

TM

LODGE

TACTICS

NEXUS PLAYBOOK

VERSION ONE



Dust Tactics Playsheet

Terrain

- **Circle:** Open terrain.
- **Triangle:** Deep water – Blocks all movement.
- **Cross:** Rubble – Blocks LOS blocks vehicles (not aircraft).
- **Diamond:** Blocks LOS, not movement.
- **No symbol:** Impassable.

Initiative

Roll three dice, most +'s goes first.

Activation

Two sides take turns to activate units. You must activate all your units but they need not act. After all units have acted the turn is over.

Actions

Every unit in turn takes two actions in any order. Declare actions (including special abilities) then move.

Move – (You can move twice)

Attack/Sustained Attack – (Sustained attack takes both attacks, but you can re-roll misses).

Skill – (Some skills are free, some take an action).

Nothing

Movement

Diagonal movement is allowed. First costs one movement. Second costs two movement.

Vehicles CANNOT move diagonally across impassable terrain.

Any vehicle may enter a crate space, vehicles can choose to crush the crate.

Vehicles cannot enter tank traps.

Troops may not pass through vehicles.

Vehicles may not pass through troops.

Troops may pass through troops IF they end on an empty space.

Large vehicles must move TWICE to enter the field and cannot act until fully deployed.

Large vehicles take up four spaces.

Aircraft ignore terrain.

Aircraft cannot stop over units.

Aircraft MUST move unless they have the hover ability.

Aircraft can advance deploy for two actions, anywhere EXCEPT enemy deployment. 1ST TURN ONLY. May NOT deploy troops.

Line of Sight

If the line passes diagonally, through a corner then the target benefits from soft cover. Opposite sides block LOS.

If the line passes through a solid space, LOS is blocked.

Tank traps block LOS for soldiers (or provide hard cover). They do not block vehicle shots (unless target occupies trap).

Ammo crates do not block LOS. They provide soft cover.

Troops do not block LOS for vehicles.

Vehicles block LOS.

Troops block LOS for troops.

Large vehicles check LOS from ANY square they take up.

Aircraft have LOS anywhere on the board and vice versa.

Flying units cannot be targeted further away than six spaces.

Aircraft can only shoot into structures where there's an opening.

Aircraft can only be targeted by troops inside if they have line from an opening.

Cover stacks 2 soft cover = Hard cover.

Attacks

Check range – First diagonal 1, subsequent diagonals 2, Artillery weapons have minimum range of 4.

Check LOS

Declare Targets

Roll Dice - + is normally damage success.

Close combat attacks resolved SIMULTANEOUSLY after normal attacks.

Check Cover Saves – Soft +, Hard blank.

Suffer Damage

Artillery Shots: You must RELOAD (1 action) after firing artillery weapons. Direct shots (clear LOS) can make sustained attacks. Indirect shots need observers. Indirect shots cost both actions and cannot be sustained. Indirect shots take place on the OBSERVER action, not on the artillery unit's turn. BOTH units must be activated.

Phasers: Roll X, multiply successes by Y and roll that many dice.

Volley: Roll A/B/C inflicting +'s multiplied by X.

Incendiary: X dice per miniature. One damage per +.

AP Incendiary: X dice per miniature. Eliminate the entire unit if you get one +.

Limited Weapons: Max number of attacks equal to miniatures.

Burst Weapons: When targeting non-moved target, double dice.

Knife/Grenade: Multiply dice by figures. Ignore cover.

Flamethrowers: Ignore cover, hit everything until LOS blocked.

Laser: Hits are rolled again.

Reactive Fire

When a unit moves in LOS of an unactivated unit you can activate it and roll. + means you get to activate and shoot. Advanced reactive fire rolls two dice.

Structures

Troops can enter through large or small entrances.

Vehicles can enter through large entrances.

Aircraft cannot enter structures.

Troops can jump over structures.

Vehicles cannot jump over structures.

Units cannot land on top of structures.

Structures count as soft cover when targeted by someone inside (must have LOS)

Structures count as hard cover when targeted by someone outside (entrance must be part of LOS)

3D Structures

Walls block LOS.

Walls cannot be destroyed.

Troops can enter through small or large entrances.

Vehicles cannot enter through small entrances.

Jump troops can jump 3D structures.

Jump vehicles cannot jump 3D structures.

Units cannot land on top of structures.

Squads are considered to be in soft cover when attacked by enemies inside buildings.

Squads are considered to be in hard cover when targeted from outside the building.

Squads on the roof are considered outside. They are in soft cover against attacks not also from the roof.

Units inside can only attack outwards from windows/doors.

Units outside can only attack inwards from windows/doors.

Units above/below each other are not adjacent.

Cover combines as normal.

Small entrances block diagonal LOS.

Anti-Tank traps cannot be placed inside buildings with narrow entrances.

Troops can enter through doors or windows but only from the ground floor.

Troops may not enter a structure diagonally.

Moving up/down a floor takes one movement.

Units may move diagonally vertically.

Units inside count range as though from the ground floor.

Shooting into a building adds one to the range.

Close attacks cannot attack targets above/below the attacking unit.

LOS is measured as though 2D, from above.

Units cannot attack more than one floor up. No vertical close combat.

Heroes

Heroes can share space with troops or vehicles.
Heroes can JOIN units of the same armour value.
Joined units activate at the same time.
Hero weapons fire in same instance as squad.
Some hero skills share with squad.
Squad skills share with hero.
Hero shares health points with the squad.
Fastest movement is used.
Heroes may separate.

Skills

Ace Pilot: Roll a dice each activation. On a + gain an extra action.
Advanced Reactive Fire: Roll two dice to see if you can shoot. SHARED.
Agile: All diagonals cost one movement. SHARED.
Air Lift: Unit with this skill can be transported by appropriate craft.
Air Superiority: All attacks against aircraft are treated as sustained attacks.
All in One: Roll double normal number of weapon dice this turn.
Amphibious: Can enter water areas.
Artillery Strike: Counts as an observer for artillery sighting. ONE ACTION.
Assault: Double all movement this turn. SHARED.
Badass: Unlimited ammo, can only use up to limit each turn. SHARED.
Berserk: Reroll blanks as though sustained. Can combine with sustained. SHARED.
Black Ops: Roll an extra initiative die. ONLY COUNTS ONCE.
Blutkreuz Ape: Can only join others with this skill.
Blutkreuz Zombie: Can only join others with this skill.
Carry Capacity: Carry that many 1-2 soldiers, half that many 3-4 soldiers. Troops inside can activate to exit. If vehicle is destroyed roll 1D for each occupant. + = 1 damage. Some can carry vehicles.
Charge: Make two move actions and then use all range 1/C weapons. SHARED.
Combine Shots: Roll dice for one weapon, but increase range by one.
Command Squad: Has command abilities.
Commissar: Can fight as a unit or divide up to reinforce other units.
Damage Resilient: Same as soft cover (separate roll after cover). NOT SHARED.
Dozer Blade: Can enter cover-element space and destroy it just by moving. Even tank traps.
Fast: One extra movement. Only on first move.
Fighting Spirit: Treat + as blank and vice versa. MUST MOVE FIRST. SHARED.
Frenzy: Re-roll all hits and keep rolling until they miss. Only usable against soldiers. NOT SHARED.
Heroic Attack: Damage ignored for one turn. Must activate to use the skill. SHARED.
Hover: Flying unit doesn't have to move.
Jump: Ignore an obstacle, provided you then land in an empty space, can combine moves. Heroes with Jump can only join squads with Jump.
Legendary Tactician: Treat + as blank and vice versa when rolling for initiative. Unit and adjacent units gain level of cover.
Medal of Honour: Re-roll one combat dice each attack. NOT SHARED.
Pilot: Paired up with a vehicle, pilot skills conferred to vehicle. Does not count towards capacity. Units activate at the same time.
Rare: ONLY ONE DEPLOYED.
Reload: One action to reload a weapon.
Scout Vehicle: Move two extra spaces on deployment. FIRST ROUND ONLY.
Self Repair: At the end of each turn roll 1D per damage taken. Each + heals one.
Sniper: You can declare your target from a unit.
Spotter: Blanks count as hits for a unit accompanied by a spotter.
Superior Reactive Fire: Roll three dice to see if you activate and shoot. SHARED.
Take Aim: + and blank reversed on sustained attacks.
Tank Head: Repair all damage to an adjacent vehicle.
Wiederbeleben Serum: Recover damage done to enemies in your own health. Health recovered at end.

Commands

Only one command skill per round. Radio operator allows it to be done at a distance. Cannot use Command abilities on your own unit.

Artillery Strike: Observer.

Come On: Restore a unit to life by rolling a +. It must then deploy as if new.

Field Repair: Restore a vehicle to life by rolling a +. It must then deploy as if new.

Get Moving: Roll a + to reactivate unit. It can take its go next turn.

Get Up: Restore one troop/health to a unit/hero. MUST BE ADJACENT.

Makeshift Repair: Heal a vehicle of one damage. MUST BE ADJACENT.

Relay: Relay order anywhere on the battlefield.

NCO Ammo Dump: Airdrop ammo to friendly unit, replenishing its limited-ammo weapons. ONCE ONLY.

NCO Smoke Mortars: Target a space, shell arrives immediately, place a smoke item. Can only see out to adjacent spaces. Smoke mortars cannot be fired into structures.

NCO Stimulant: Inject nearby soldiers, next activation for that unit it has four actions. Cannot do two sustained attacks against the same target.

Units

Ammo crates: Vehicle 3, 2 health.

Tank Traps: Vehicle 5, 4 health.

Axis

Angela 27pts

Move: 1, Troop: 2, Health: 3, Frenzy, Sniper

20mm Solothurn	6	2/1	1/1	1/1	1/1	3/1	3/1	2/1	2/1	1/1	1/1
Mauser	1	2/1	1/1	1/1	1/1						
Kick/Punch	C	2/1	1/1	1/1	1/1						

Axis Gorillas 24pts

Move: 1, Troop 3, Health 3, Blutkreuz Ape, Fast

Panzer Glove x2	C	4/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1
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Axis Zombies 31pts

Move: 1, Troop 3, Health 5, Blutkreuz Zombie, Damage Resilient, Fast

Panzer Glove x2	C	4/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1
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Battle Grenadiers 21pts

Move: 1, Troop 2, Health 5, Panzerfaust: OO

STG47	4	2/1	1/1	1/1		1/1					
Panzerschreck	3	2/1	1/1	1/1	1/1	1/3	1/3	1/3	1/3	1/3	1/3
Panzerfaust	2	2/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2	1/2
Knife	C	2/1	1/1								

Beobachter 5pts

Move 1, Troop 2, Health 2, Artillery Strike, Cover save on blanks.

STG47	4	2/1	1/1	1/1		1/1					
Knife	C	2/1	1/1								

Hans 24pts

Move 1, Vehicle 3, Health 3, Scout Vehicle

Panzerfaust Werfer	3	2/1	1/1	1/1	1/1	1/S	1/S	1/S	1/S	1/S	1/S
Granate Werfer	3	1/+	1/+	1/+	1/+	2/1	2/1	1/1	1/1	1/1	1/1

Heavy Flak Grenadiers 25pts

Move 1, Troop 3, Health 3, Damage Resilient, Fliegerfaust (Burst), Fliegerfaust (Reload)

Fliegerfaust	4	6/1	3/1	2/1	1/1	3/1	3/1	2/1	3/1	3/1	2/1
Knife	C	4/1	2/1	1/1	1/1						

Heavy Kommandotrupp 35pts

Move 1, Troop 3, Health 3, Fliegerfaust Burst, Fliegerfaust Reload, NCO Command

MG44 Zwei	4	10/1	5/1	3/1		4/1	3/1		3/1	3/1	
Fliegerfaust	4	6/1	3/1	2/1	1/1	3/1	3/1	2/1	3/1	3/1	2/1
Knife	C	4/1	2/1	1/1	1/1						

Heavy Laser Grenadiers 30pts

Move 1, Troop 3, Health 3, Damage Resilient, Laser Werfer – Laser Weapon

Laser Werfer	4	2/1	1/1	1/1	1/1	1/3	1/3	1/3	1/3	1/3	1/3
Combat Knife	C	4/1	2/1	1/1	1/1						

Heavy Recon Grenadiers 26pts

Move 1, Troop 3, Health 3, Damage Resilient

MG44 Zwei	4	10/1	5/1	3/1		4/1	3/1	3/1	3/1	3/1	
Knife	C	4/1	2/1	1/1	1/1						

Heinrich 26pts

Move 1, Tank 3, Health 3, Advanced Reactive Fire

2cm Flakvierlung	U	10/1	6/1	5/1	5/1	5/1	5/1	5/1	5/1	5/1	4/1
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Hermann 26pts

Move 1, Tank 3, Health 3, Laser-Kanone – Laser Weapon

Laser-Kanone	6	2/1	1/1	1/1	1/1	1/3	1/3	1/3	1/3	1/3	1/3
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Kommandotruppe 40pts

Move 1, Troop 2, Health 5, Command Squad, Artillery Strike

STG47	4	2/1	1/1	1/1	1/1						
MG48	4	8/1	4/1	2/1	2/1	1/1	2/1	2/1			
Knife	C	2/1	1/1								

Konigsluther 95pts

Move 1, Tank 7, Health 10

Cannon	U	10/1	7/1	4/1	4/1	11/1	11/1	9/1	9/1	8/1	8/1
MG44 Zwei	4	10/1	5/1	3/1	4/1	3/1					

Lara 21pts

Move 1, Troop 3, Health 4, Assault, Damage Resilient

MG44	Zwei	4	10/1	5/1	3/1		4/1	3/1	3/1	3/1
MG44	Zwei	4	10/1	5/1	3/1		4/1	3/1	3/1	3/1
Knife		C	4/1	2/1	1/1	1/1				

Laser Grenadiers 27pts

Move 1, Troop 2, Health 5, Laser Gewehr – laser weapon, Laser Werfer – laser weapon.

Laser Gewehr	3	2/1	1/1	1/1	1/1	1/1				
Laser Werfer	4	2/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/2
Knife	C	2/1	1/1							

Loth 28pts

Move 1, Tank 4, Health 4, Charge, Self Repair

Kampfzange x2	1	8/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	4/1	1/1	1/1
MG44	4	6/1	3/1	1/1		2/1	1/1						

Lothar 36pts

Move 1, Tank 4, Health 4, Nebelwerfer reload.

Nebelwerfer	A	2/+	2/+	2/+	2/+	6/1	6/1	6/1	6/1	6/1	6/1	1/1	1/1
MG44	4	6/1	3/1	1/1		2/1	1/1						

Ludwig 40pts

Move 1, Tank 4, Health 4

.88 zwei	U	8/1	4/1	2/1	2/1	8/1	8/1	7/1	7/1	6/1	6/1	5/1	1/1	1/1
MG44	4	6/1	3/1	1/1		2/1	1/1							

Luther 35pts

Move 1, Tank 4, Health 4, Charge, Self repair

5cm Flak	U	10/1	6/1	5/1	4/1	3/1	3/1	2/1	2/1	3/1	3/1	3/1	
Kampfzange	1	8/1	4/1	4/1	4/1	4/1							
MG44	4	6/1	3/1	1/1		2/1	1/1						1/1

Manfred 16pts

Move 1, Troop 2, Health 5, Assault, Panzerfaul (infinite)

STG47	4	2/1	1/1	1/1		1/1						
Panzerfaust	2	2/1	1/1	1/1	1/1	1/2						
Knife	4	2/1	1/1									

Markus 20pts

Move 1, Troop 3, Health 6, Blutkreuz Ape, Charge

Schwer Panzer Glove x2	U	6/1	3/1	3/1	2/1	2/1						
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Recon Grenadiers 16pts

Move 1, Troop 2, Health 5, Pazerfaust OOO

STG47	4	2/1	1/1	1/1								
MG48	4	8/1	4/1	2/1		2/1	1/1					
Panzerfaust	2	2/1	1/1	1/1	1/1	1/2						
Grenade/Knife	C	2/1	1/1	1/1	1/1	1/1	1/1					

Sigrid 20pts

Move 1, Troop 2, Health 4, Berserk, Laser Pistole – Laser weapon

Laser Pistole	3	6/1	3/1	2/1	1/1	1/1	1/1	1/1				
Knife	C	8/1	4/1	2/1								

Sniper Grenadiers 10pts

Move 1, Troop 2, Health 2, Agile, Sniper, Spotter, Cover save on blank.

STG47	4	2/1	1/1	1/1		1/1					
Sniper Gewehr	4	1/1	1/1	1/1		1/1	1/1				
Grenade/Knife	C	2/1	1/1	1/1	1/1	1/1	1/1				

Stefan 18pts

Move 1, Troop 2, Health 4, Assault

Flammenwerfer	U	1/+	1/+	1/+	1/+	1/4	1/4	1/4	1/4	1/4	1/4
Knife	C	1/2	1/1								

Sturmkonig 87pts

Move 1, Tank 6, Health 8, Advanced Reactive Fire

12.8 Flak	U	10/1	10/1	8/1	8/1	8/1	8/1	7/1	7/1	6/1	6/1	5/1	3/1	3/1
MG44	4	10/1	5/1											

Sturmpioneer 27pts

Move 1, Troop 2, Health 5, Fast, Flammenwerfer – flame weapon, Panzerfaust OOO

STG47	4	2/1	1/1	1/1		1/1							
Flamer	1	1/+	1/+	1/+	1/+	1/4							
Panzerfaust	4	2/1	1/1	1/1	1/1	1/2							
Knife/grenade	C	2/1	1/1	1/1	1/1	1/1	1/1						

Tank Killers 22pts

Move 1, Troop 2, Health 5.

Totenmeister 24pts

Move 1, Troop 3, Health 4, Blutkreuz zombie, Damage Resilient, Wiederbeleben Serum

Hell Boys 34pts

Move 1, Troop 2, Health 5, Fast, Flame Weapon

Shotgun	1	6/1	3/1	2/1		3/1						
Flamer x2	1	1/+	1/+	1/+	1/+	1/4						
Knife/Grenade	C	2/1	1/1	1/1	1/1	1/1	1/1					

Honey 28pts

Move 1, Tank 3, Health 3, Fast, Phaser Weapon

Dual Phaser	6	2*3	2*3	2*3	2*3	1*9	1*9	1*9	1*9	1*9		
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Hot Dog 36pts

Move 1, Tank 4, Health 4, Jump, Flame Weapon

Napalm	2	1/+	1/+	1/+	1/+	1/S	1/S	1/S	1/S	1/S	1/6	1/6
.50	6	6/1	3/1	2/1	1/1	2/1	1/1					
.30	4	6/1	3/1	1/1		2/1	1/1					

Johnny One-Eye 16pts

Move 1, Troop 2, Health 4, Badass

Victory MG	4	6/1	3/1	1/1		2/1	1/1	1/1	1/1			
Knife/Grenade	C	2/1	1/1	1/1	1/1	1/1	1/1					

Mickey 35pts

Move 1, Tank 4, Health 4, Fast, Jump, Self-Repair

75mm	5	2/+	2/+	2/+	2/+	3/1	3/1	2/1	2/1			
.50	6	6/1	3/1	2/1	1/1	2/1	1/1					
.30	4	6/1	3/1	1/1		2/1	1/1					

OZZ 117 24pts

Move 2, Troop 3, Health 4, Heroic Attack, Jump

Flamer	1	1/+	1/+	1/+	1/+	1/4						
Rocket Punch	C	4/1	2/1	1/1	1/1	1/1						

Pounder 40pts

Move 1, Tank 4, Health 4, Jump

17 pdr	U	8/1	4/1	2/1	2/1	7/1	7/1	6/1	6/1	5/1	5/1	4/1
.50	6	6/1	3/1	2/1	1/1	2/1	1/1					
.30	4	6/1	3/1	1/1		2/1	1/1					

Punisher 100pts

Move 1, Tank 7, Health 10, Carry 6, Dozer Blade

155mm	U	10/1	5/1	3/1	3/1	9/1	9/1	8/1	8/1	7/1	7/1	6/1
.50	6	10/1	5/1	4/1	3/1	4/1	3/1					
.30 x2	4	10/1	5/1	3/1		4/1	3/1					

Rattler/Amp 34/36pts

Move 1, Tank 4, Health 4, Jump, Superior Reactive Fire

40mm	U	10/1	6/1	5/1	4/1	4/1	4/1	3/1	4/1	4/1	3/1	
.50	6	6/1	3/1	2/1	1/1	2/1	1/1		1/1	1/1	1/1	
.30 x2	4	6/1	3/1	1/1		2/1	1/1					

Recon Boys 15pts

Move 1, Troop 2, Health 5, UGL OO

M1 AR	4	2/1	1/1	1/1		1/1						
Victory MG	4	6/1	3/1	1/1	2/1	1/1	1/1					
UGL	3	2/1	1/1	1/1	1/1	1/1						
Knife	C	2/1	1/1									

Red Devils 28pts

Move 1, Troop 3, Health 3, Phaser

Phaser	3	2*3	2*3	2*3	2*3	1*6	1*6	1*6	1*6	1*6		
Rocket Punch	C	4/1	2/1	1/1	1/1	1/1						

Rhino 22pts

Move 2, Troop 3, Health 4, Berserk, Jump

Hvy Rocket Punch x2	C	8/1	4/1	2/1	1/1	1/1						
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Rosie 20pts

Move 1, Troop 2, Health 4, Tank Head

M9D Bazooka	3	2/1	1/1	1/1	1/1	1/4	1/4	1/4	1/
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Tank Busters 30pts

Move 2, Troop 3, Health 3, Jump

M10 Bazooka	3	4/1	2/1	2/1	2/1	2/2	2/2	2/2	2/2	2/2	2/2
Rocket Punch	C	4/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1

The Boss 40pts

Move 1, Troop 2, Health 5, Command, Artillery Strike

M1 AR	4	2/1	1/1	1/1	1/1						
Victory MG	4	6/1	3/1	1/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1
Knife	C	2/1	1/1								

The Chef 22 pts

Move 1, Troop 2, Health 3, Flame weapon

Flamer x2	1	1/+	1/+	1/+	1/+	1/2	1/2	1/2	1/2	1/2	1/2
Knife	C	8/1	4/1	2/1							

The Gunners 20pts

Move 1, Troop 2 Health 5 UGL OOOO

M1 AR	4	2/1	1/1	1/1		1/1					
M9 Bazooka	3	2/1	1/1	1/1	1/1	1/3	1/3	1/3	1/3	1/3	1/3
UGL	3	2/1	1/1	1/1		1/1	1/1				
Knife/	C	2/1	1/1	1/1	1/1	1/1	1/1				
Grenade											

The Hammers 26pts

Move 2, Troop 3, Health 3, Jump

Rocket Punch	C	4/1	2/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1
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Wildfire 24pts

Move 1, Tank 3, Health 3, Fast, Superior Reactive Fire

Quad .50	6	10/1	7/1	6/1	5/1	6/1	5/1	3/1	5/1	5/1	4/1
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SSU

Chinese Volunteers 12pts

Move 1, Troop 2, Health 5, Agile

PPSh48	2	4/1	2/1	1/1	2/1						
Knife/Grenade	C	2/1	1/1	1/1	1/1	1/1	1/1				

Fakyelo - Close Combat 28pts

Move 1, Troop 2, Health 5, Molotov OOOOO, Assault, Flame Weapon

Shotgun	1	6/1	3/1	2/1		3/1					
Sulfur Thrower	1	1/+	1/+	1/+	1/+	1/4	1/4	1/4	1/4	1/4	1/4
Molotov	1	2/1	1/1	1/1	1/1	1/2	1/2	1/2	1/2	1/1	1/1
Knife/Grenade	C	2/1	1/1	1/1	1/1	1/1	1/1				

Frontoviki – Battle Squad 19pts

Move 1, Troop 2, Health 5

PPSh48	2	4/1	2/1	1/1		2/1					
MG x2	4	6/1	3/1	1/1		2/1	1/1	1/1	1/1		
Knife/Grenade	C	2/1	1/1	1/1	1/1	1/1	1/1				

Grand'Ma 36pts

Move 1, Tank 4, Health 5, Assault, Pilot: Koshka, Rare, Flame Weapon, Grenade Weapon.

Howitzer	6	8/1	4/1	3/1	3/1	4/1	3/1	3/1	2/1	2/1	1/1
Sulfur Jet	1	1/+	1/+	1/+	1/+	1/S	1/S	1/S	1/S	1/S	1/4

Jnetzi – Sniper Team 12pts

Move 1, Troop 2, Health 2, Sniper

Widowmaker x2	6	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1
Knife/Grenade	C	2/1	1/1	1/1	1/1	1/1	1/1				

Koshka 18pts

Move 1, Troop 2, Health 4, Fighting Spirit, Grenade Pistol, Pilot: Grand'Ma

Grenade Pistol	2	2/1	1/1	1/1	1/1	1/1	1/1				
Knife/Grenade	C	2/1	1/1	1/1	1/1	1/1	1/1				

Nabludatel – Observer Team 5pts

Move 1, Troop 2, Health 2, Artillery Strike

PPSh48	2	4/1	2/1	1/1		2/1					
Knife/Grenade	C	2/1	1/1	1/1	1/1	1/1	1/1				

Nadya 30pts

Move 1, Tank 4, Health 5, Sulfur Jet Flamer/Combine

Sulfur Jet	1	1/+	1/+	1/+	1/+	1/S	1/S	1/S	1/S	1/S	1/4
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Natalya 30pts

Move 1, Tank 4, Health 5, Berserk

Chainsaw x2	1	10/1	5/1	5/1	5/1	5/1	5/1	5/1	5/1	5/1	5/1
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Natasha 32pts

Move 1, Tank 4, Health 5, All in One, Grenade Weapon

Howitzer x2	6	8/1	4/1	3/1	2/1	4/1	3/1	2/1	1/1		
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Ohotniki - Rifle Squad 22pts

Move 1, Troop 2, Health 5.

PPSh48	2	4/1	2/1	1/1		2/1					
Widowmaker x2	6	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1	1/1
Knife/Grenade	C	2/1	1/1	1/1	1/1	1/1	1/1				

SSU Transport - 40pts

Move 2, Plane 2, Health 6, Carry 6, Hover

Quad 12.7	4	10/1	7/1	6/1	5/1	6/1	4/1	2/1	5/1	5/1	4/1
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Mevdevi – Command Squad 44pts

Move 1, Trrop 2, Health 5, Artillery Strike, Command Squad

PPSh48	2	4/1	2/1	1/1		2/1					
DPM MG	4	6/1	3/1	1/1		2/1	1/1				
Tool	C	2/1	1/1	1/1	1/1	6/1	6/1	5/1	4/1	4/1	3/1
Knife/Grenade	C	2/1	1/1	1/1	1/1	1/1	1/1				