UNDER REVIEW

DUST WARFARE



OPERATION ACHILLES

SPRING 1947

FOR USE WITH DUST MINIATURES



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Operation Achilles

The final days of the battle for Zverograd have arrived. The three blocs send their last forces into Zverograd in final attempts to take the city—or what's left of it —no matter the cost. The Doomed City has been transformed into a giant killing field, riddled with minefields, bunkers, trenches, and other fortifications. Life there is cheap: death awaits around every corner, in every building.

The morale of soldiers in Zverograd is at an all time low. It's just a matter of time before the city gets to you. The best a soldier can hope for is to be seriously wounded and sent home. Everything is in short supply: food, ammunition, water. The opposing blocs are no longer the only threat to a soldier's life. The veterans of the battle of Stalingrad know well that hunger and thirst make terrible enemies, and every day is now a struggle for survival in Zverograd.

Thanks to their extensive air fleet, the Allies have suffered less than the two other blocs. A massive campaign of parachuting supplies into Zverograd has worked so far, but the Axis and the SSU are beginning to increase their capacity for airborne combat, threatening Allied dominance of the skies. As Allied resupply missions become less frequent, the fighting over the city's few remaining supplies grows increasingly desperate.

To make matters worse, two old foes are about to clash once again. American war hero Joe Brown has been stuck in the Doomed City for months now. His best efforts have been unable to tip the balance in favour of the Allies, and the waking nightmare that is Zverograd has begun to change him. He has gained more than a few white hairs over the last few months, but he has also learned to be more cautious and calculating, making him deadlier than ever. Meanwhile, Generalmajor Sigrid von Thaler, Joe's arch-nemesis, has arrived in the city with some of her latest creations from the dreadful labs of the *Blutkreuz Korps*. She is actively searching for Joe, and their final battle is creeping ever closer.

Fortress Zverograd

The overall situation in Zverograd has worsened considerably. The three blocs have been continuously pouring reinforcements into the city, but it has been like trying to fill a bottomless pit. Zverograd has been renamed the "Meat Grinder" by front line soldiers, whose life expectancy is now among the shortest on the planet.

Without any hope of gaining the upper hand, SSU forces have resorted to a desperate final gambit: they have flooded the metro and sewer systems. Whole areas of the city have had their streets crack under the force of explosions from artillery fire and the pressure of water from beneath. Many metro tunnels are now completely inaccessible. Only a few remain usable, and most of those are in the area surrounding Zverograd Central Station.

As a result of the flooding, the entrance to the Vrill structure beneath the monastery has been completely blocked. It would take months, maybe years, to regain access. Nevertheless, no one is willing to risk letting potentially powerful alien technology fall into enemy hands. Even the faintest hope of laying hands on the city's Vrill treasures is enough to keep soldiers fighting over Zverograd for many more years… perhaps forever.

Axis forces are all but surrounded inside Zverograd after losing the Western part of the city and control of the airfield. They now control a very large part of the city centre, however, and they have regrouped around their main base of operations at Memorial Park. They are now almost entirely dependent on airdropped supplies and were, for a time, considered an easy target by the other blocs, but Axis forces have once again proven everybody wrong. With their immense experience, the Axis forces dug in hard. With many veterans of Stalingrad in their ranks, they had all the knowledge required to build highly effective defensive structures. After just a few weeks, advances against Axis-controlled sectors were met with incredible anti-infantry





and antitank fire from concrete bunkers. These well-placed fortifications were impervious to artillery fire and air strikes. In the cramped battleground of Zverograd, any ordnance powerful enough to breach the bunkers would also endanger nearby friendly troops.

As often happens, these highly effective tactics caught on and soon the other two blocs started to dig in as well.

The SSU still retains most of the eastern and northern parts of the city, but they have exhausted nearly all their reinforcements and *Stavka* has decided to cut its losses and leave the defenders of Zverograd to their fate. There are many other fronts to fight on; things are looking grim for SSU forces in North America and Africa. Thanks to the industrial facilities under SSU control inside the city, their soldiers can still get ammo and repair their vehicles, but every man who doesn't come back from the daily ambushes and city fights is a definitive loss. Like the two other blocs, the SSU can't just abandon Zverograd, but it can no longer afford to commit its full strength to this front. The SSU troops have decided to dig in permanently, as they did in Stalingrad. Since there are no clear objectives anymore, they have decided that the best course of action is to fortify their positions and hold out as long as they can. The SSU have been trying to transform their chunk of the city into a bastion. Whole city blocks on the edge of their sector have been heavily fortified. They can now withstand and repel all but the most ferocious assault.

The Allies have succeeded in their goal of taking control of the Western part of Zverograd. Their bold plan has worked, but at tremendous cost. Several elite regiments have been all but destroyed, and many others are barely fit for further combat. The "Zverograd Situation" has horrified Allied command, but they see no easy way to pull out of the city. Orders have arrived with strict instructions to minimize casualties as much as possible. No more soldiers' lives should be lost on this front, and reinforcements will be scarce. This has caused Allied forces in Zverograd to follow their enemies' lead and dig in as hard as possible.

The situation in the Doomed City is as precarious as ever, but the time for massive assaults has passed. None of the warring blocs are willing to risk sending large forces against heavy fortifications, so special forces squads are the order of the day. Each bloc hopes that these small, highly trained units will be able to tip the balance of the stalemate in Zverograd. The primary goal of all three blocs is to take complete control of the city's Central Train Station. The SSU managed to transform this huge complex into the biggest warehouse in the city, stocking it with supplies before losing much of it to Allied and Axis assaults. Now everyone wants a piece of it, as supplies are growing very scarce. The Central Station was already heavily fortified before the war. Now—with all three blocs inside and desperate to get the upper hand—it's one of the most dangerous places on the planet.



Zverograd

The time for conquest and glory has passed. Now that all the blocs have fortified their positions, the soldiers are simply praying for an end to this nightmare. The war has become a struggle over the most basic resources: food and clean water. For the men and women trapped in Zverograd, the war is nothing more than a vicious and brutal struggle for survival.

For a complete description of the city of Zverograd please refer to the *Operation Hades* and *Operation Icarus* campaign expansions. In these two expansions you will find a map of the city and detailed information about the city's key locations. This expansion focuses on just one location, the site of some of the most vicious fighting of the war, Zverograd Central Station.

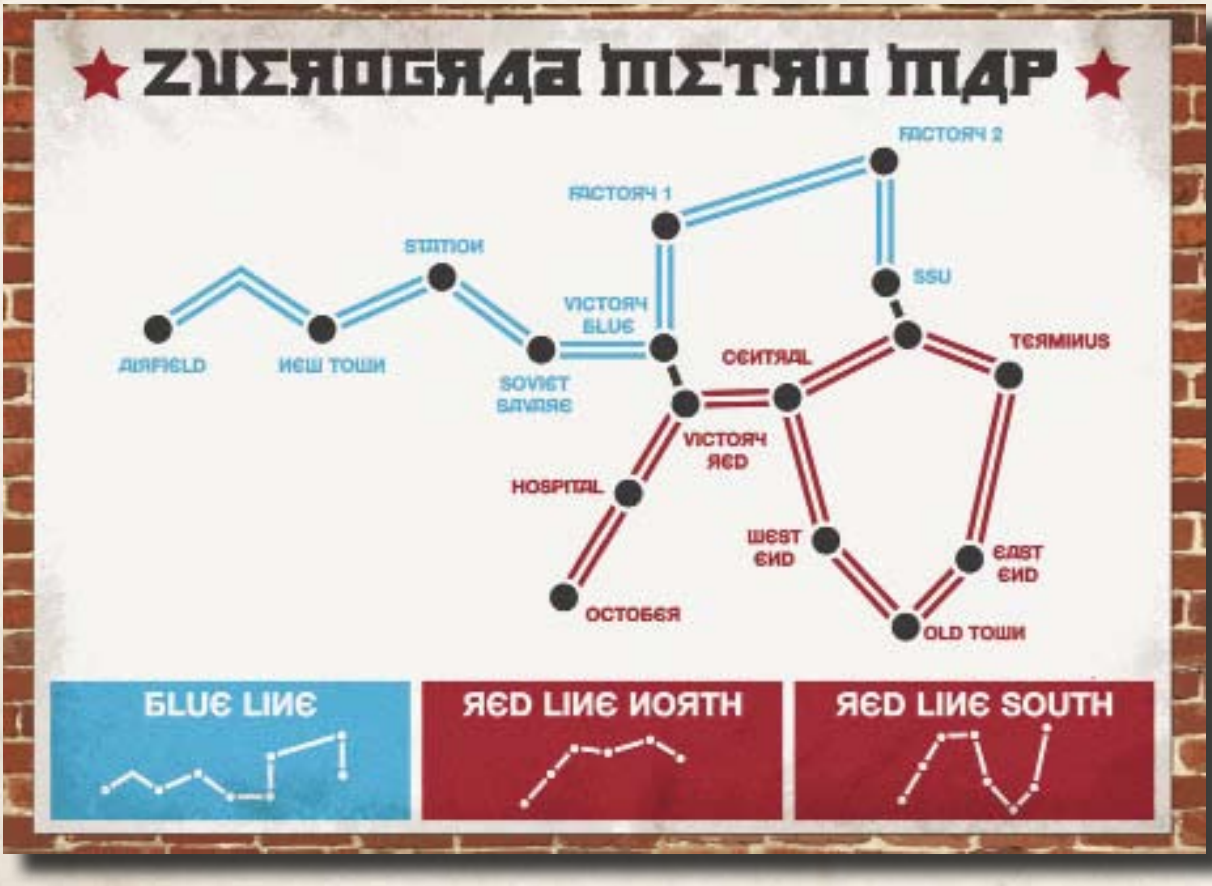
Zverograd Central Station

(Number 18 on Zverograd's General Map)

Metro Station: Station (Blue Line).

A major transit hub, Zverograd Central Station was built to connect the city with the rest of Russia and, ultimately, the SSU as a whole. Of modern design, it was one of the most advanced rail buildings in the world before the fighting began.

In the early days of the Axis invasion, the SSU knew that the Central Station would play a vital role in the defense of Zverograd, as it provided control of the railroads leading into the city. These supply lines would need to stay open at all costs, otherwise the massed forces of the bloc would



soon starve; and worse, they would quickly run out of the ammunition they needed to repel the invaders.

Already a very large concrete building, the Central Station was hastily fortified with anything the SSU could find. Several nearby buildings were torn apart, their bricks used to block the entrances to the station. Streets around the building were cracked open to fill sandbags used in the protection of machine gun nests. The roof of the station soon housed numerous anti-aircraft guns, as well as mortars.

The siege has not been kind to the station. Heavy bombing has wreaked terrible damage on the building, creating gaping new entrances, blasting new passageways through the walls and sealing up old corridors with rubble. The many entrances into the station from the metro and sewers make the station almost impossible to defend effectively. These underground access routes are now used to launch surprise attacks into the heart of the station, to devastating effect.

The metro beneath Zverograd Central Station has suffered less from the flooding than the rest of the city and is still usable. The sewers in the area have drained and are relatively undamaged. They can still be used by troops, as long as they are not deterred by numerous accounts of rogue Axis Zombies in the area. These Zombies were unharmed by the flooding, as they didn't need air to survive, but the deep water that remains in some parts of the sewers slows them down considerably.

Now, each of the three warring blocs controls a section of Zverograd Central Station. Axis troops hold the western and northwestern part of the station; SSU troops hold the large eastern part; and the Allies hold the southern part and most of the underground. The Station's northern part, and the railroads leading north to the railway shunting yard, are contested areas and the sites of constant fighting.

Even though fighting is intense in the station, no side is willing to commit troops to a large scale assault against enemy controlled areas. The three blocs are too firmly entrenched for such a strategy to pay off. No one has a clear chance of gaining the upper hand without tremendous losses, and should such an assault fail, there would not be enough troops left to defend against an enemy counter-attack. Most of the combat missions within the station are carefully carried out by light recon parties. For now, Zverograd Central Station is in a stalemate situation, but this may soon change as supplies dwindle and the threats of thirst and starvation necessitate more desperate actions.

The center of the station is essentially a no-man's-land, over which no single bloc has been able to maintain control. This part of the building has been conquered and lost several times over the course of a week—or even a day—when there were enough men to mount such attacks. Everyone wants a piece of it. Before being repelled, the SSU amassed huge quantities of supplies in this part of the station. They were to be used to support a full-scale counter attack that would retake the city for the SSU once and for all. Many SSU chopper pilots died on dangerous runs landing tons of supplies right in the middle of the building. These supplies are now immensely valuable to the under-supplied forces in Zverograd. If any bloc wants to win in the Doomed City, they first need to take its Central Station.



Bunkers and Strongpoints

As the fighting in Zverograd slid towards stalemate, all three blocs began building increasingly sophisticated fortifications. Open strongpoints soon acquired thick concrete roofs, turning them into nearly impregnable bunkers.

Fielding Bunkers and Strongpoints

Bunkers and Strongpoints are fortifications rather than units, although each bloc has a Strongpoint unit, consisting of an immobile gun mounted in a Bunker or Strongpoint. Any platoon can field Bunkers and Strongpoints as support units, either as Strongpoint units, or vacant ready to be occupied by their infantry.

In scenarios that allow a player to purchase additional fortifications (see *Dust Warfare* page 68), the player may purchase Bunkers and Strongpoints as well as the usual minefields, barbed wire, and other fortifications.

While Strongpoint units (such as the Axis Festung mit Laser Kanone Ausf. 47) are worth Superiority Points in missions that use Superiority Points to determine victory, vacant Bunkers and Strongpoints are not worth any Superiority Points if destroyed.

Deploying Bunkers and Strongpoints

Bunkers and Strongpoints are deployed in the same way as the rest of a player's troops. They must always be deployed on table at the start of the game. They cannot be Reserved (see *Dust Warfare* page 56) or in any other way have their deployment delayed.

A Bunker or Strongpoint must be placed so that at least one of its entrances is accessible to infantry models on foot, so it can't be placed with its door next to the table edge or with both its doors blocked by a building for instance.

Activating in Bunkers and Strongpoints

Units in Bunkers and Strongpoints activate and take actions normally with the following exceptions:

- A unit cannot use Artillery weapons while inside a Bunker. They can do so in a Strongpoint.
- A unit cannot use Close Combat weapons while inside a Bunker or Strongpoint, except through the rear openings or doors.
- When a unit in a Bunker or Strongpoint uses a special ability that requires it to be within a specified distance of another unit, it must measure the distance through the rear openings or doors.

Removing Suppression

When a unit is activated while in a Bunker, it is treated as having scored two additional ⊕ when rolling to remove Suppression markers.

When a unit is activated while in a Strongpoint, it is treated as having scored an additional ⊕ when rolling to remove Suppression markers.

Moving into Bunkers and Strongpoints

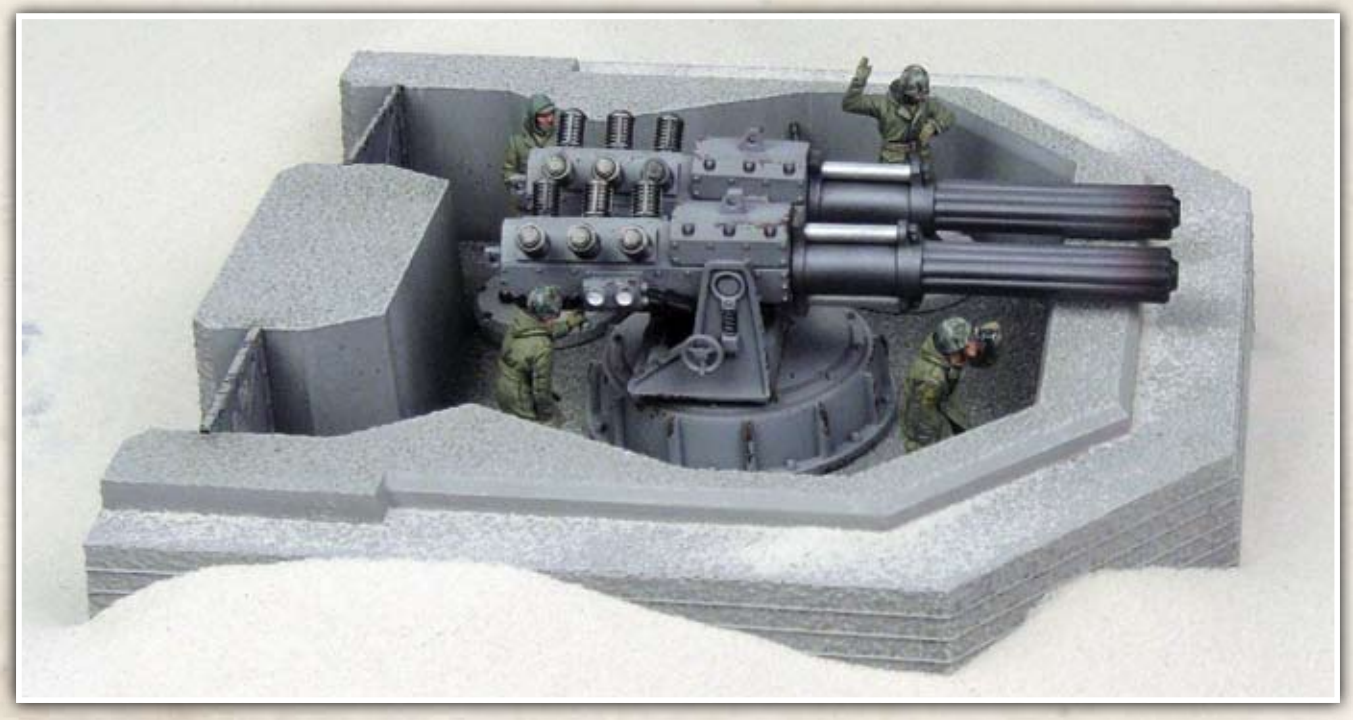
A Strongpoint can only be entered and exited through its two rear openings. A Bunker can only be entered and exited through its two rear doors. If a player has a unit in a Bunker, then only friendly units may enter the Bunker unless the doors have been destroyed. Other than this, Bunkers and Strongpoints are impassable terrain.

Occupying Bunkers and Strongpoints

A Bunker or Strongpoint can be occupied by either a single Strongpoint unit, or infantry units up to a total of twelve figures. Soldier 3 and 4 figures require twice as much space, so a Bunker can only hold six Soldier 3 or 4 figures. If a Strongpoint unit is destroyed, its Bunker or Strongpoint can now be occupied by up to two infantry units.

Attacking Bunkers and Strongpoints

Units may either attack a Bunker or Strongpoint directly, or attack the unit inside it. Aircraft and Artillery weapons may only attack the Bunker or Strongpoint. They are not precise enough to hit units inside.





Shooting at Bunkers and Strongpoints

A unit can attack a Bunker or Strongpoint as if it was a vehicle. A Bunker has an Armour rating of 7 and a Damage Capacity of 25, while a strong point has an Armour rating of 5 and a Damage Capacity of 15. Bunkers and strong points are heavily armoured all round, so they can still make Armour rolls when attacked from the rear. In addition, Bunkers and strong points do not roll on the Vehicle Damage Table.

If a Bunker or Strongpoint is destroyed, any Strongpoint units in it are also destroyed, while Infantry units in it gain a Reaction marker.

Once the Bunker or Strongpoint is destroyed, it no longer gives the benefits of a Bunker or Strongpoint, but as a pile of rubble, it becomes Difficult terrain and gives troops Hard cover.

A unit that has line of sight to the doors at the rear of a Bunker can attack them rather than the Bunker itself. Each door has an Armour rating of 5 and a Damage Capacity of 12. Once the door is destroyed, it no longer prevents enemy troops from entering the Bunker, although it still blocks line of sight. Demolition charges, dynamite, and magnetic mines are particularly effective against Bunker doors and re-roll any failed To Hit roll (including re-rolling a failed re-roll from a Sustained Attack).

Attacking Units Inside

A unit can attack a unit inside a bunker in the normal way.

Line of Sight from Bunkers and Strongpoints

Units in Strongpoints have a line of sight in all directions. Units in Bunkers only have a line of sight out the firing slit. Units can only attack the occupants of a bunker if the occupants have line of sight to them.

Bunkers and Strongpoints block line of sight through them in the same way as a building would.

Cover from Bunkers and Strongpoints

When a unit in a Bunker makes its Armour roll, it is treated as having scored four additional ⊕.

When a unit in a Strongpoint makes its Armour roll, it is treated as having scored three additional ⊕.

Grenades, Flame-throwers, and Phasers

Units in Bunkers or Strongpoints can still use its cover to reduce the damage from attacks by Burst, Grenade, and Phaser weapons unless the weapon is within 6" range.

Close Combat Weapons

Units cannot use Close Combat Weapons against a unit in a Bunker or Strongpoint unless they are fighting through the rear entrance of a Strongpoint or through a destroyed Bunker door.



Bunkers and Strongpoints as Reinforcements

Strongpoint

Move: - **Type:** Vehicle: 5 **DC:** 15

Base Cost: 15 AP

Basic Unit: 1 Strongpoint

Weapons: None

Special Abilities
Strongpoint (pages 6 and 7)

Platoon Dispatch
The Strongpoint is available as a Support Unit for any Platoon.



Bunker

Move: - **Type:** Vehicle: 7 **DC:** 25

Base Cost: 30 AP

Basic Unit: 1 Bunker

Weapons: None

Special Abilities
Bunker (pages 6 and 7)

Platoon Dispatch
The Bunker is available as a Support Unit for any Platoon.



M47 Field Phaser Strongpoint

Move: - **Type:** Soldier: 2 **DC:** 3

Base Cost: 28 AP

Basic Unit: 1 Strongpoint

Weapons: 180 W Phaser Gun, BAR 47 (4), Knife & Grenades (4)

Unit Upgrades:

- **10 AP:** Upgrade 180 Watt Phaser Gun to Dual 180 Watt Phaser Gun
- **15 AP:** Upgrade Strongpoint to Bunker

Special Abilities
Strongpoint (pages 6 and 7), Bunker (pages 6 and 7)

Weapon Abilities
The 180 Watt Phaser Gun and Dual 180 Watt Phaser Gun have the Phaser special weapon ability (see *Dust Warfare* page 58) and the Overcharge special weapon rule (see *Dust Warfare* page 85)

Platoon Dispatch
The M47 Field Phaser Strongpoint is available as a Support Unit for any Allied Platoon.



Although the Allied command was initially reluctant to accept that they would not capture Zverograd any time soon, once they did they quickly built sophisticated strongpoints mounting high-power phasers. These have proved exceptionally useful against the latest Axis walkers and the new super-heavy tanks of the SSU.

0	2	3	Range	1	2	3	4	1	2	3	4	5	6	7	1	2	3
180 Watt Phaser Gun			24”	5/1	5/1	5/1	5/1	3/2	3/2	3/2	3/2	3/2	3/2	3/2	-	-	-
Dual 180 Watt Phaser Gun			24”	6/1	6/1	6/1	6/1	4/2	4/2	4/2	4/2	4/2	4/2	4/2	-	-	-
M47 BAR (4)			16”	4/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-	-
Knife (4)			C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

Festung mit Laser Kanone Ausf. 47

Move: - **Type:** Soldier: 2 **DC:** 3

Base Cost: 25 AP

Basic Unit: 1 Strongpoint

Weapons: Laser Kanone

Unit Upgrades:

- **10 AP:** Upgrade Laser Kanone to Zwei Laser Kanone
- **15 AP:** Upgrade Strongpoint to Bunker

Special Abilities

Strongpoint (pages 6 and 7), Bunker (pages 6 and 7)

Weapon Abilities

The Laser Kanone and Zwei Laser Kanone have the Laser special weapon ability (see *Dust Warfare* page 58).

Platoon Dispatch

The Festung mit Laser Kanone Ausf. 47 is available as a Support Unit for any Axis Platoon.



Once the Axis forces decided to dig in and fortify their positions, they did so with typical Teutonic thoroughness. Their *Festung Stellung* and *Blockhaus* fortifications mount the same powerful laser *kanone* as their latest walkers and jet aircraft. Nothing that ventures into their field of fire survives for long.

0	2	3
Laser Kanone		
Zwei Laser Kanone		
StG 47 (4)		
Knife (4)		

Range	1	2	3	4	1	2	3	4	5	6	7	1	2	3
30”	4/2	2/1	2/1	2/1	2/5	2/4	2/4	2/4	2/4	2/3	2/3	-	-	-
30”	5/2	3/1	3/1	3/1	3/5	3/5	3/4	3/4	3/4	3/3	3/3	-	-	-
16”	2/1	1/1	1/1	-	1/1	-	-	-	-	-	-	-	-	-
C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

Motherland Fortification Tesla Model

Move: - **Type:** Soldier: 2 **DC:** 3

Base Cost: 25 AP

Basic Unit: 1 Strongpoint

Weapons: Tesla Gun

Unit Upgrades:

- **10 AP:** Upgrade Tesla Gun to Dual Tesla Gun
- **15 AP:** Upgrade Strongpoint to Bunker

Special Abilities

Strongpoint (pages 6 and 7), Bunker (pages 6 and 7)

Weapon Abilities

The Tesla Gun and Dual Tesla Gun have the Tesla special weapon ability (see *Campaign Book Hades* page 12).

Platoon Dispatch

The Motherland Fortification Tesla Model is available as a Support Unit for any SSU Platoon.



The SSU forces were the first to fortify the area around the Zverograd Central Station, viewing this as a way of conserving their forces for major attacks. Their Tesla guns are ideal defensive weapons as they can arc the fire across multiple targets at the same time, stalling attacks before they can build momentum.

0	2	3
Tesla Gun		
Dual Tesla Gun		
AK-45 (4)		
Knife (4)		

Range	1	2	3	4	1	2	3	4	5	6	7	1	2	3
24”	/1	/1	/1	/1	1/3	1/3	1/2	1/2	1/2	1/1	1/1	-	-	-
30”	/1	/1	/1	/1	2/3	2/3	2/3	2/2	2/2	1/2	1/2	-	-	-
16”	2/1	1/1	1/1	-	1/1	-	-	-	-	-	-	-	-	-
C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

Allied Reinforcements

Lieutenant Colonel Joseph Brown



Since we first met this hero the world of Dust hasn't changed much, but Bazooka Joe has. Years of fighting have started to take their toll on this once nonchalant young man. Joe has lost many good friends and many good men, and has endured this war more than many others.

As you can see, Joe has gained tremendous experience and is now deadlier than ever. His personal weapon has been upgraded by Rosie herself, who said that "this old thing needs a boost". Nobody still knows if she was talking about Joe or about his old faithful grenade launcher... Joe has managed to keep his .45 but is now a little more careful than he used to: he makes sure that he and the guys he's with have plenty of ammo for the fights to come. Sure his "boys" complain about the extra weight but they know that with Joe, they'll come out on top of any bad situation they'll be sent to.

Of course Joe has kept his old habits gained in many special operations. There aren't many operatives on the planet that can claim to have done as much as he has done.

Move: 6 **Type:** Soldier: 2 **DC:** 4

Base Cost: 22 AP

Basic Unit: 1 Hero

Weapons: M7 Grenade Launcher, .45 Auto Colt Pistol, Knife.

Weapon Abilities

The M7 Grenade Launcher has the Grenades weapon special ability (see *Dust Warfare* page 58)

Special Abilities

Leader: Lieutenant Colonel Joseph Brown may lead any Allied platoon. He still counts towards the Hero limit of the force. If you field Lieutenant Colonel Joseph Brown, you may not field Bazooka Joe.

Badass: see *Dust Warfare* page 53

Black Ops: see *Dust Warfare* page 53

6	2	4														
			Range	1	2	3	4	1	2	3	4	5	6	7	1	2	3
M7 Grenade Launcher			12"	4/1	2/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-
.45 Auto Colt Pistol			6"	4/1	2/1	2/1	1/1	-	-	-	-	-	-	-	-	-	-
Knife			C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

"Devil Dogs" USMC Fire Squad

For years the Marine Corps' doctrine has been to overwhelm enemy positions by using superior firepower while the rest of the troops, like assault squads, close in on the target. Fire squads are a staple of the USMC: they concentrate enough guns to annihilate several times their number.

The main task of a fire squad is to provide covering fire for units with shorter range weaponry, like a USMC assault squad: these usually work in pairs and are extremely efficient this way. Like all USMC soldiers, the fire squad benefits from the All In One skill. With this skill they can deliver that extra boost of firepower just when needed. Make sure your guys use it before they get into too much trouble.

Move: 6 **Type:** Soldier: 1 **DC:** 1 each

Base Cost: 15 AP

Basic Unit: 1 NCO Marine, 4 Marines

Unit Leader: NCO Marine

Weapons: .30 cal Victory MG (1), M47 BAR (3), .45 SMG M4 (1), .45 Auto Colt pistol, Machete (5), Grenades (5).

Special Abilities

All In One: see *Dust Warfare* page 53

Badass: see *Dust Warfare* page 53

Entrench: see *Campaign Book Icarus* page 19

Platoon Dispatch

The "Devil Dogs" USMC Fire Squad is available as a Support Unit for any Allied Platoon.

6	1	1	Range	1	2	3	4	1	2	3	4	5	6	7	1	2	3
.30 cal Victory MG (1)			16"	6/1	3/1	1/1	-	2/1	1/1	-	-	-	-	-	1/1	1/1	-
M47 BAR (3)			16"	4/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-	-
.45 SMG M4 (1)			12"	4/1	2/1	1/1	-	2/1	-	-	-	-	-	-	-	-	-
Machete (5)			C	4/1	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-
Grenades (5)			6"	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-



M5 Series Heavy Destroyer Walker

This new chassis is rapidly becoming a staple for many Allied armoured forces. Much easier to produce than the heavy HAW or HSW chassis, this new vehicle can still mount almost any weapon system available to the Allies. The Heavy Destroyer Walker offers a decent level of protection in battle, while being "strategically viable": not too heavy to easily be transported by boat around the world. It can hold its own proudly on any type of battlefield. Factories making this walker can now be found in almost every Nation of the Allies. The Australian, Free French, and Brazilian armies now all produce their own versions of this powerful walker. It's very certain that the HDW chassis will be seen around the world for many more years, at least until this war is over.

The M5-A is an amazing armoured vehicle killer. Its design is based on two fundamental lessons learned from years fighting the Axis and the SSU in armoured warfare. The first one is that these guys seem to always build bigger and heavier. The second lesson is that in a fight between two armoured vehicles most of the time the one who wins is the one that shot first. So instead of mounting a huge gun, the M5-A has six. Even if they are not easy to reload, who cares since it'll shoot first, or at least it's supposed to...

The model B mounts the most powerful weapon the Allies have at their disposal: a huge Phaser Gun. Also a primary tank hunter weapon, its known effectiveness against troops in cover has made this variant loved by the regiments who have had the chance to field this vehicle.

Heavy Destroyer Walker M5-A "The Six Shooter"

Move: 6 **Type:** Vehicle: 5 **DC:** 6

Base Cost: 60 AP

Basic Unit: 1 Heavy Destroyer Walker

Weapons: Turret Six M40 Recoilless Guns, Turret .50 cal Victory MG, Turret .30 cal Victory MG, and .30 cal Victory MG (F)

Weapon Abilities

The Six M40 Recoilless Guns have the All In One special ability (see *Dust Warfare* page 53)

Heavy Destroyer Walker M5-B "Bulldog"

Move: 6 **Type:** Vehicle: 5 **DC:** 6

Base Cost: 63 AP

Basic Unit: 1 Heavy Destroyer Walker

Weapons: Turret 180 W Phaser Gun, Turret .50 cal Victory MG, and .30 cal Victory MG (F)

Weapon Abilities

The 180 Watt Phaser Gun has the Phaser special weapon ability (see *Dust Warfare* page 58) and the Overcharge special weapon rule (see *Dust Warfare* page 85)

Platoon Dispatch

The M5 Series Heavy Destroyer Walker is available as a Support Unit for any Allied Platoon.

6	5	6															
			Range	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Six M40 Recoilless Guns			36"	10/1	6/1	3/1	3/1	9/1	9/1	8/1	8/1	7/1	7/1	6/1	-	-	-
180 Watt Phaser Gun			24"	5/1	5/1	5/1	5/1	3/2	3/2	3/2	3/2	3/2	3/2	3/2	-	-	-
.50 cal Victory MG			16"	6/1	3/1	1/1	-	2/1	1/1	1/1	-	-	-	-	1/1	1/1	1/1
.30 cal Victory MG			16"	6/1	3/1	1/1	-	2/1	1/1	-	-	-	-	-	-	-	-





Allied Weapons

.45 Auto Colt Pistol

The .45 ACP is an old design dating back to before the First World War. It's a solid, dependable weapon built around firing heavyweight "manstopper" forty five caliber slugs. Though pretty dated and heavy by modern standards, the .45 ACP is still used as a sidearm by some Ranger officers, sometimes for sentimental reasons, but often for entirely practical ones like having enough stopping power to knock an opponent off his feet.

.45 SMG M4

After the Axis invasion of Great Britain and the SSU's retaliatory strike against Alaska and Florida, the Allies were forced to adapt to the brutal realities of urban warfare. At close range, the M1 AR has proven cumbersome and, when a split-second can spell the difference between life or death, slow to fire. Enter the .45 SMG M4, the ideal firearm for street fighting. The M4 carbine is a lightweight weapon perfectly suited for battles in close quarters yet accurate enough for medium-range skirmishes. Soldiers appreciate its minimal recoil, excellent control, and ability to empty an entire magazine in the time it takes its user to exhale.

180 Watt Phaser Gun

Experiments with the new VK technology have unlocked incredible new potential, perhaps the most evident being the new destructive energies suitable for use as weapons. Allied scientists have developed a device they call a "phaser gun" and managed to compress the original, house-sized generator down to a size that can be fitted onto a light assault walker. When fired, the phaser gun generates a highly unstable ball of energy that detonates on impact with the target. The powerful 180 Watt Phaser Gun is used in both medium and heavy walkers, as well as arming fixed fortifications.

Special Weapon Rules

Phaser: See *Dust Warfare*, page 58.

Overcharge: See *Dust Warfare*, page 85.

Grenades

While close-quarters combat is rarely the optimal choice for a soldier, the practicality of war makes it a near certainty, and he would be a fool who is not prepared. Most soldiers are issued a knife as well as anti-personnel grenades, used to help assault enemy positions and even some light vehicles.

Special Weapon Rules

Grenades: See *Dust Warfare*, page 58.

M40 Recoilless Gun

The design of the M40 Recoilless Gun is based on two fundamental lessons learned from years fighting the Axis and the SSU in armoured warfare. The first lesson was that these guys seem to always build bigger and heavier. The second lesson was that in a fight between two armoured vehicles most of the time the one who wins is the one that shot first. So instead of designing one huge gun, the Allies designed the M40 which provides six light-weight, but deadly weapons. Even if they are not easy to reload, who cares since it'll shoot first, giving it plenty of time to reload for the next target.

Special Weapon Rules

All In One: See *Dust Warfare*, page 53.

M47 BAR

From the beaches of France to the fields of China, Allied forces drive back the enemy's line with the power of "walking fire," the ability to lay down a withering barrage on the move. The M47 Browning Automatic Rifle represents one the Allies' greatest abilities to mount a moving offense. The gas-operated, open-bolt weapon is light enough to be supported by a shoulder strap which boasts dozens of magazine pouches along its length. With an excellent range and 500 rpm, the M47 BAR is a mobile threat that simply cannot be ignored.

M7 Grenade Launcher

The M7 grenade launcher has virtually supplanted light mortars among the Allied forces. Early attempts to create a handheld launcher using converted 50mm mortar rounds proved unsuccessful and led to a complete redesign based around the idea of a 40mm grenade. While many soldiers prefer the under-barrel grenade launcher on their regular rifles, experts like Bazooka Joe appreciate the sustained firepower of the full grenade launcher.

Victory Machine Gun

The Axis have always enjoyed an advantage with their machine guns, but Allied designs have come a long way toward closing the gap. The most recent development is the Victory MG, a squad support weapon that uses the same ammunition as the proven .30 caliber machine gun on most Allied vehicles. The Victory MG is a robust gas operated weapon that uses pressed steel parts throughout its construction. It is fed by a 100-round box magazine on its underside which gives it a creditable rate of fire, if still short of the Axis MG48.



Generalmajor Sigrid von Thaler

A slow descent into madness. An infinite killing frenzy. A hatred so powerful it burns into her very own soul. As this endless war continues, Sigrid von Thaler becomes war incarnate. From the front lines of the deadliest special operations to the most secretive labs of the *BlutKreuz Korps*, Sigrid is everywhere on the planet. She has become one of the most ruthless leaders of the Axis, always demanding more from her allies. Her overconfidence has led her into big trouble over the years, a trait more and more present in her persona.

Sigrid is now even more obsessed with a total Axis victory than she ever was. She looks for every opportunity to battle her nemesis Joe Brown, anywhere on the planet. Thoughtful and cautious for years, Sigrid is now reckless. She needs the adrenaline rush from the front line where she now uses the deadliest Panzerfaust to dispatch her enemies.

Move: 6 **Type:** Soldier: 2 **DC:** 4

Base Cost: 24 AP

Basic Unit: 1 Hero

Weapons: Laser-Pistole B, Panzerfaust 100, Granatefaust 100, Knife

Weapon Abilities

The Laser-Pistole B has the Laser weapon special ability (see *Dust Warfare* page 58)

The Granatefaust 100 has the Grenade weapon special ability (see *Dust Warfare* page 58)

Special Abilities

Leader: Generalmajor Sigrid von Thaler may lead any Axis platoon, except Markus' Gorilla Platoon and Totenmeister's Zombie Platoon. She still counts towards the Hero limit of the force. If you field Generalmajor Sigrid von Thaler, you may not field Sigrid von Thaler.

Berserk: see *Dust Warfare* page 53

6	2	4														
			Range	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Laser-Pistole B			12”	6/1	3/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	-	-
Panzerfaust 100			16”	2/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2	1/2	-	-	-
Grenatefaust 100			16”	3/1	2/1	1/1	1/1	2/1	1/1	1/1	-	-	-	-	-	-	-
Knife			C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-

"Sturmaffe"
Blutkreuz Korps Kampfaffen Pionere Squad

The process to enhance the brain of a gorilla to make a "*Kampfaffe*", or "Combat Gorilla" is long and extremely painful. The whole experience is very traumatizing for the brain of the subject. There are a lot of "losses" during these experiments: very few subjects survive it. Even fewer wake up with a superior brain and only a handful on the planet have superhuman intelligence. Those who have a cognitive level close to the one of a human are drawn into the *Kampfaffe Pioniere*, the Engineers of the Gorillas. Their intellectual capacities allow them to use much more complex tools and weapons than regular apes. Of course they are highly prized by the *BlutKreuz Korps*, something very rare in an organization that tends to consider many of its assets not much better than slaves.

The *Kampfaffe Pioniere* are armed with a unique and deadly weapon: the *Flammfaust*. It can launch an incredible fireball a small distance, burning man and vehicle alike, a feat unknown in any portable flame-thrower found in human hands. They also have a formidable close-combat weapon with which they can even cut a tank in half. All these coupled with the natural speed, strength and endurance of the gorillas, make them formidable foes.

Move: 6 **Type:** Soldier: 3 **DC:** 1 each

Base Cost: 30 AP

Basic Unit: 1 Silverback Sturmaffe, 2 Sturmaffe

Unit Leader: Silverback Sturmaffe

Weapons: Flammfaust (3), Heavy Jackhammer (3).

Weapon Abilities

The Flammfaust has the Burst weapon special ability (see *Dust Warfare* page 57), the Reload weapon special ability (see *Dust Warfare* page 58) and the Spray weapon special ability (see *Dust Warfare* page 58)

The Heavy Jackhammer has the Penetrator weapon special ability (see *Dust Warfare* page 58)

Special Abilities

Blutkreuz Ape: see *Dust Warfare* page 53

Fast: see *Dust Warfare* page 54

Platoon Dispatch

The "Sturmaffe" Blutkreuz Korps Kampaffen Pioniere Squad is available as a Support Unit for any Axis platoon that may field Axis Gorillas, or as the 2nd Section of a Schwer Platoon. They may also be fielded as the 1st or 2nd Section of Markus' Gorilla Platoon.

6	3	1																
			Range	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Flammfaust (3)			12"	/1	/1	/1	/1	1/4	1/4	1/4	1/4	1/4	1/4	1/4	-	-	-
Heavy Jackhammer (5)			C	3/1	3/1	3/1	3/1	9/1	8/1	7/1	6/1	5/1	4/1	3/1	-	-	-



Hauptman Klaus von Richthofen

It's not easy to make a first name for yourself when your name is already synonym with a legend. And in the case of Klaus, he shares his last name with several. Through hard work and dedication, as well as an uncanny talent, Klaus von Richthofen lives up to match what was expected of him: become one of the greatest pilot in the Axis.

In the whole bloc there aren't many people, even less pilots, who have received as many decorations as he has (Hans-Ulrich Rudel being one of them). And his career is far from over. Right from the start when he first saw the weapon, Klaus von Richthofen was fascinated by laser. He has spent an incredible amount of time figuring out how they work and how to use them best on the battlefield. At his insistance, top Axis scientists worked to adapt these weapons on the brand new plane of the bloc. The result is amazing and now Klaus has his dream aircraft at hand. With it he has accomplished feats unheard of for any fighter pilot, as well as scoring an impressive number of victories against ground targets.

Move: 6 **Type:** Soldier: 2 **DC:** 4

Base Cost: 35 AP

Basic Unit: 1 Hero

Weapons: Laser-Pistole B, Fisticuffs

Weapon Abilities

The Laser-Pistole B has the Laser weapon special ability (see *Dust Warfare* page 58)

Special Abilities

Laser Meister (Pilot): see below

Pilot (Aircraft): see *Campaign Book Icarus* page 20

Laser Meister (Shared)

When a unit with the Laser Meister special ability uses a Laser weapon, it considers ■ results as ⌖ and ⌖ results as ■. This applies to both the initial attack rolls and to rolls to score additional hits with Laser weapons.

6	2	4	Range	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Laser-Pistole B			12”	6/1	3/1	2/1	1/1	1/1	1/1	1/1	-	-	-	-	-	-	-
Fisticuffs			C	2/1	1/1	-	-	-	-	-	-	-	-	-	-	-	-



Horten H0-357 Fledermaus Series

The new "rocket planes" have proven to be an incredible asset for Axis armies all around the world. With these the *Luftwaffe* has managed to even out its losses: maybe it has fewer planes than its opponents, but the planes they do have are far superior! Ever experimenting with new ideas and technologies, Axis scientists have come up with this new design that has just started its field and combat tests. Combining lasers and jet-powered engines, the *Fledermaus* VII might be the ultimate weapon, the one that will give the final victory to the Axis.

The Ho-357 Fledermaus V (known as *Der Adler*, the Eagle) mounts a weapon that has been in use in the Luftwaffe since 1945: the X-4 Missile. Designed to stop Allied bombers from delivering their deadly payload on the Reich, this missile is the first air to air wire-guided weapon ever produced in the world. It's extremely effective but very difficult to use as the pilot must fly his plane while controlling the missile at the same time. Designed to tear apart big planes, this weapon system is only used on ground targets as a last resort.

The Ho-357 Fledermaus VII (known as *Der Blitz*, the Lightning) mounts new and improved lasers. These are capable of firing a more focused beam at armoured targets or of firing rapid short bursts at infantry. Found only on this plane at the moment, they might be found on other vehicles soon. This plane is deadly against any type of opponent. When piloted by a member of the legendary von Richthofen family, who have produced so many top aces in the past, your opponents will have to watch the skies, otherwise lightning will strike them down.

Horten Ho-357 Fledermaus V "Der Adler"

Move: 12 **Type:** Aircraft: 2 **DC:** 6

Base Cost: 45 AP

Basic Unit: 1 Horten Ho-357

Weapons: X-4 Missile (F) (2), Vier 20mm Mk. 47 (F)

Weapon Abilities

The X-4 Missiles have the Wire Guided special ability (see below)

Special Abilities

Air Superiority: see *Campaign Book Icarus* page 18

Horten Ho-357 Fledermaus VII "Der Blitz"

Move: 12 **Type:** Aircraft: 2 **DC:** 6

Base Cost: 55 AP

Basic Unit: 1 Horten Ho-357

Weapons: Zwei Laser Kanone (F), Vier 20mm Mk. 47 (F)

Weapon Abilities

The Zwei Laser Kanone has the Laser weapon special ability (see *Dust Warfare* page 58)

Special Abilities

Air Superiority: see *Campaign Book Icarus* page 18

Platoon Dispatch

The Horten Ho-357 is available as a Support Unit for any Axis Platoon.

Wire Guided

Wire-guided missiles are single-use weapons and are removed from the game after use.

A Wire-Guided weapon may re-roll the Combat Dice during an Attack action as if making a Sustained Attack (see *Dust Warfare* page 33).



12	2	6															
			Range	1	2	3	4	1	2	3	4	5	6	7	1	2	3
X-4 Missile (2)			16"	6/1	3/1	2/1	1/1	1/6	1/6	1/5	1/5	1/4	1/4	1/3	8/1	8/1	6/1
Zwei Laser Kanone			30"	5/2	3/1	3/1	3/1	3/5	3/5	3/4	3/4	3/4	3/3	3/3	-	-	-
Vier 20mm Mk.47			16"	8/1	6/1	4/1	3/1	6/1	5/1	4/1	3/1	2/1	1/1	-	6/1	6/1	5/1

Axis Weapons

Flammfaust

A flame-thrower takes a dedicated operator, making it a specialist weapon for close-quarter attacks. The *Flammfaust*, being a one-shot weapon, gives any soldier a portable flame-thrower, while allowing them to carry and use their normal weapons as well.

Special Weapon Rules

Burst: See *Dust Warfare*, page 57.

Reload: See *Dust Warfare*, page 58.

Spray: See *Dust Warfare*, page 58.

Granatefaust 100

Sigrid von Thaler's favoured weapon is the Panzerfaust 100, so when her scientists proposed an ant-personnel version, the Granatefaust 100, she ordered them to produce her a personal supply immediately. Although they aren't ready for general issue, von Thaler knows their quirks and uses them to stunning effect.

Special Weapon Rules

Grenade: See *Dust Warfare*, page 58.

Heavy Jackhammer

The *Sturmaffen* (Assault Apes) are incredibly strong, wielding their heavy jackhammers with the grace and dexterity of a swordsman. Tipped with a VK diamond, the jackhammers cut through bunkers and armour alike.

Special Weapon Rules

Penetrator: See *Dust Warfare*, page 58.

Laser Kanone

Developing ever-larger laser weapons has been a prime objective of Axis scientists. These include giant ground-to-air "Laser–Flak" towers protecting the Ruhr, a laser-armed battleship, and several different laser-equipped vehicles.

However, achieving consistent energy outputs in larger laser weapons has proven surprisingly difficult, especially in a light enough mount to fit to an aircraft. The Horton Ho-357 *Blitz* demonstrates that the Axis scientists have finally, and decisively, cracked the problem.

Special Weapon Rules

Laser: See *Dust Warfare*, page 58.

Laser-Pistole B

The Laser–Pistole A was one of the first lightweight products of the Axis energy weapons research labs, after the development of the much heavier Laser-Werfer. Although issued only to pioneer units, initial reports from the field about the Laser–Pistole A were favorable and assisted in the development of the Laser-Gewehr. The Laser–Pistole B is still only experimental and very few prototypes are available, but these show a giant leap forward in Axis laser technology. The Laser–Pistole B dispenses with the cumbersome belt pack of the Pistole A and instead uses charge packs of cadmium cells fitted above and below the chamber for improved collimation. Range, recharge rate, and penetration all show marked improvements.

Special Weapon Rules

Laser: See *Dust Warfare*, page 58.

Panzerfaust 100

The Panzerfaust 100 is a dramatically-improved version of the ever-reliable Panzerfaust, which remains the centrepiece of the Axis' infantry-borne anti-tank strategy. Its powerful propellant can reach solid mid-range distances with the same devastating impact, penetrating armour up to 220mm thick. The addition of luminous paint to the warhead makes it easier to aim during night fights, lighting up the battle-field like vicious shooting stars. The reload mechanism has also been simplified, allowing a smoother and faster rate of fire. Of course, these improvements do not come cheaply, and Panzerfaust 100s are currently restricted to elite battal-ions and the vile *Übertoten*.

Vier 20mm Mk. 47

The Fledermaus V and VII designs have great destructive capabilities with this weapon. While the X-4 missile and twin laser cannons provide their primary armament, the 20mm autocannon's proven its air-to-ground capability ensures they can take on any target.

X-4 Missile

Weapons capable of adjusting their trajectory to track a moving target has been a dream since cavemen first threw rocks at running deer. The X-4 makes this dream a reality. The target can jink and twist as much as it likes, but a good *Adler* pilot will track their every move guiding the X-4 onto its target, almost guaranteeing its destruction. If there are no enemy aircraft, the X-4 makes an excellent anti-tank weapon too.

Special Weapon Rules

Wire Guided: See page 17.

Panzer Walker Platoon

As the number of *Panzerkampflaufer* (Armoured Combat Walkers) available increases, they are being grouped into their own units. The impact of an attack by massed walkers is impressive. Rarely do the *Panzerkampflaufer* platoons fail to break the enemy lines, unless facing dense fortifications, and when they do, they penetrate deep into the enemy positions forcing withdrawals over a wide sector of the front.

Command Section (Mandatory)

A Panzer Walker platoon is always led by Panzerprinz (see *Campaign Book Icarus*, page 40), a Kommandotrupp (see *Dust Warfare*, page 117), or a Hero allowed to lead the platoon through the Leader special ability.

1st Section (Mandatory)

- Battle Grenadiers
- Laser Grenadiers
- Recon Grenadiers

2nd Section (Optional)

- Any Axis Armored Transport
- Any Light Panzer Walker
- Any Medium Panzer Walker II

3rd Section (Optional)

- Any Axis Armored Transport
- Any Light Panzer Walker
- Any Medium Panzer Walker II
- Any Schwer Panzer Kampflaufer III

4th Section (Optional)

- Any Light Panzer Walker
- Any Medium Panzer Walker II
- Any Schwer Panzer Kampflaufer III

Support Unit (One per Two Sections)

- Sniper Grenadier Team
- Beobachter Team
- Jagdgrenadiere or Laser-Jagdgrenadiere
- Battle Grenadiers
- Laser Grenadiers
- Recon Grenadiers
- Any Schwer Panzer Kampflaufer III
- Any Heavy Panzer Walker VI

Special Order

Panzer Walker platoons have access to the following Order:

Blitzkrieg!

All *Panzerkampflaufer* crews are drilled relentlessly in the power of individual units to sustain the momentum in an attack. When the Order is given, an Axis panzer unit will strain every sinew to blaze a path to victory.

Once per Command phase, the Command Section of a Panzer Walker platoon may issue one "Blitzkrieg!" Order to one unit in their platoon. The ordered unit takes a single Move action, regardless of any Suppression or Reaction markers that may be on it. The unit does not gain a Reaction marker when given a "Blitzkrieg!" Order like it would when given a "Take Action" Order.



Steel Guards Platoon

The SSU has suffered immense casualties, yet the world-wide fight demands ever more troops. The Steel Guards are part of the answer. These fighting suits allow crippled veterans to return to the front, even more effective than before. Their sheer firepower and solid toughness makes them almost unstoppable, especially when supported by the latest SSU special weapons like the Karl Marx and Lavrentiy Beria super heavy tanks.

Command Section (Mandatory)

A Steel Guards platoon is led by a Steel Guards Command Squad or a Hero allowed to lead the platoon through the Leader special ability.

1st Section (Mandatory)

- Steel Guards Assault Squad

2nd Section (Optional)

- Steel Guards Assault Squad
- Red Guards Assault Squad
- Red Guards Anti-tank Squad

3rd Section (Optional)

- Steel Guards Assault Squad
- Steel Guards Sniper Squad
- Red Guards Assault Squad
- Red Guards Anti-tank Squad
- SSU Heavy Mortar Team

4th Section (Optional)

- Steel Guards Assault Squad
- Steel Guards Sniper Squad
- Red Guards Assault Squad
- Red Guards Anti-tank Squad
- SSU Tesla Gun Team

Support Unit (One per Two Sections)

- SSU Battle Squad
- SSU Rifle Squad
- SSU Close Combat Squad
- SSU Auxiliary Attack Squad
- SSU Observer Team
- Any KV-47, KV-47 Aero, or KV-47 Repair and Demolition Walker
- Any KV-3 Heavy Walker
- Any IS-5 Heavy Tank
- Any IS-48 Super Heavy Tank
- Any MIL MI-45 and MI-46 Airborne Transport
- Any MIL MI-47 Attack Helicopter
- Any BR-47 Self-propelled Weapon Platform

Special Order

Steel Guards platoons have access to the following Order:

Armoured Turtles

The Steel Guard are so well armoured that very little worries them. They can and will walk through a hail of fire to eliminate the enemies of the SSU. Every soldier is a veteran who knows his duty, and will advance to the objective, with or without orders.

The Command Section of a Steel Guards platoon may issue the "Regroup" Order to any Steel Guards unit in their platoon, even those outside Command range. This does not prevent them from using their Radioman to issue an Order using their Extended Command Range as usual.



"Heavy Red Command"
Steel Guards Command Squad

Drawn from the most hardened veterans of the Steel Guard, these guys can change the course of a battle. Most of these men have fought for the Motherland since the beginning of the Axis invasion, a few started even earlier. They now benefit from the best technology the SSU can offer in terms of firepower and protection. These Steel Guards are the most reliable soldiers any general could dream of having under his command.

Move: 6 **Type:** Soldier: 4 **DC:** 1 each

Base Cost: 45 AP

Basic Unit: 1 Steel Guard Officer, 1 Steel Guard Mechanic, 1 Steel Guard Medic

Unit Leader: Steel Guard Officer

Weapons: Dual DShK 12.7mm (1), 20mm Auto Gun (1), Heavy Shotgun (1), Steel Glove (3).

Special Abilities

Command Squad: This unit commands a Steel Guards Platoon.

Additional Support: A platoon that includes a Steel Guards Command Squad may include one additional Support unit. This unit must be a KV-47 series walker (including Aero and Recovery & Demolition models). The AP cost of the unit must be paid as normal.

Artillery Strike: Steel Guard Officer only, see *Dust Warfare* page 53

Mechanic: Steel Guard Mechanic only, see *Dust Warfare* page 55

Medic: Steel Guard Medic only, see *Dust Warfare* page 55

Radioman: Steel Guard Officer only, see *Dust Warfare* page 56

Additional Support: see *Dust Warfare* page 54

6	4	1																
			Range	1	2	3	4	1	2	3	4	5	6	7	1	2	3
Dual DShK 12.7mm (1)			16”	8/1	5/1	4/1	3/1	4/1	3/1	-	-	-	-	-	3/1	3/1	2/1
20mm Auto Gun (1)			24”	4/1	4/1	4/1	4/1	1/6	1/4	1/1	1/1	-	-	-	-	-	-
Heavy Shotgun (1)			16”	10/1	5/1	4/1	2/1	5/1	2/1	1/1	-	-	-	-	-	-	-
Steel Glove (3)			C	6/1	3/1	2/1	1/1	2/1	2/1	1/1	1/1	-	-	-	-	-	-



"Red Tornado"
Steel Guards Assault Squad

Battle-hardened veterans who have been wounded in combat, these guys have the chance to be brought back to the front line thanks to the latest SSU technology in human enhancement. The SSU High Command prefers to keep these men together, forming elite squads with deadly firepower and combat experience. The assault squads of the Steel Guards are some of the most feared soldiers on the planet. Nobody faces them without being changed by the experience.

With incredible firepower at their disposal, and being also quite resilient, the Steel Guards are a squad your opponent can't ignore. Maybe he'll do it once, but never again. Although they seem very tough (and they are!), they can still be brought down by combined firepower. Don't leave your Steel Guards in the open for too long as you might lose them before they're in range.

Move: 6 **Type:** Soldier: 4 **DC:** 1 each

Base Cost: 30 AP

Basic Unit: 1 Steel Guard NCO, 2 Steel Guards

Unit Leader: Steel Guard NCO

Weapons: 20mm Auto Gun (1), Heavy Shotgun (2), Steel Glove (3).

6	4	1															
	Range	1	2	3	4	1	2	3	4	5	6	7	1	2	3
20mm Auto Gun (1)	24"	/1	/1	/1	/1	1/6	1/4	1/1	1/1	-	-	-	-	-	-
Heavy Shotgun (2)	16"	10/1	5/1	4/1	2/1	5/1	2/1	1/1	-	-	-	-	-	-	-
Steel Glove (3)	C	6/1	3/1	2/1	1/1	2/1	2/1	1/1	1/1	-	-	-	-	-	-



"Silent Death"
Steel Guards Sniper Squad

The SSU was the first bloc to see the value of Sniper units in urban combat in Stalingrad. A few soldiers could paralyse a whole company, prevent communication, even stop an assault! During this intense period many of these valorous men and women were injured from booby traps or counter fire: the Steel Guards offered them a second chance to fight for their country. But this time, with heavier weaponry.

Move: 6 **Type:** Soldier: 4 **DC:** 1 each

Base Cost: 24 AP

Basic Unit: 2 Steel Guard Snipers

Unit Leader: Steel Guard Sniper (as noted)

Weapons: 20mm Heavy Rifle (2), Steel Glove (2)

Special Abilities

Sniper: see *Dust Warfare* page 56

Spotter: see *Dust Warfare* page 56



6	4	1	Range	1	2	3	4	1	2	3	4	5	6	7	1	2	3
20mm Heavy Rifle (2)			30"	4/1	2/1	2/1	1/1	3/1	3/1	2/1	2/1	1/1	1/1	1/1	-	-	-
Steel Glove (3)			C	6/1	3/1	2/1	1/1	2/1	2/1	1/1	1/1	-	-	-	-	-	-

SSU Weapons

20mm Auto Gun

While Allied and Axis heavy infantry carry twin machine-guns, the SSU in its usual fashion fielded heavier armour and massive 20mm auto guns. Their high rate of fire and explosive shells tear infantry apart. Even light armoured vehicles cannot withstand a concentrated blast from these powerful weapons.

20mm Heavy Rifle

When your snipers have the strength of five men, there's no reason not to give them a 20mm heavy rifle that has the range and power to destroy pretty much any target. The magazine-fed rifle is exceedingly accurate. Even if the first shot misses, the second following moments later won't.

Dual DShK 12.7mm

The DShK is a reliable anti-infantry weapon. A single DShK is capable of firing a startling ten rounds per second, and the dual version doubles this. Their high rate of fire has proven quite effective at shredding enemy infantry attacks. While the DShK is a death sentence to enemy soldiers caught in the open, its rapid-fire capabilities make it equally useful against aircraft. If its steady stream of lead can be brought through an aircraft's flight path, the DShK is more than capable of tearing the aircraft's fragile canopy to shreds.

Heavy Shotgun

The main weapon of the Steel Guard is a heavy shotgun firing rounds packed with a hundred small darts. It doesn't have a particularly long range, but any infantry within that range are simply shredded by the hail of darts as the shotgun pumps out round after round.

Steel Glove

When you have the strength of five men, there's not much need for sophisticated weapons in close combat. The Steel Guard can simply tear apart heavy infantry or light vehicles with their steel gloves.