

**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**

**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**

**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†	2†	1†

**A** 1x Anti-Tank Gun  
**B** Heavy Machinegun  
**C** 1x Machinegun  
**D** Heavy Machinegun

**KV-1**

**DUST**

**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†	1†

**A** 1x Anti-Tank Gun  
**B** 1x Machinegun  
**C** 1x Machinegun

**T34/76 MEDIUM TANK**

**DUST**

