

5 AP



STEEL GUARD COMMISSAR

DUST 1947

BRAVE: Roll three dice when rolling to remove Under Fire or Suppression tokens.

COMMISSAR: Joins Infantry Unit for the duration of the game. Each Unit may only have one Commissar attached to it.

STEEL GUARD: Always pass Infantry Saves on **1** and **2** and roll one die for each point of Damage the Unit takes, negating one point of damage for each **2** rolled. Steel Guard may only join Steel Guard.

UNOFFICIAL CARD



2 3 4

• Brave • Commissar
• Steel Guard

1	2	3	4	5	6	7	1	2	3
1	2	3	4	1	2	3	4	5	6
4	9†	8†	5†	3†	5†	1†	2†	1	2
A	1x Heavy Shotgun								
B	1x Steel Glove								

STEEL GUARD COMMISSAR

DUST 1947

UNOFFICIAL CARD



16 AP



IGOR MOLOT "THE HAMMER" STEEL GUARD COMMANDER

DUST 1947

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

STEEL GUARD: Always pass Infantry Saves on **1** and **2** and roll one die for each point of Damage the Unit takes, negating one point of damage for each **2** rolled. Steel Guard may only join Steel Guard.

TESLA: Place Stunned Token on Unit hit by this weapon. Unit must perform a Nothing Action as its first Action next Activation, removing all Stunned tokens.

UNOFFICIAL CARD



Card Version: 2

2 3 4

• Officer • Steel Guard
• Tesla: Tesla Gun

1	2	3	4	1	2	3	4	5	6
1	2	3	4	1	2	3	4	5	6
6	3†	3†	3†	1†	3†	3†	1†	3†	3†
A	1x Tesla Gun								
B	1x Steel Glove								

IGOR MOLOT "THE HAMMER" STEEL GUARD COMMANDER

DUST 1947

UNOFFICIAL CARD



13 AP



KV-1 HEAVY TANK

DUST 1947

DAMAGE RESILIENT: Roll one die for each point of Damage the Unit Takes, negating one point for each **2** rolled. Does not apply to Units Joined.

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

UNOFFICIAL CARD



2 4 4

• Damage Resilient
• Tracked

1	2	3	4	1	2	3	4	5	6
10	7†	7†	7†	1†	7†	1†	7†	1†	7†
6	7†	6†	4†	2†	4†	2†	1†	1	2
A	1x Anti-Tank Gun								
B	Heavy Machinegun								
C	1x Machinegun								
D	1x Heavy Machinegun								

KV-1 KULINSKIY VEROKHNIY, HEAVY TANK

DUST 1947

UNOFFICIAL CARD



11 AP



T34/76 MEDIUM TANK

DUST 1947

DAMAGE RESILIENT: Roll one die for each point of Damage the Unit Takes, negating one point for each **2** rolled. Does not apply to Units Joined.

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

UNOFFICIAL CARD



2 4 4

• Damage Resilient
• Tracked

1	2	3	4	1	2	3	4	5	6
10	7†	7†	7†	1†	7†	1†	7†	1†	7†
6	7†	6†	4†	2†	4†	2†	1	2	
A	1x Anti-Tank Gun								
B	1x Machinegun								
C	1x Machinegun								

T34/76 MEDIUM TANK

DUST 1947

UNOFFICIAL CARD



