



9 AP

M8 GREYHOUND
ARMORED SCOUT CAR

DUST 1947

ARTILLERY OBSERVER: Can shoot a target within 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 counts as Activated after making its Attack.

SCOUT: Take March Move Action as first Action in the game and receive one extra Action this Activation.

WHEELED: Can be affected by Terrain crossed (see Terrain Table).

UNOFFICIAL CARD



M8 GREYHOUND
ARMORED SCOUT CAR

- Artillery Observer
- Scout • Wheeled

	1	2	3	4	5	6	7	1	2	3
RANGE	10	↓1	↓1	↓1	1/4	1/4	1/3	1/3	1/2	1/1
A 1x Antitank Gun	8	5	5	4	3	1	3	2	2	1/1
B 1x Heavy Machinegun	6	7	1	6	1	4	1	2	1	2/1
C 1x Machinegun										

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UNOFFICIAL CARD




8 AP

M20 ARMORED CAR
SCOUT/COMMAND VEHICLE

DUST 1947

COMMAND VEHICLE: Officers and Medics mounted in Vehicle can re-roll Special Actions.

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

SCOUT: Take March Move Action as first Action in the game and receive one extra Action this Activation.

WHEELED: Can be affected by Terrain crossed (see Terrain Table).

UNOFFICIAL CARD



M20 ARMORED CAR
SCOUT/COMMAND VEHICLE

- Command Vehicle • Scout
- Passengers (6) • Wheeled

	1	2	3	4	5	6	7	1	2	3
RANGE	8	5	1	4	1	1	1	1	1	1
A 1x Heavy Machinegun										
B 1x Machinegun										

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UNOFFICIAL CARD




10 AP

MATILDA IV
INFANTRY SUPPORT
MEDIUM TANK

DUST 1947

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

TRACKED: Can be affected by Terrain crossed (see Terrain Table).

UNOFFICIAL CARD



MATILDA IV
INFANTRY SUPPORT
MEDIUM TANK

- Smoke Launcher
- Tracked

	1	2	3	4	5	6	7	1	2	3
RANGE	10	1/1	1/1	1/1	2	2	2	3	2	3
A 1x Antitank Gun	8	5	1	4	1	1	1	1	1	1
B 1x Heavy Machinegun	6	7	1	6	1	4	1	2	1	2/1
C 1x Machinegun										

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UNOFFICIAL CARD

*** Large Vehicle**




9 AP

HUMBER MK IV
ARMORED CAR

DUST 1947

SCOUT: Take March Move Action as first Action in the game and receive one extra Action this Activation.

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

WHEELED: Can be affected by Terrain crossed (see Terrain Table).

UNOFFICIAL CARD



HUMBER MK IV
ARMORED CAR

- Smoke Launchers
- Scout • Wheeled

	1	2	3	4	5	6	7	1	2	3
RANGE	10	↓1	↓1	↓1	1/4	1/4	1/3	1/3	1/2	1/1
A 1x Antitank Gun	6	7	1	6	1	4	1	2	1	2/1
B 1x Machinegun										

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UNOFFICIAL CARD

