| RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
A 1x 5cm FLAK 43 GUN													FRONT	
12	✊/1	✊/1	✊/1	✊/1	2/☠	2/3	2/3	1/2	1/2	1/1	–	2/3	2/3	1/2
B 1x KAMPFZANGE CLAW													FRONT	
C	1/3	1/3	1/3	1/3	1/3	1/3	1/2	1/1	1/1	1/1	1/1	–	–	–
C 1x MG 44													TURRET	
6	7/1	6/1	4/1	3/1	4/1	2/1	–	–	–	–	–	2/1	2/1	–

✚✚✚✚✚ ✚   ✚ 6

13

LUTHER
PANZERKAMPFLÄUFER II-A (ASSAULT FLAK)

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

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

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

DUST TACTICS

FLAMM-LUTHER
PANZERKAMPFLÄUFER III-D (FLAME)

• DUAL SCHWERE
FLAMMENWERFER: FLAME •

	2
	4
	5

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

✚✚✚✚✚ ✚✚✚   ✚ 8

14

Ⓑ

Ⓐ

FLAMM-LUTHER
PANZERKAMPFLÄUFER III-D (FLAME)

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

JAGDLUTHER
PANZERKAMPFLÄUFER IV-D
(TANK HUNTER)

	2
	4
	5

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

✚✚✚✚✚ ✚✚ ✚7

A

B

JAGDLUTHER
PANZERKAMPFLÄUFER IV-D
(TANK HUNTER)

14

DUST TACTICS

WOTAN AR
PANZERKAMPFLÄUFER III-A2
(LASER)

→ 2
→ 4
🔫 5

• DUAL ZW-LASERKANONE: LASER •

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

✚✚✚✚✚ ✚✚✚   ✚ 8

WOTAN AR
PANZERKAMPFLÄUFER III-A2
(LASER)

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

21

WOTAN
PANZERKAMPFLÄUFER III-A
(LASER)

• DUAL ZW-LASERKANONE: LASER •

	2
	4
	5

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

✛✛✛✛✛ ✛✛ ✚7

Ⓐ

Ⓑ

20

WOTAN
PANZERKAMPFLÄUFER III-A
(LASER)

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

DUST TACTICS

PRINZLUTHER
SCHÜTZENPANZERLÄUFER VI-C
(COMMAND)

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

➡	3
➡	5
🔺	3

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

LARGE VEHICLE

✚✚✚✚✚ ✚   ✚ 6

11

PRINZLUTHER
SCHÜTZENPANZERLÄUFER 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.

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

TACTICS

TX091
2014

STURMLUTHER
SCHÜTZENPANZERLÄUFER VI-D
(INFANTRY)

→ 3
→ 5
🔫 3

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

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

LARGE VEHICLE

✚ ✚ ✚ ✚ ✚ ✚   ➕ 6

(A)

(B)

11

STURMLUTHER
SCHÜTZENPANZERLÄUFER VI-D
(INFANTRY)

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

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

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

TX093
2014

KÖNIGSLUTHER

SCHWERER
PANZERKAMPFLÄUFER VI A
(TANK HUNTER)

→	2
→	3
🛡	7

RANGE	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Ⓐ 1x DUAL 12.8CM FPKZW GUNS											**FRONT**			
18	/4	/3	/2	/1	2/8	2/8	2/8	2/6	2/6	2/5	–	–	–	–
Ⓑ 1x TWIN MG 44Z											**FRONT**			
6	12/1	11/1	8/1	4/1	7/1	3/1	–	–	–	–	–	–	–	–

LARGE VEHICLE

✚✚✚✚✚ ✚✚✚✚✚ ✚ 10

20

KÖNIGSLUTHER
SCHWERER PANZERKAMPFLÄUFER VI A
(TANK HUNTER)

DUST TACTICS

STURMKÖNIG

SCHWERER
PANZERKAMPFLÄUFER VI B
(HEAVY FLAK)

• ADVANCED REACTIVE FIRE •

	2
	3
	6

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

LARGE VEHICLE

✚ ✚ ✚ ✚ ✚   ✚ ✚ ✚   ✚ 8

STURMKÖNIG
SCHWERER PANZERKAMPFLÄUFER VI B
(HEAVY FLAK)

22

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 TACTICS

TX092
2014

AB-47

PANZERSPÄHWAGEN
AB-47–SCOUT

• SCOUT • WHEELED •
• LEICHTE LASERKANONE: LASER •

			3
			7
			2

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

✚✚✚✚ ✚4

9

A

B

AB-47
PANZERSPÄHWAGEN AB-47—SCOUT

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

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

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

DUST TACTICS

TX173
2014

BERGELUTHER
PIONIERKAMPFLÄUFER II (DOZER)

→ 2
→ 4
🔫 4

• DOZER BLADE •
• ENGINEER VEHICLE •

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

✚ ✚ ✚ ✚ ✚ ✚   ✚ 6

(A)

7

BERGELUTHER
PIONIERKAMPFLÄUFER II-DOZER

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

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

DUST TACTICS

TX176
2014

HANOMAG
SCHÜTZENPANZERWAGEN
SD KFZ 251/1

• PASSENGERS (6) •
• HALF-TRACKED •

3
7
2

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

LARGE VEHICLE

✚ ✚ ✚ ✚   ✚4

B

A

5

HANOMAG
SCHÜTZENPANZERWAGEN
SD KFZ 251/1

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

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

KOMMANDOWAGEN
LEICHTE SCHÜTZENPANZERWAGEN
SD KFZ 250/3 (COMMAND)

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

→ 3
→ 7
🔫 2

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

✚✚✚✚   ✚4

4

A

KOMMANDOWAGEN
LEICHTE SCHÜTZENPANZERWAGEN
SD KFZ 250/3 (COMMAND)

DUST TACTICS

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

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

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

TX177
2014

KÖNIGSLOTHAR

SCHWERER
PANZERKAMPFLAUFER VI E (ROCKET)

• DUAL NEBELWERFER 47
ROCKET LAUNCHERS: ARTILLERY •

→	2
→	3
⬟	6

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

LARGE VEHICLE

✚✚✚✚✚ ✚✚✚ ✚8

(A)

(B)

(C)

20

KÖNIGSLOTHAR
SCHWERER PANZERKAMPFLÄUFER VI E
(ROCKET)

ARTILLERY: Can fire under control of an Artillery Observer.

TX168
2014

DUST TACTICS

LOTH
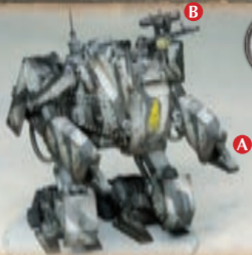
PANZERKAMPFLÄUFER II-E
(ENGINEER)

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

	→	2
	→	4
	🔫	4

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

✚✚✚✚✚✚   🔴6

14

B

A

LOTH
PANZERKAMPFLÄUFER II-E
(ENGINEER)

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

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

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

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

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

TX087
2014

NORDWIND II
PANZERSPÄHWAGEN
SD KFZ 234/47 (SCOUT)

	3
➡	7
🔫	3

• ADVANCED REACTIVE FIRE •
• SCOUT • WHEELED •

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

LARGE VEHICLE

✚✚✚✚✚   ✚ 5

(A)

9

NORDWIND II
PANZERSPÄHWAGEN SD KFZ 234/47
(SCOUT)

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

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

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

DUST TACTICS

TX172
2014

NORDWIND

PANZERSPÄHWAGEN
SD KFZ 234/1 (SCOUT)

• ARTILLERY OBSERVER •
• SCOUT • WHEELED •

	3
	7
	3

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

LARGE VEHICLE

✚✚✚✚✚   ✚ 5

9

NORDWIND
PANZERSPÄHWAGEN SD KFZ 234/1 (SCOUT)

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

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

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

TX167
2014

OTTO

PANZERSPÄHLÄUFER KV47(R)
(TANK HUNTER)

- DAMAGE RESILIENT -
- SCOUT - SMOKE LAUNCHERS ▭ -
- PAIRED PANZERWERFER:
  GRENADE, RELOAD -

→ 3
→ 4
🡒 3

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

✚✚✚✚   ✚4

10

Ⓐ

OTTO
PANZERSPÄHLÄUFER KV47(R)
(TANK HUNTER)

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

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

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

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

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

TX166
2014

DUST TACTICS