Operation Icarus
EARLY SPRING 1947
J2
TACTICS

OPERATION "ICARUS"

Welcome to Operation "Icarus," the new Dust Tactics Campaign Expansion!

Allied Special Operations Command (ASOCOM) chose Operation "Icarus" as the name for a series of raids on Zverograd's airfield. The operation culminated in a major assault, intended to wrest control of the airfield from the Axis invaders. Since the Axis began their siege on the SSU city, Allied forces have struggled to gain a larger foothold in the region. Securing a larger base camp near the city was a critical step in the Allied attempt to control Zverograd. After extensive reconnaissance, the Axis-controlled airfield was chosen as the optimal site for a new Allied base.

Planning Operation "Icarus" took several weeks, during which time specialized units were dispatched for Zverograd. Of these units, the most anticipated were the new Allied flying machines. In addition, the Allies had selected some of the bloc's best soldiers to join the operation, including the famed Sergeant Victory. His presence would prove crucial in the upcoming battles. The Axis were well supplied and held reinforced positions, and the SSU presence in the area posed a significant threat. Allied forces would need every edge they could get.

CONTENT LIST

THIS BOX INCLUDES:

- 2 double-sided game posters
- 1 Allied hero, Sgt. Victory
- 1 Axis hero, Panzerprinz
- 9 double-sided terrain tiles
- 6 minefield tokens
- 4 plastic quonset hut sections

The Allies' initial assault would consist mainly of air raids and the deployment of special forces. If these missions proved successful, a massive attack would then be launched from the sea by the Marine Corps. In times of war, however, things rarely go as planned...

AIRFIELD UNDER SIEGE!

Operation "Icarus" plunges players into some of the most daring and desperate actions of the war. When there is nowhere to hide, when badly needed reinforcements fail to arrive, and when your soldiers have to hold their ground at all costs, only fierce courage and grim determination will prevail!

The latest information can be found on our websites:

www.FantasyFlightGames.com

www.Dust-Tactics.com

GAMING NOTES

New scenarios are an exciting addition to any Dust operation book, and offer challenging new ways to test your armies on the battlefield. In the expansive city of Zverograd, however, the possibilities for staging battles go far beyond the scenarios presented in this book.

Throughout *Operation "Icarus"* you will find these gaming notes. They will give you tips on how to use various objectives and game concepts in scenarios of your own design!

www.FantasyFlightGames.com

www.Dust-Tactics.com

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THE BATTLE FOR ZVEROGRAD'S AIRFIELD

Despite the best efforts of Allied troops, the earliest stages of the battle for Zverograd did not go well for the Allies. Faced with much longer supply chains than the other two blocs already fighting for the city, Allied commanders knew their task was going to be difficult from the start. Fresh troops and equipment had to be brought in from Northern Iran, where the HQ of the Ninth Allied Army had been established.

Even with control over most of the Caspian Sea, General McFarland's forces had a tough time reaching the city due to opposition from SSU aircraft and torpedo boats. With little control over the coastline, the first troops to land had trouble establishing a beachhead. The first goal of the Allied operation, gaining a significant foothold in Zverograd itself, was never fully realized.

As the early stages of a relief expedition were being planned, Major General Ivansek, commanding officer of the Ninth Air Force and an old friend to McFarland, provided a partial solution. From their Cairo base, Ivansek's forces had such good command over the skies of Northern Africa that he had planes to spare. His heavy bombers were within striking distance of Zverograd and could assist McFarland's operation. Contributing to the Zverograd campaign would require Ivansek's crews to fly long missions, but they could make the trip there and back with enough time on target to assist ground forces. In addition to earmarking a Cairo-based bomber squadron for the mission, several complete squadrons of the brand new P-48 aircraft were rapidly relocated to Tehran. These would prove crucial to the operation.

With Ivansek's help, plans were set in motion. All the special forces ASOCOM could spare were sent to the Persian capital. Troops, walkers, and supplies were gathered from across the region and concentrated along the coastline in northern Iran. The 4th Marine Division's landing ships were put to sea. A relief force was almost ready.

Ten days before the assault, the Ninth Army received an intelligence report from French Foreign Legion scouts operating behind enemy lines near Zverograd. The following text is an excerpt from that report:

"Zverograd aeorodrome now under complete Axis control. First objective to fall during initial Axis attack. Airfield too close to the front for sustained enemy operations. Tarmac extensively bombed by SSU. Suspect additional damage from Allied sorties as well. Few landings by enemy aircraft, with frequent crashes.

Airfield in secondary use as enemy airdrop zone. Axis can recover supplies and have secure access to metro system directly from their rear base. Also control metro section between Airfield and New Town stations on Blue Line. Troops sighted massing there under cover for assault on city.

Critical: new Axis aircraft sighted at airfield, not in ASOCOM field recognition guide. Capable of vertical take-off and landings. Fuselage shaped as single wing, displays powerful jet engines at rear edge.

Infantry presence moderate. Airfield protected by light infantry formation (level 2 cuirass) at company strength. Heavier, veteran formations (level 3 cuirass) pass through en route to city. Few repeat sightings of heavier units; suspect Axis underground complex in city center. Axis losses to SSU and Allied advance forces is suspected to be heavy.

Blutkreuz presence moderate. Kampaffen enclosure visible at northern end of airfield. Typically empty by dawn (approx 0600 local); apes frequently returned by 1900 hours. Little observed Untertoten activity (single squad only), but W-serum crates sighted in paradrop supplies.

Armored presence low. Typically AA walkers (models "Heinrich", "Luther"). Extensive ammo and fuel supply depot sighted, including LPW I, MPW II parts. Captured documents indicate supplies destined for city north, suspect relief column for Axis outpost at Railway Classification Yard. Documents also refer to unnamed Panzer Division en route to city from northern Axis sectors.

Given low security presence, suggest raid on aerodrome supply depot with HE and incendiary charges. Aggressive supporting attack on nearby Airfield and New Town metro stations could capture airfield and metro shelters to strengthen Allied position in city. Recommend immediate action while local Axis forces are outnumbered.

Vivre le France. End Transmission."

At the time this report was received, the schwer Panzer Abteilung 515 of the Wehrmacht had not yet been deployed around the airfield. Its first elements arrived two days after the report was sent. Unfortunately, the FFL scout detachment had already been captured and killed by Blutkreuz Korps agents just a few hours after the transmission of their report.

Nevertheless, their urgings were heeded. Generals McFarland and Ivansek agreed to launch Operation "Icarus" on May 13. Captain Joe Brown and his Rangers had already been joined by Sergeant Victory, whose fame had preceded him, lending the operation a certain notoriety in the public imagination, especially after the later dispatches from the front. Allied hopes were high; with such a company of heroes, what could go wrong?

RISE OF THE SUPERHUMANS

For years, Earth's major powers have been working on different ways to create superhuman soldiers. Many of these research programs began long before the war, but they received considerably more funding when it began.

Axis scientists worked tirelessly to this effect, but their research yielded only frustration and failure. Then they discovered the VK mineral and started their Untertoten and KampfAffe programs. With these amazing breakthroughs, the programs devoted to transforming a regular human being into something extraordinary were abandoned.

The Allies and the SSU were years late in the discovery and practical applications of VK. In the meantime, however, both blocs had been experimenting with the idea of superhuman creation.

Allied superhuman research was focused on enhancing the power of the body. A soldier with enhanced strength, stamina and reflexes could be a deadly weapon. Such a soldier wouldn't get tired, could shrug off minor wounds, and could carry more gear and weapons to the battlefield.

For the SSU, superhuman research focused on enhancing the power of the mind. Years ago, Rasputin had proven that a trained mind could render a body immune to physical damage, and harness eldritch energy to perform astounding feats.

After many trials, failures and shattered hopes, both Allied and SSU research programs at last bore fruit. As brilliant as these successes were, however, they were unable to be duplicated. This greatly frustrated the military and political powers who were expecting more bountiful results; they still lacked the superhuman army of their dreams.

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THE NEW RULES

In this rulebook, you will find the following new rules:

- Rules for quonset huts
- Rules for trees
- Rules for minefields
- Rules for superhuman units
- New skills used by units that fought during Operation "Icarus"
- Rules for new special weapons

QUONSET HUTS

This campaign expansion introduces a new type of structure: the quonset hut. Extremely popular in the world of Dust, quonset huts can be erected quickly and provide soldiers with a sturdy shelter against the elements.

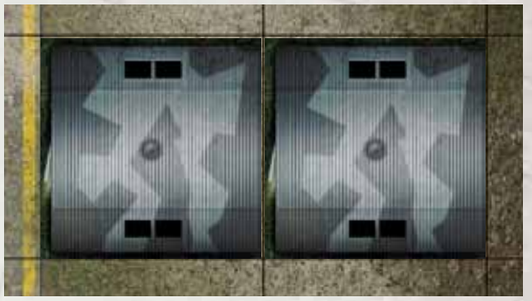
Quonset huts follow all of the normal structure rules, with a few exceptions:

- Each quonset hut tile has one door and three windows. Units can only enter and exit the hut through the door. The windows are far too small. Units can attack through the windows and doors of quonset huts following the normal rules for structures.
- Quonset huts are never more than one story tall. They can only be entered at ground level, and block line of site following the normal rules for structures.
- Only soldier units may enter quonset huts.
- Far less resilient than regular structures, quonset huts only grant Soft Cover to units inside them when those units are being attacked from outside. No cover is granted to a unit attacked by another unit within the same hut.

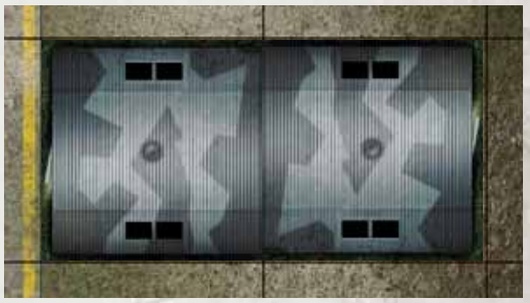
Longer huts can be created by placing two quonset hut tiles next to one another. When you attach two or more huts together, they must be placed so that the semi-circular roofs form a continuous line in a single direction. In this way, you can create a long hut with a single entrance, or one with an entrance at each end. A quonset hut tile can never be placed so that its door is perpendicular to another door in the same hut. Doing so creates two separate quonset huts instead.

The following examples show different ways in which several quonset hut tiles can be placed next to one another.

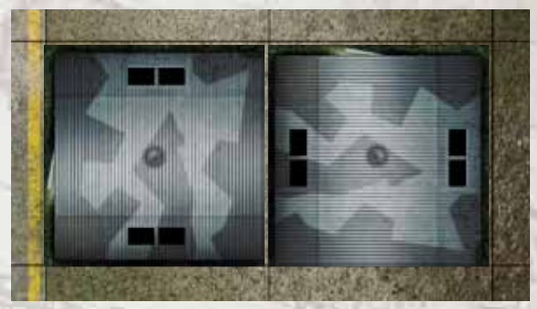
EXAMPLE: This figure depicts a single two-square quonset hut, with an entrance at one end. When placed like this, the two squares form a single hut with a single entrance. A unit inside this hut benefits from Soft Cover if attacked from outside. It does not gain any cover benefits if attacked from within the hut.



EXAMPLE: This figure depicts a single two-square quonset hut, with an entrance at each end. When placed like this, the two squares form a single hut with two entrances. A unit inside this hut benefits from Soft Cover if attacked from outside. It does not gain any cover benefits if attacked from within the hut.



EXAMPLE: This figure depicts a configuration that results in two separate huts. The semi-circular roofs do not form a continuous line in a single direction, so they are considered to be two separate structures. If occupied by two units, those units both benefit from Soft Cover when attacking one another.



3D QUONSET HUT ASSEMBLY

Insert the front and back faces of the hut into the grooves at each end of the curved roof, as shown:

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TREES

This expansion introduces special tree tiles to the battlefields of Dust Tactics. These tiles don't represent an area of forest, but rather a single tree that is large enough to stop the forward momentum of a tank.

The tree tiles included in Operation "Icarus" are marked with a square in the middle, and use the following rules:

- Trees block movement for all ground vehicles, even if they have the Jump skill.
- Soldier units may move freely onto and through trees. Trees grant Soft Cover to any squads inside them.
- Trees block line of sight, unless a soldier unit is inside one. A soldier unit inside a tree space has clear line of sight to and from any other unit that is not blocked by another obstacle.
- No cover elements may be placed on a Tree space.
- Trees can be destroyed by flamethrowers and artillery weapons. To destroy a tree, a unit with a flamethrower or artillery weapon must use an **ATTACK** action with the tree as its target. It cannot simultaneously target both the tree and a unit sharing the same space as the tree. To resolve the attack, roll three dice. If you score at least one ■, the tree is destroyed and removed from the board.

MINEFIELDS

Minefields have found extensive use in modern warfare since World War I. One of the most efficient defensive weapons, they have proven their deadliness time and again–sometimes even to those who placed them.

Minefield tokens can only be placed in spaces that soldier units can pass through. When a soldier or vehicle unit moves into a space containing one or more minefield tokens, for each minefield token, roll one die separately for each miniature in the unit. If a ⊕ is rolled, the miniature suffers one point of damage.

Aircraft units are not affected by minefields.

SUPERHUMANS

Superhumans are a step above the regular heroes of Dust Tactics. Heroes are incredibly gifted individuals, but superhumans are especially unique in the powers they possess. They are governed by their own set of special rules:

- A superhuman can never join a squad. They are typically loners who fight according to their own set of tactics. Superhumans are constantly throwing themselves into extremely dangerous situations, and won't risk the lives of the ordinary mortals with whom they serve.
- Some superhumans have sidekicks, longtime companions who stand by them no matter what dangers they might face. Sidekicks are normal heroes who possess the "Sidekick" skill. The skill listing is followed by the name of the superhuman with whom the sidekick is associated. Sidekicks follow all the normal rules for heroes, with the exception that they can form a special squad with the superhuman indicated.

Note: This "squad" is made entirely of heroes, and therefore cannot benefit from squad rules (for example, a superhuman teamed with his sidekick cannot benefit from cover saves).

Other than these two special rules, superhumans function according to the rules for heroes. They never benefit from cover, they can share a space with another unit, and two identical superhumans can never fight on the same side. It is possible, however, for a second identical superhuman to appear in an opponent's army of the same type (such as during tournament play, for example).

NEW SKILLS

ACE PILOT

A hero with this skill is an incredible pilot. **Each turn while piloting a vehicle, roll one combat die when the piloted vehicle activates. If the result is a ⊕, the hero's vehicle gains an extra ACTION for the round.** This ability can only be used when the Hero is piloting a vehicle.

AIR ALERT

A unit with this skill is equipped with modern targeting devices which allow for greater firing precision during its engagements with flying targets. **When a unit with this skill makes a SUSTAINED ATTACK against a unit with armor class ✈, they have two chances to reroll any miss results.**

AIR SUPERIORITY

A vehicle with this skill has been modified to be very efficient in dogfights. When it uses its weapons against an armor class ✈ unit it treats all **ATTACK** actions as **SUSTAINED ATTACK** actions.

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CARRY CAPACITY

A vehicle with this skill can carry soldiers across the battlefield. A vehicle can only carry soldiers and heroes (armor class). The carrying capacity of a vehicle indicates the maximum number of 1 and 2 soldiers that it can carry. Soldiers with 3 and 4 count as two soldiers for the purposes of carry capacity.

EXAMPLE: *Joe Brown* (2) and five *BBQ Squad* (2) members can board a vehicle with Carry Capacity 6. They are all 2 soldiers, so the entire unit can board (though there is no room left).

EXAMPLE: *Action Jackson* (3) and a squad of three *Red Devils* (3) cannot all board a vehicle with Carry Capacity 6. There are four 3 miniatures, so the vehicle would need a Carry Capacity of 8.

Multiple units can board the same vehicle as long as the Carry Capacity for that vehicle is not exceeded. For example, two Sniper Teams, each with two 2 soldiers, can board a vehicle with Carry Capacity 6, with room left over for two more 2 or 1 soldiers.

If the vehicle is destroyed while carrying soldiers, the player who controls the vehicle rolls **one die at a time** for each miniature that is inside the vehicle. When rolling for a soldier, that soldier is eliminated on a result. When rolling for a hero, that hero loses one on a result. The remaining miniatures in the unit are then placed into any space the vehicle occupied and count as having activated this turn.

EXAMPLE: During a heated battle, the Axis player destroys a *Fireball* that is carrying *Joe Brown* and a *BBQ Squad*. The Allied player rolls one die for one of the members of the *BBQ Squad*. The result is a , so the Allied player removes that miniature. The Allied player then rolls one die for the second member of the *BBQ Squad*. The result is a , so that soldier is still alive. This process is repeated for the remaining three members of the *BBQ Squad* and the Allied player loses one more miniature from the squad. Finally, the Allied player rolls one die for *Joe Brown*. The result is a , so the Allied player marks off one on *Joe Brown's* unit card.

Squads and heroes can begin the game inside a vehicle. Squads and heroes can also board a vehicle during the game. To do so, it must be adjacent to the vehicle and spend one movement point during a **MOVE** action to board the vehicle. If the squad has more than one movement point available to it during the **MOVE** action (i.e., because it has a movement value higher than 1 or has the Fast skill), it may first move so that it is adjacent to the vehicle, then spend one movement point to board the vehicle.

While a unit is inside a vehicle, **it cannot use any skills or perform any actions** unless it possesses a special skill that says otherwise. The unit cannot be activated **except** to exit the vehicle. When the vehicle is activated, the units inside it are not.

EXAMPLE: A *Fireball* carries five *BBQ Squad* members with *Joe Brown*. The Allied player activates the *Fireball* and performs two **MOVE** actions to close in on the enemy. The *Fireball* has now been activated for the player's turn, but *Joe Brown* and the *BBQ Squad* have not been activated. They can be activated later in the round; if they are, their first action must be a **MOVE** action to exit the vehicle. The *Fireball* could still be re-activated by a Command Squad, as usual.

When a unit is inside a vehicle, place a miniature from the boarded unit in the same space as the vehicle to clearly show that it is carrying the troops. Place the rest of the miniatures on the vehicle's unit card.

Exiting a vehicle requires a **MOVE** action. It costs one movement point to exit, and the unit is placed in any space that is adjacent to the vehicle; the unit may spend any additional movement points normally. The unit can then perform a second action for the round, as long as it costs only one action.

EXAMPLE: *Joe Brown* and the *BBQ Squad* are still riding in the *Fireball*, which finished its activation earlier in the round. There is an Axis squad three spaces away. The Allied player decides to attack. He activates the *BBQ Squad* and it performs one **MOVE** action, spending a movement point to exit the squad from the vehicle and move them to a space adjacent to the vehicle. Because the *BBQ Squad* has the Fast skill, it moves an additional space, and then spends its second action to perform an **ATTACK** on the Axis squad.

CHEAT DEATH

A hero with this skill has incredible luck, which allows him and his friends to survive against impossible odds. When a hero or the squad he is with receives damage from an enemy unit, he may choose to use his Cheat Death skill. **When activating this skill, announce it to your opponent and roll one die. If the die roll is a , all damage that the hero suffers during the attacking unit's activation is ignored. If the die roll is a , the hero suffers damage as usual.** This skill may only be used twice per game. Whether the roll is a success or a failure, this uses up one of the hero's Cheat Death attempts.

Use the two boxes listed next to the ability on the hero's unit card to keep track of how many Cheat Death attempts the hero has made.

A hero with this skill shares it with any squad he joins.

This skill cannot be used while a hero is piloting a vehicle. The only exception to this is the superhuman Sergeant Victory; while piloting a vehicle (but not while transported in a vehicle), Sergeant Victory can use the Cheat Death skill.

COMMAND VEHICLE

A unit with the Command Squad skill or the NCO Command Squad skill can use all its abilities while inside a Command Vehicle. All restrictions to these abilities still apply. For example, if a Command Squad needs line of sight to order an Artillery Strike, this cannot be done while inside the vehicle.

Due to the extra communications tools inside the Command Vehicle, **once per round a Command Squad may re-roll any failed die results when checking to see if it can successfully use one of its special abilities.**

ENGINEER VEHICLE

A vehicle with this skill has specialized crew and equipment that gives it special properties.

- Engineer vehicles take no damage from minefields. When in a space with a minefield, a unit with the Engineer Vehicle skill may perform one **SKILL** action to remove all minefield tokens from that space.
- When a unit with the Engineer Vehicle skill begins its activation in a space adjacent to a bunker, it may spend its full activation to destroy it. This also destroys any units inside of the bunker.

Note: Bunkers and rules for bunkers do not appear in this campaign expansion.

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MAGAZINE RELOAD

Units with the Magazine Reload skill use automated loading mechanisms to increase their rate of artillery fire. **These units are not required to take a SKILL action to reload their artillery weapons.**

PILOT: NAME

A hero with this skill is able to pilot the noted vehicle type. The hero may board or exit the noted vehicle, obeying the embarking and disembarking rules described in the Carry Capacity skill on page 6. If a hero is piloting a vehicle that has the Carry Capacity skill, he does not count towards the vehicle's carry capacity. A hero with this skill does not share it with any squad he joins.

A vehicle with this skill can only be piloted by a particular hero. Be mindful that the vehicle can still be fielded without its pilot. But no hero, other than the one listed on the card can pilot it.

When piloting a vehicle, both units activate at the same time, unless the Hero intends to disembark the vehicle. If the Hero disembarks he must do so before the vehicle activates during the turn.

Example: The walker Grand'Ma has the skill Pilot: Koshka. Therefore, Koshka is the only hero who can pilot this walker.

RECOVERY VEHICLE

A vehicle with this skill has specialized crew and equipment that gives it special properties.

- Recovery vehicles have the Self Repair skill. At the end of each round, roll one die for each on the unit card that is marked. For each result, the vehicle recovers one health point. A vehicle cannot recover more than its starting health points. This skill does not work after the vehicle is destroyed.
- Recovery vehicles can salvage destroyed friendly vehicle units. When fielding a recovery vehicle, place a marker in the space where any friendly ground vehicle is destroyed. You may have your recovery vehicle perform one SKILL action in this space to salvage the destroyed vehicle. Salvaged vehicles are considered to be worth half their cost in Army Points (rounded down) when Victory Points are used to determine a winner at the end of a game.

TRACKED VEHICLE

Tracked vehicles, though considerably powerful, are not as agile as walkers. Due to their cumbersome nature, **tracked vehicles cannot move diagonally**.

NEW SPECIAL WEAPONS

DUAL AMMO WEAPONS

Some weapons are equipped with several magazines and can quickly switch from one to another. Each magazine carries a different type of ammunition, each of which affects targets differently. **Each time a unit fires a dual ammo weapon, the controlling player must announce which type of ammunition is being used**.

120 mm Mortar (1)	A	1/	2/2	2/2	2/2	1/2	1/2	1/2	1/2	-	-	-
	3-6	2/	1/1	1/1	1/1	1/1	1/1	1/1	1/1	-	-	-

EXAMPLE: The 120 mm Mortar's weapon line consists of a single entry with two different stat lines. Each line is specific to a different type of ammunition, with its own range and combat value. When using this weapon, you can choose which line the unit will use against its target, provided that the target unit is within range of both stat lines. If the target unit is only in range of a single stat line, then only that stat line can be used when the weapon is fired.

EXPLOSIVES WEAPONS

Explosives weapons have been developed to attack static targets found on battlefields all over the world. The explosions generated by these weapons can destroy such targets easily.

When an explosives weapon is used to attack an antitank trap or the back door of a bunker, the unit may reroll any results once for that weapon. If the unit performs a SUSTAINED ATTACK action, it may reroll any remaining results a second time for its explosives weapons.

Demo Charges, Magnetic Mines and Dynamite all benefit from the rules for explosives weapons. New units that carry explosives weapons will have them referenced on their unit cards as "[Weapon Name]: Explosives."

Note: Bunkers and rules for bunkers do not appear in this campaign expansion.

SETUP WEAPONS

Some weapons take time to set up before they can be used effectively. These weapons are setup weapons.

If a unit performs a MOVE + ATTACK or ATTACK + MOVE activation and fires a Setup weapon, it only rolls half of that weapon's combat dice (rounded up) during the ATTACK action.

TESLA WEAPONS

Tesla Weapons work similarly to both Laser Weapons and Flamethrowers. Like a Laser Weapon, every rolled with a Tesla Weapon allows for an extra roll of that die. results on re-rolls allow further rerolls as long as results continue to be rolled.

Like Flamethrowers, Tesla Weapons affect all spaces between the weapon and its target, whether occupied by friendly or enemy units.

Additionally, Tesla Weapons ignore cover.

Tesla Weapons, though extremely powerful, are also highly unstable. If a vehicle equipped with such a weapon is destroyed, all units in adjacent spaces suffer an attack roll as if they had been attacked by the destroyed vehicle's Tesla Weapon.

If a non-vehicle unit equipped with a Tesla Weapon is destroyed, roll a die. If a is scored, the weapon explodes and all units in adjacent spaces suffer an attack roll as if they had been attacked by the destroyed unit's Tesla Weapon.

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SERGEANT VICTORY

Percy Washington stepped through the office door and snapped to attention in front of Captain Hancock's desk. Hancock peered up from his reams of papers and reports, and gave the younger man a smile—slight but genuine.

"At ease, Staff Sergeant. At ease." He gestured to the chair in front of his desk. "In fact, take a seat."

Percy allowed his hands to fall to his side, and then folded them in his lap as he sat. Hancock finished scribbling something on a form, signed it with a flourish, and set his pen aside. He took a moment to contemplate what he was about to say, adjusting his uniform and glasses. Then he leaned across his desk and extended his hand.

"First off, Staff Sergeant, I wanted to personally congratulate you. A couple of our esteemed Senators back in Washington are making a stink about the Allies' new superhuman being... well...being you. It's been nice to see those bigoted morons get their knickers in a twist."

Percy couldn't help but grin slightly at that as he firmly shook the Captain's hand. "Thank you, sir."

"However, Sergeant, that's not why I called you in here." Hancock's demeanor darkened, a weight settling on his shoulders. "As you know, you were one of twenty initial volunteers for the Baltimore Project. Twenty volunteers. The process was administered to each, and each one died. But not you. Twenty more volunteers took the serum after your test group, and they all died as well. You're the only one who lived, Sergeant. The only one."

Percy winced. "Sir, I couldn't have known—"

"Just a moment, Sergeant." Hancock shuffled through a stack of papers until he found the one he wanted. "And you didn't just survive, did you? 'Advanced telekinetic strength...uncanny speed...mentally augmented resistance to kinetic weapons...'" The captain grunted in disgust and dropped the paper. "Damn eggheads. Point is you can run faster than a horse, bullets bounce off you, and you can rip a Lothar apart with your bare hands."

Percy shook his head. A look of resentment and confusion crossed his face. "I don't know what you're getting at, sir. I never asked for these abilities. If I could change places with any of those other guys I would... Dammit, sir, I had friends on that project! They did everything the same way I did, but they're dead and I'm alive, and I have no idea why."

"That's just it, Sergeant." Hancock raised an eyebrow. "I think I do know." He paused for a moment to let Percy compose himself. "Your family has a history of service to this country. Your great-grandfather fought in the Civil War."

"Yes sir. Nathaniel Washington. He served in the 54th Massachusetts Regiment," Percy couldn't keep the confusion out of his voice.

"And received commendations for valor at Fort Wagner," Hancock pulled out another sheet of paper. "The official reports are a bit dry, but Colonel Shaw's diaries are another matter. He tells

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a fascinating story, about how the regiment became pinned down outside the fort walls by cannon fire. He wrote that your great-grandfather led his squad up the embankment, only to get caught head-on by an entire volley of cannons. Nothing could have survived, and Shaw couldn't see what happened through the smoke, but he says he heard shouts and screams as the cannons stopped firing. When the rest of the regiment went over the wall, they found your great-grandfather, unarmed except for a bloody cannonball in each hand, and the Rebel gunners dead or running. He wrote, 'Although it seems fantastical, a lion's share of the credit for Fort Wagner's capture must go to Corporal Washington.'

"Then there's your grandfather. Buffalo Soldier out west. Reportedly caught in a stampede while trying to save a little girl. Walked away with 'minor abrasions,' and the kid safe and sound. And let's not forget your old man, who was working on the Empire State Building when he lost his footing and fell 50 stories. Got no more than a slight concussion."

Percy shrugged. "I don't know what to tell you, sir. I guess my family's always been lucky."

Hancock shook his head. "I think it's more than that, Sergeant. I don't think the serum gave you these powers. I think it unlocked something that's always been there. Something new. Something unique. Something...special." He looked down at the sheaf of papers on his desk. "I think the Baltimore Project was always going to fail, Sergeant Washington. But its failure has revealed something incredible." The captain looked up again and stared at Sergeant Washington intently. "You have a brother. Bradley Washington. Is that correct? I have a report that suggests he was taken prisoner in November."

The sergeant nodded gravely. Hancock stood and pulled an envelope from the top draw of his desk. It would have been unassuming had it not been for the seal of the office of the President of the United States of America. He passed the envelope across the desk and smiled. "I've got your new orders, Sergeant. Go find your brother. From what we know, he's somewhere in Zverograd."

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OTHER ZVEROGRAD OBJECTIVES

The main focus of *Operation "Icarus"* is the Allied assault on the Axis-controlled airfield, but there were many other contested locations throughout the city of Zverograd. Below is an extensive list of all the places of significant strategic importance. These locations were bitterly contested, some changing hands on a weekly, or even daily basis.

Each of the following location numbers can be used to pinpoint the location of that objective on the General Map of Zverograd:

1 – Communist Party Headquarters

2 – October Revolution Avenue

3 – Victory Plaza (with Victory Obelisk)

4 – Orthodoxian Monastery

5 – Old Town

6 – Central Hospital

7 – Airfield

8 – Red Bridge

9 – North Bridge

10 – Soviet Square

11 – Great Hotel of the Red Flag

12 – Market Square

13 – Lighthouse

14 – Harbor

15 – Old Fisherman Village

16 – Zverograd Power Plant

17 – Tractor Factory

18 – Zverograd Central Station

19 – Railway Classification Yard

20 – Municipal Zoo

21 – Botanical Garden

22 – Zverograd Central Park

23 – City Stadium

24 – Revolution Park

25 – Tank Factory

26 – GUM

27 – Memorial Park

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THE RED PENINSULA

The Red Peninsula was the center of political and administrative power in the city. It extends from Communist Party Headquarters (1) in the south to Victory Plaza (3) in the north, following October Revolution Avenue (2). Along this avenue is situated the huge Central Hospital (6), one of the largest buildings in the city.

OCTOBER REVOLUTION AVENUE (2)

Metro Stations: October (Red Line North/Red Line South), Hospital (Red Line North/Red Line South), Victory (Blue Line/Red Line North/Red Line South)

Running one and a half kilometers, from the Headquarters of the Communist Party to Victory Plaza, October Revolution Avenue is the longest and widest in Zverograd, and was once the city's main artery. Before the siege, it featured many beautiful shops, cafes and restaurants. Most of the major Soviet government agencies also had their regional offices along the avenue. Planned as a delightful promenade, the avenue was lined with fully grown trees transplanted from the countryside. Today, it is a corridor of death, which no sane soldier dares cross, even under cover of night. Antitank guns command the entire length of the avenue, and the ruins of the beautiful buildings that made this area of the city famous are now infested with sniper nests. The once-majestic avenue is now one of the deadliest places in the city, and has gained a new nickname: "Sniper Avenue."

Vehicles sometimes use the avenue to move across the city, but only the most heavily armored can withstand the kind of firepower they will inevitably face. Even the heaviest tanks must travel in mutually-supporting packs if they hope to survive. Drivers have discovered that the safest route lies down the very middle of the avenue–as far as possible from the multi-story buildings from which Panzerfausts or Bazookas can pierce thin top armor.

Soldiers who need to move through the area use crude "roads" that have been made by tunneling through the walls of buildings, allowing soldiers to cross from one block to another without traversing the avenue itself. Such routes are far from safe, however, as soldiers never know when a floor might collapse beneath them, or when enemies might be lying in wait behind the next wall.

GAMING NOTES

October Revolution Avenue is a perfect setting if you want to create scenarios using vehicles in an urban environment. Remember that the avenue is very wide, with few obstructions to line of sight in any direction. When creating a scenario set on October Revolution Avenue, be sure to keep structures at a distance from one another, and on opposite sides of the battlefield. Of all of Zverograd's objective locations, this one provides the least cover.

VICTORY PLAZA (3)

Metro station: Victory (Blue Line/Red Line North/Red Line South)

October Revolution Avenue terminates at Victory Plaza, where several of the main roads of the city converge. The plaza was once the jewel of Zverograd, a place where visitors would come to see the sights and where couples would go for romantic walks. At its center stands the massive Victory Obelisk, a landmark known throughout the Soviet Union and a defining symbol of Zverograd. Built as a monument to the brave Soviet soldiers who fought in Finland in 1939, the obelisk has received so much gunfire that the stone looks eaten by termites and the names engraved upon it are now impossible to read.

The meeting point of all subway lines, Victory Plaza contains the SSU's largest underground metro station outside Moscow. It sprawls for several miles below the city, and is almost a small town unto itself. Virtually all the city's metro maintenance was done there. The technical installations form the largest portion of the complex, the second largest being the passenger terminals. It is rumored that the extensive machine shops below the plaza contain enough equipment to repair a tank, if one could be driven in along the tracks.

Victory Plaza remains the most important transportation and communication node in Zverograd. An army controlling the aboveground area could restrict access to a huge part of the city, as some of Zverograd's main roads pass directly through the plaza. The plaza's underground is fiercely contested territory, but any bloc that successfully establishes control there would have the power to block all three metro lines. The name Victory Plaza could not be more fitting. The bloc that controls it will be one large step closer to winning the campaign for Zverograd.

GAMING NOTES

Victory Plaza can be the setting for extremely bloody battles. Create a huge board, keeping any structures on its outer edges to form a deadly no man's land with little cover. If you own the tiles included in Operation "Hades," two metro entrances can be placed in the center of the board, near Victory Obelisk, as objectives. Reaching these entrances with soldier units could be an objective unto itself.

You can also use tiles from Operation "Hades" to create a scenario with two separate boards, connected via the metro entrances. The second board would be an underground board representing Victory Station (see Operation "Hades" for Underground Fighting rules). As part of an ongoing campaign, gaining control of the station could allow access to the entire Zverograd metro system.

Additionally, there have been some disturbing reports regarding Victory Station underground. An unscrupulous Axis officer has allegedly released several uncontrolled squads of Zombies beneath Victory Plaza. They attack anyone on sight, no matter which bloc they belong to. Other reports claim that at least two squads of Gorillas have deserted the Axis, refusing to obey their commanding officers. Some are said to have fled into Victory Station, only leaving their newfound lair to hunt for food. These reports can be used as the basis for your scenarios, making for some truly terrifying underground encounters!

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CENTRAL HOSPITAL (6)

Metro station: Hospital (Red Line North/Red Line South)

One of the main features along October Revolution Avenue is the Central Hospital. It occupies an entire city block and, despite the huge red cross painted on its white roof, the hospital has been bombed many times. It remains standing, but major sections have been utterly destroyed.

The surviving portions of the hospital remain in active use, and are kept running by the original staff, many of whom did not have time to evacuate, or were unsure of where to go when the chaos started. These medical teams have treated wounded soldiers from all blocs, as the hospital has frequently changed hands.

Central Hospital's other principal point of interest is its supply of medicine. Even with regular resupply from the rear–never a sure thing in Zverograd–the fighting forces are in constant need of more medical supplies. These advantages, combined with its central location, make the hospital an area of fierce combat.

GAMING NOTES

Central Hospital is a perfect location for indoor battles. There are many small offices, single-patient rooms, and some larger rooms that have been converted into dormitories for staff and occupying forces. Additionally, the hospital is an excellent setting for objective-based scenarios. Doctors, nurses, medical supplies, or injured enemy officers in possession of critical information can all be used as objectives that players need to control. Speedy attacking units could be tasked with gathering as many resources as possible while being chased by a slower, but overwhelming enemy force. Afterwards, the attackers could have to extract themselves from the building without losing control of their hard-won objectives.

OLD TOWN

The oldest part of the city is situated around the Monastery of Saint Petrov (4), from which there is a magnificent view of the entire city. Old Town (5) itself has been reduced to cinders, but the Lighthouse (13) still stands proud and tall. This area of Zverograd, the historic center of the city, has suffered extensively in the combat.

OLD TOWN (5) AND MARKET SQUARE (12)

Metro Station: Old Town (Red Line South)

Zverograd's Old Town was constructed from lumber from nearby forests, and the wooden houses have stood for hundreds of years. Unfortunately, this venerable part of the city has suffered terribly from the invasion. Little now remains of the historical district. Its skillfully crafted buildings were once famous across Russia, and people would undertake long journeys to come to the town's annual Easter feast and to trade in the famous Market Square. This trade, spurred by the city's location, made Zverograd quite wealthy. Merchants vied with each other to build the most beautiful houses possible, showcasing their wealth and success.

Though the Revolution frowned upon this kind of bourgeois excess, few gloated at seeing Old Town razed to the ground. The timbered houses went up like kindling as the phosphorous shells used by the artillery of all three blocs rained down upon them. All that remains now are a few half-burned beams among the cinders, providing little cover.

The fires of Old Town's destruction could be seen from many miles away, and there were extensive casualties. The area is now an ash-covered, grey waste and is one of the deadliest battlefields in Zverograd, with open lanes of fire across a no man's land littered with mines. Most of the armored vehicles fighting in the city are sent to this area, to give the troops some covering fire as they attempt to cross this wasteland and reach the monastery beyond.

GAMING NOTES

To create a battlefield representing this area, build a very large board scattered with areas of Soft Cover, but no Hard Cover of any kind.

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OLD FISHERMAN VILLAGE (15) AND THE LIGHTHOUSE (13)

Metro Station: East End (Red Line South)

This part of Zverograd was built centuries before the monastery, whose chronicles only briefly mention its prior existence. The very first settlers, who came to the area more than 2,000 years ago, built their village in a sheltered cove from which they could exploit the rich fishing on the Caspian Sea. The small community thrived for centuries, sheltered from much of the turmoil of Russian history.

Old Fisherman Village is now under complete Allied control. It is firmly held by the 4th Allied Rangers Division, who have dug in to the various caves found in the hard rock along the coast. Though the village is downhill from the monastery, and can easily be targeted by the ordnance on the higher ground, an Allied cruiser on the Caspian provides covering artillery fire with its 16-inch guns - more than enough firepower to quiet anything firing on the Rangers.

The rest of the city's eastern coast is also under Allied control, from the village in the south to the Tsarist-era lighthouse in the north. From this lighthouse, the Rangers launch raids into contested areas of the city. It is difficult to cross from the coastal districts to the outskirts of Zverograd itself, as SSU snipers cover all the approaches to the city, so the Rangers soften up the defenders with artillery fire before launching their raids.

GAMING NOTES

If you want to play a long campaign that takes place in Zverograd, the Allied landing on the city's eastern beaches would be an excellent way to begin. Allied forces could have to conquer the Old Fisherman Village, disembarking from their landing barges only to be swiftly engaged in fierce urban combat. Another scenario could involve taking control of the Lighthouse before its defenders can detonate the charges that will blow it to pieces. Battles for the Lighthouse can become even more interesting if you own the components to build a multi-story structure.

ZVEROGRAD'S PARKS AND RECREATIONS

Before the mass evacuation, most of Zverograd's inhabitants lived in the eastern part of the city, which also housed some of its most amazing features: the Municipal Zoo (20), the Botanical Garden (21) and Zverograd's Central Park (22). Families would frequent these locations to rest, relax, enjoy the wildlife, take long walks, and engage in outdoor sports. The Central Park was a green jewel, housing a variety of massive ancient trees. The Botanical Garden boasted an extensive collection of flowers and plants both exotic and native to the region. The Municipal Zoo was among the most famous in the country, second only to Moscow. It once held many great bears, who now roam free in the area.

MUNICIPAL ZOO (20)

Metro Station: Terminus (Red Line North/Red Line South)

Sadly, almost all of the former residents of the zoo are long gone. As soon as the fighting started around the city, the zoo staff were reassigned to more urgent duties and the animals were left to starve. A few dedicated volunteers braved the shelling to care for the creatures, but when the war entered the city, food quickly ran short for the citizens themselves. Many of the surviving animals were killed by soldiers or civilians desperate to fend off starvation.

However, a few of the most dangerous exhibits escaped and adapted to their surroundings, becoming deadly predators once again. A number of these creatures now prowl the city. It is rumored that some have taken to the sewer system, and soldiers swap tales of crocodiles ambushing patrols beneath the streets. Above ground, bears, tigers, and at least two wolf packs have been sighted. Some brash troops boast of hunting these deadly beasts, but most watch their backs and worry more about the human threat.

A few apes and gorillas have also escaped, and gained refuge in the nearby Botanical Garden and Central Park. Unconfirmed reports say that their shouts and cries for help have turned some Axis Gorillas away from their former masters, compelling them to join their brothers in the trees, using their incredible strength and intelligence to protect them. If true, perhaps the Blutkreuz Korps' brainwashing techniques are not as effective as the Axis would have their enemies believe.

FACTORY DISTRICT

Once the industrial core of Zverograd, where huge factories provided jobs for tens of thousands of citizens, the Factory District has been devastated by the war. Most of the buildings have been severely damaged by gunfire and artillery rounds, and once-majestic edifices have been reduced to ruins. In the earliest days of the Axis invasion, the Factory District was all but overrun. By the time the SSU armies arrived from the north, only a few bastions of determined Soviet defenders had managed to hold out. The fresh Soviet troops were able to capture many of the buildings back, establishing strongpoints in the vast factories that once manufactured tractors and other heavy equipment.

The embattled district stretches from the Zverograd Power Plant (16) in the west to the Tractor Factory (17) to the east, with the massive Tank Factory (25) between them. The Factory District was also famous for housing the City Stadium (23) and Revolution Park (24).

TRACTOR FACTORY (17)

Metro Station: Factory 2 (Blue Line)

The symbol of the SSU's industrial might, the Tractor Factory was the only industrial complex never to fall into enemy hands during the first invasion of the city. Its defenders held out against incredible odds for more than 10 days, until a relieving SSU army could come from the north.

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Both the complex and its defenders suffered terrible damage, but their stand has transformed the Tractor Factory into the SSU's most formidable strong point in Zverograd. It is from here that all SSU supplies enter the city and all major offensives are launched. An extremely dense antiaircraft belt surrounds the area, making it very difficult for the other blocs to bomb the complex.

The remaining heavy machinery is now being used to produce tanks. The SSU will not risk sending VK supplies so close to enemy lines, so new walkers are not manufactured here. However, damaged walkers that make it back to the factory are lovingly repaired. Tempered by combat conditions, some of the best and toughest mechanics in the SSU can be found in the Tractor Factory.

GAMING NOTES

The Tractor Factory is an ideal setting for ferocious battles. Its defenders should be heavily armed and securely entrenched, so make sure that attacking forces have enough units to withstand an unrelenting barrage from the defender's artillery, antitank and antiaircraft guns. Any attack on this objective would be provided with all the resources the attacking bloc could spare, so don't be afraid to include forces with high AP values.

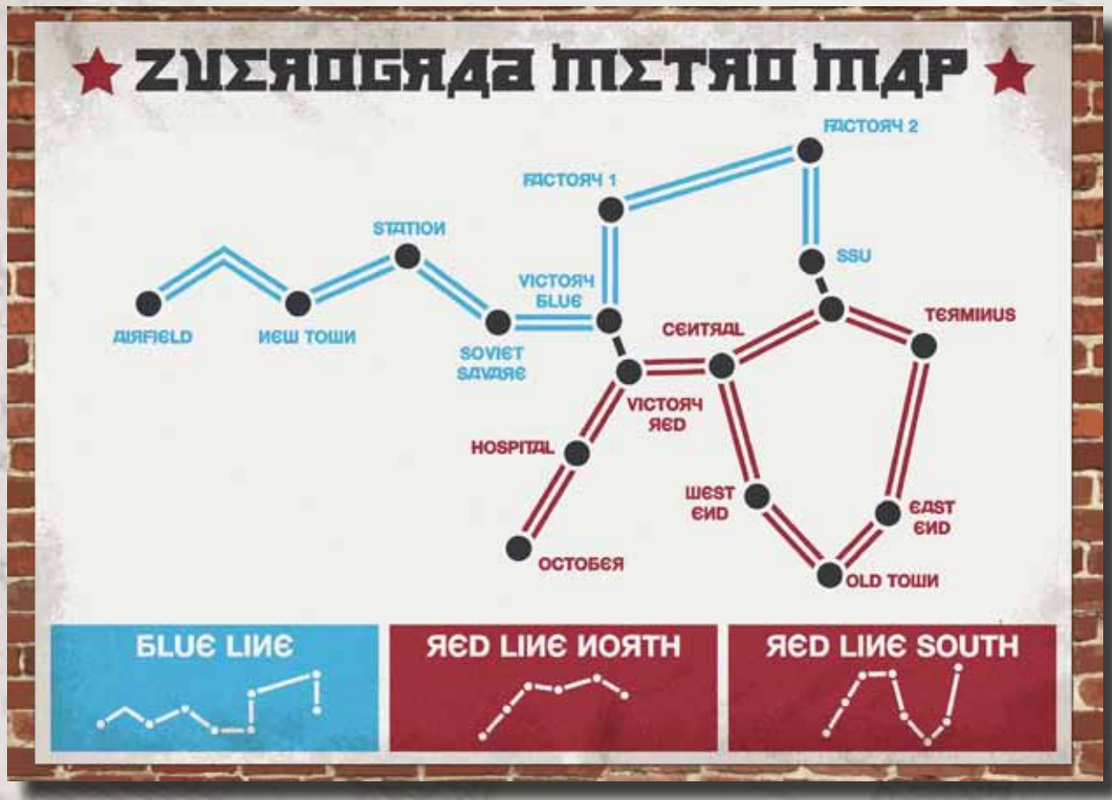
CITY STADIUM (23) AND REVOLUTION PARK (24)

Metro Stations: Factory 1 (Blue Line), Factory 2 (Blue Line)

Although they have seen less action than many other locations in the city, the Stadium and Revolution Park have still suffered the ravages of war, and life expectancy in this neighbourhood remains just as short as anywhere else in Zverograd.

The City Stadium is very close to the Eastern part of the district that houses the Tractor Factory and it provides a convenient location for mustering troops in preparation for large assaults. However, it is almost impossible to defend the stadium effectively; there are too many exits, too many places where snipers can hide, and troops inside the grounds find virtually no cover. More than once, the stadium has become a "blood arena" when rival blocs have launched surprise attacks against units regrouping within the stadium grounds, but it has stood empty for much of the war as commanders have judged it a high risk objective with only limited strategic value.

Before the war, the inhabitants of Zverograd would go to Revolution Park to play soccer or sunbathe. When SSU forces tried to build a small airfield in the middle of the park, enemy artillery fire devastated the area, incinerating the vegetation and transforming the park into a lunar landscape. The near total lack of cover, combined with countless unexploded artillery shells and airdropped mines, has made the park into a killing field. It would be insanity to contest this area, and no bloc is willing to waste its soldiers on such a low-value area.



GAMING NOTES

These objectives can be used as settings for some truly original scenarios. Let your imagination run wild! A small force could be stranded in Revolution Park, surrounded by enemies, and the only escape route lies across a minefield! The Stadium is an excellent location for scenarios with three players, one from each bloc. Units from three armies enter, but how many will make it out alive?

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DOWNTOWN ZVEROGRAD

One of the city's most pleasant features before the war, the houses in Downtown Zverograd were of little strategic importance themselves. However, the area's location at the heart of the city–along with its wide roads and an east-west metro line–made it pivotal to any conquest plan. This was the part of Zverograd where the three blocs were in closest proximity. It was rare for any structure in the area to be held exclusively by a single bloc. Downtown Zverograd was dangerous ground indeed.

Downtown Zverograd spans the area from Zverograd Central Station (18) and Memorial Park (27), in the west, down through Soviet Square (10) and the Great Hotel of the Red Flag (11), and then east past the GUM (26) toward Victory Plaza (3).

SOVIET SQUARE (10), THE GREAT HOTEL OF THE RED FLAG (11) AND THE GUM (26)

Metro Station: Soviet Square (Blue Line)

This was once the most opulent district in Zverograd. It had beautiful buildings, attractive, tree-lined avenues, and inviting restaurants and cafes. Many of these structures are still standing, though none have escaped bullet holes or pockmarks from grenades.

Inside the buildings, everything is in ruins. The closely situated buildings in this district meant that the fighting was done at very close quarters. There was no extensive use of artillery weapons, as each bloc faced the same risk of shelling its own soldiers.

Soldiers make their way through the dense commercial blocks as best as they can, staying away from the streets and windows so as not to expose themselves to sniper fire. Many of the interior walls are adorned with beautiful murals, but even the city's defenders determined early on that demolishing walls was preferable to taking their chances on the streets. These buildings now have so many improvised exits, entrances and escape routes that patrolling them is intensely unnerving. Troops know that they can suddenly find themselves cut off from friendly squads by falling masonry, or become suddenly surrounded as enemy troops stream through newly-created openings.

The GUM was the largest department store in Zverograd, and is a much smaller replica of its counterpart in Moscow. Most of its shops have been plundered repeatedly, and are empty of goods. Little remains of the amazing architectural decoration of the original building. Worst of all, when the ground trembles, bits of the once-incredible glass roof rain down on occupants' heads. More than a few soldiers have been killed by these falling shards.

Before the war, the Great Hotel of the Red Flag was famous throughout the USSR for its gigantic flagpole, which bore one of the largest Communist Party flags in the world. The flag wasn't removed in time to prevent its capture when Axis forces entered the city, an event that is still regarded as a mark of shame by many SSU soldiers fighting in the city. The Hotel was a major social hub for Zverograd's elite, and was the place where dignitaries would stay while visiting the city. SSU leader Joseph Stalin stayed there during both of his official visits to Zverograd.

Nearby Soviet Square was designed to evoke Moscow's Red Square, but in a city already filled with symbols of the Revolution it was derided as a cheap copy. Being completely flat and without cover of any kind, soldiers do not pass through it, even at night. The forecourt surrounding the square offers some cover from snipers, but the whole place has been extensively booby-trapped by combat engineers from all blocs.

GAMING NOTES

This part of town is full of large buildings with many corridors and small rooms. Nearby metro and sewer entrances allow soldiers to arrive without being noticed, adding to the already deadly conditions in this area. Try to limit combat here to a just a few squads per player, ideally with plenty of close combat weapons. If you have them, this is another excellent place to use the metro and sewer tiles found in Operation "Hades."

MEMORIAL PARK (27)

Metro Station: Station (Blue Line)

This park long predates the construction of Zverograd in the 1930s, and was one of the most beautiful in the region, with centuries-old trees. On Sundays, local orchestras would play outdoor concerts under a tent for the citizenry to enjoy. The park also had an extensive flower collection, and was certainly the most colorful place in Zverograd after the Botanical Garden.

The park has been turned into a heavily fortified camp, which serves as the Axis HQ for operations across the whole region. Bunkers have been built, flak emplacements are everywhere, and not even the most daring or insane SSU commanders will risk an assault on the area.

GAMING NOTES

An attacker must overcome incredible odds in order to stand any chance of taking this position, but the prospect of capturing an Axis General and all his staff is enticing. When creating a scenario in this location, make sure the attacking player has lots of AP at his disposal, as he will likely lose most of his units. The defending Axis player should have anything and everything that will help him bolster his defenses–gun turrets, minefields, etc–and all of his units should start out in highly defensible positions. This should be a challenging scenario for even the most experienced attacking player.

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SUBURBS

This section describes the various places outside of Zverograd that were strategically important to what was happening inside the city. Although the bulk of the heavy fighting occurred in Zverograd proper, major battles were also fought in the outskirts. These battles mostly involved regular troops and tanks, as elite forces and walkers were typically assigned to areas inside the city, where they could make a greater difference.

There were three major zones outside Zverograd: the Harbor (14) and North Bridge (9) in the northwest, the Airfield (7) and Red Bridge (8) in the west, and the Railway Classification Yard (19) just north of the city.

HARBOR (14) AND NORTH BRIDGE (9)

Metro Station: none

What was once a thriving port on the Caspian Sea has been brought low by the war. The harbor has been cut off from access to the sea since the Axis took over Red Bridge and mined the waters beneath. Now no ship can risk passing under the bridge. Additionally, numerous Axis gun batteries have been placed along the coast.

Nevetheless, the Harbor District's vast warehouses are used extensively by the SSU, who regained control of the area a few months after the Axis' initial invasion of the city. These warehouses now hold many of the supplies used by SSU forces in the city, despite their proximity to the front line.

Both the Allies and the Axis are intent on capturing the entire harbor. Control of this area would dramatically improve either bloc's prospects in Zverograd. The Allies could use the dock facilities to unload heavier vehicles from their fleet in the Caspian Sea, while the Axis could use the harbor to improve support for its gunboat patrols along the coast, preventing further Allied landings. For now, however, control of the harbor is fiercely contested and neither bloc is able to bring these plans to fruition.

GAMING NOTES

If you own a copy of Operation "Cyclone," scenarios in these locations can breathe new life into your submarine and landing craft tiles!

RAILWAY CLASSIFICATION YARD (19)

Metro Station: none

Although it is not strictly inside the city, the Railway Classification Yard is one of the most desperately contested locations in the battle for Zverograd. Here, a handful of Axis soldiers hold their ground against wave after wave of SSU troops. The Axis forces are well fortified, with machine gun emplacements, mortars, and artillery. They are airdropped supplies as often as possible, and they receive priority air support from regional air command. Still, it's almost impossible for the outpost to be properly reinforced. Should it fall, the gateway would be open for the SSU to bring supplies directly by train into Zverograd, and the city would soon be back in Soviet hands.

From the train yard, Axis troops patrol the rail lines for miles, and direct artillery fire whenever an armored train attempts to enter the city. So far, no trains have succeeded in getting within two miles of Zverograd.

GAMING NOTES

The Railway Classification Yard is a great place to stage a desperate battle. The Axis defenders should have plenty of supplies on hand, but should be greatly outnumbered. The effectiveness of Axis air support could be determined randomly from round to round. Additionally, the SSU could be attacking from two directions at once, pushing towards the rail yard on armored trains accompanied by a heavy ground assault. If you own a copy of Operation "Hades," the metro rail and train tiles can be used to represent the railroads and armored trains, respectively.

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THE ICARUS CAMPAIGN

Operation "Icarus" was a series of raids and attacks that were launched by Allied forces against Zverograd's airfield. At the time of the operation the airfield was under Axis control, but you can easily modify the following scenarios so that any bloc can act as the attacker or defender. The airfield may have previously been overrun by the SSU, or it could be that the Allies have already succeeded in taking the airfield and are now on the defensive. These scenarios are described in terms of the defending Axis and attacking Allies, but using different force combinations won't impact the mechanics of the missions.

You will also notice groups of four spaces covered by an airplane. No units can move through these spaces, and they block line of sight.

SCENARIO MAP LEGEND

A ATTACKER DEPLOYMENT

D DEFENDER DEPLOYMENT

GLOBAL OBJECTIVE

GETTING STARTED

Decide with your opponent who will play as the defender and who will play as the attacker.

COVER AVAILABLE

Each scenario shows the available cover elements:

ammo crates: anti-tank traps:

FORCES AVAILABLE

Each scenario shows the available Army Points for both the Attacker (A) and the Defender (D). These scenarios are designed to be played with the listed Army Points for each side. You can play with more or less, but make sure that each side uses the same number of points (unless the scenario specifies otherwise).

TIME LIMIT

The time limit (clock) in rounds for each scenario is shown under the scenario map. If there is a "–", then there is no time limit for that scenario and one player must fulfill his objective.

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1 – INFILTRATION

		A	D	
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Allied scouts have infiltrated the Axis base! This infiltration is meant to divert the enemy's attention away from the other side of the airfield, where the main attack will take place. These scouts are under orders to destroy as many planes as possible. Can Axis defenders respond in time?

SPECIAL RULES:

Players my only field soldier units in this scenario.

The defender receives 50 AP with which to field units on the first round. The defender then receives an additional 50 AP worth of units each round until his army reaches 300 AP. If the defender has any unused AP at the end of a round, they may be saved for use on following rounds.

To destroy a plane, the attacker must have one of his units spend an entire round adjacent to it without taking any actions (the unit is busy planting explosives, cutting wires, starting fires, etc). In order to successfully destroy the plane, the unit cannot take actions, attempt Reactive Fire, or respond if attacked in close combat. If it does any of these things, the unit fails to destroy the plane.

A destroyed plane still counts as impassable terrain and still blocks line of sight.

OBJECTIVES:

Attacker: Destroy those planes! If you destroy at least two of the four objective planes before the end of the final round, you win the game.

Defender: Stop the infiltrators! If the attacker fails to meet his objective by the end of round 8, you win the game.

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2 – STRIKE AT DAWN

Another team of Allied scouts attempts to disrupt the Axis infantry. However, Axis forces are responding more quickly in the final moments leading up to the invasion. The Allied scouting party quickly finds themselves under heavy fire. Their mission is to distract the Axis while the main invasion force moves into position, but the scouts will need to survive long enough to do so. Cover is limited in the wide open spaces of the airfield, but the scouts might just be able to hold out from within a nearby cluster of quonset huts...

SPECIAL RULES:

The defender places all cover. No cover may be placed on the landing strips.

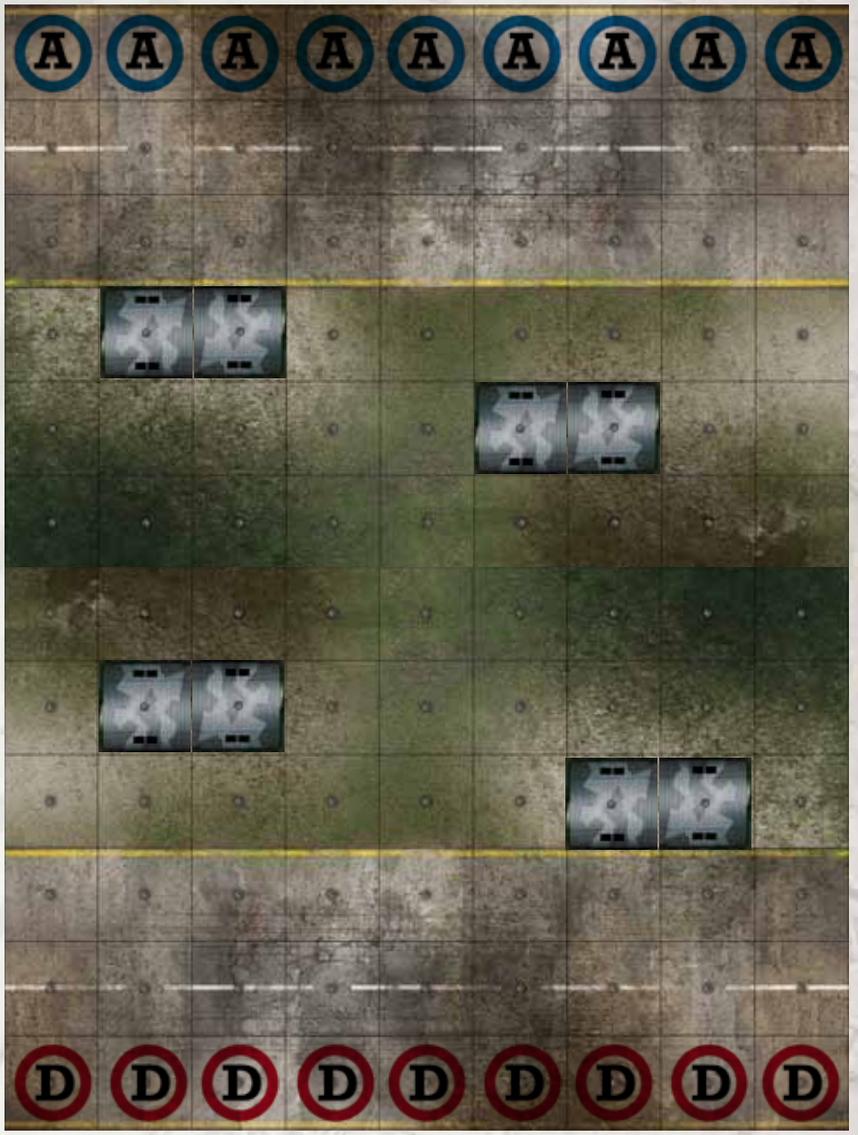
Players may only field soldier units in this scenario.

The defender deploys his forces in three phases. On round one, he gets 100 AP worth of units. On round three, he gets an additional 100 AP. On round five, he gets an additional 100 AP. If the defender has any unused AP at the end of round one, they may be saved for use in round three. If the defender has any unused AP at the end of round three, they may be saved for use in round five. If any AP are unused at the end of round five, they may not be used in future rounds.

OBJECTIVES:

Attacker: Take cover and eliminate the opposition! If you have at least one surviving unit in each quonset hut at the end of any round, you win the game. You also win if all of the defender's units are destroyed.

Defender: Repel the invaders! If the attacker fails to meet his objectives by the end of round 8, you win the game.



2	2	300	300	8

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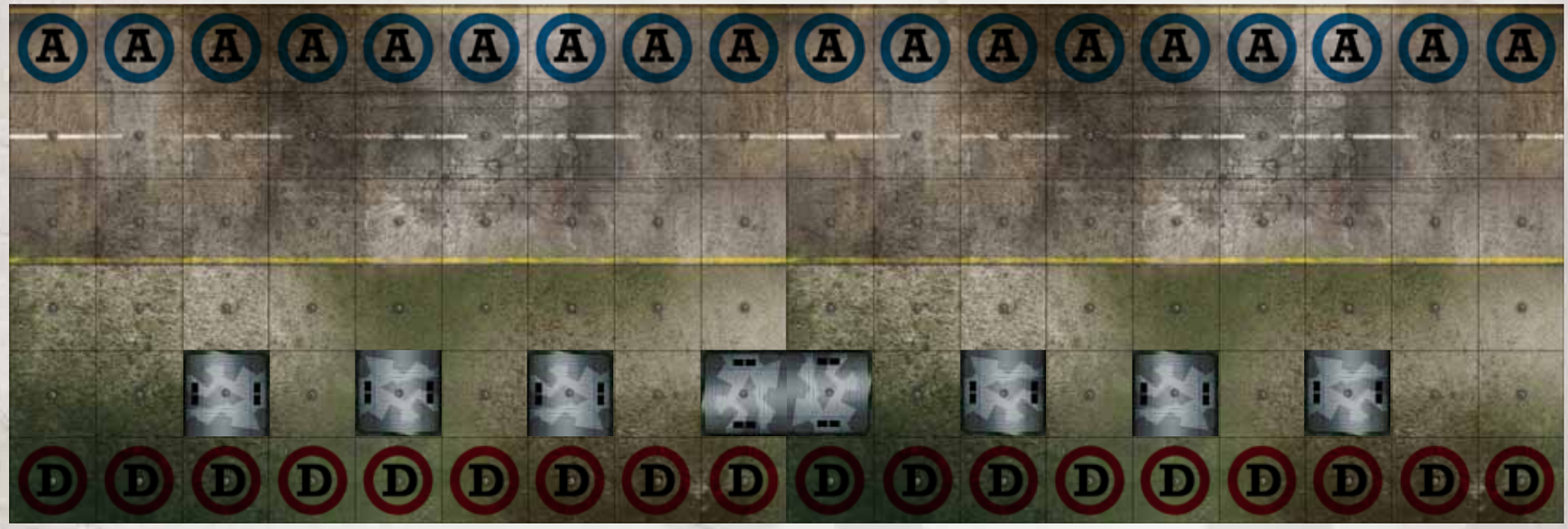


3 – FIRST WAVE

2	0	300	200	8

The first wave of Allied paratroopers have landed on the main strip. The assault has begun! As Allied soldiers charge across the open airfield, a smaller Axis force must make the most of its hastily-prepared defensive position and hold the line at all costs!

SPECIAL RULES:

Players may only field soldier units in this scenario.

The defender places all cover.

The defender may place up to four minefield tokens, which can be placed anywhere on the board except for the airfield runway.

OBJECTIVES:

Attacker and Defender: Fight to the death! A player wins when all enemy forces are eliminated. If both players have surviving units at the end of round 8, each player calculates the total AP value of enemy units he has eliminated to determine his victory point total. The player with the most victory points wins the game.

RESTRICTED (FOR GAMING USE ONLY)

4 – SURROUNDED!

The main force of Allied paratroops has landed right on its objective: the central landing strip of Zverograd's airfield. Unfortunately, Axis forces have anticipated the attack! Axis planes and walkers emerge from a concealed hangar nearby, manned and ready for battle. Meanwhile, infantry units swarm the invading force from two sides.

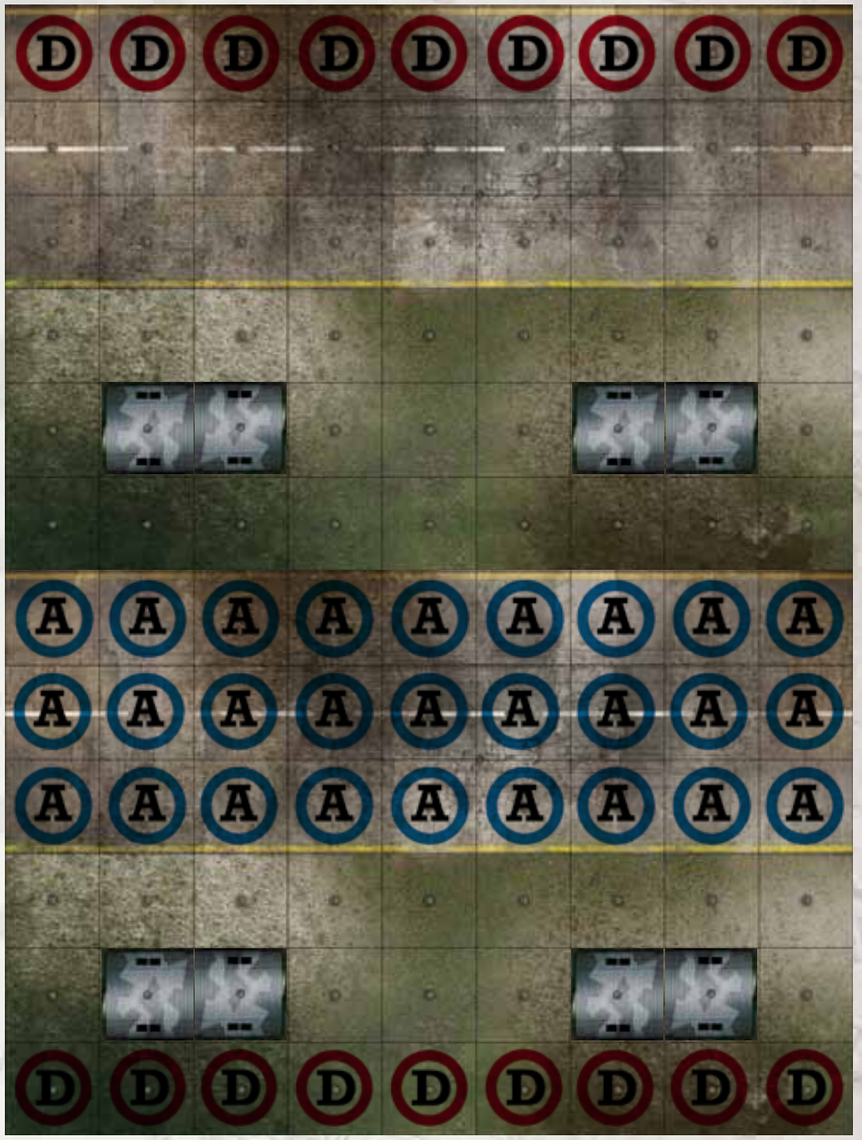
SPECIAL RULES:

Cover can be placed anywhere on the board.

If the defender fields any vehicle or aircraft units, they must enter through the deployment spaces at the top of the map (this is where the vehicles are parked). The defender's soldier units can enter from either side of the board.

OBJECTIVES:

Attacker and Defender: Defeat the enemy! A player wins when all enemy forces are eliminated. If both players have surviving units at the end of round 8, each player calculates the total AP value of enemy units he has eliminated to determine his victory point total. The player with the most victory points wins the game.



4	0	400	400	8

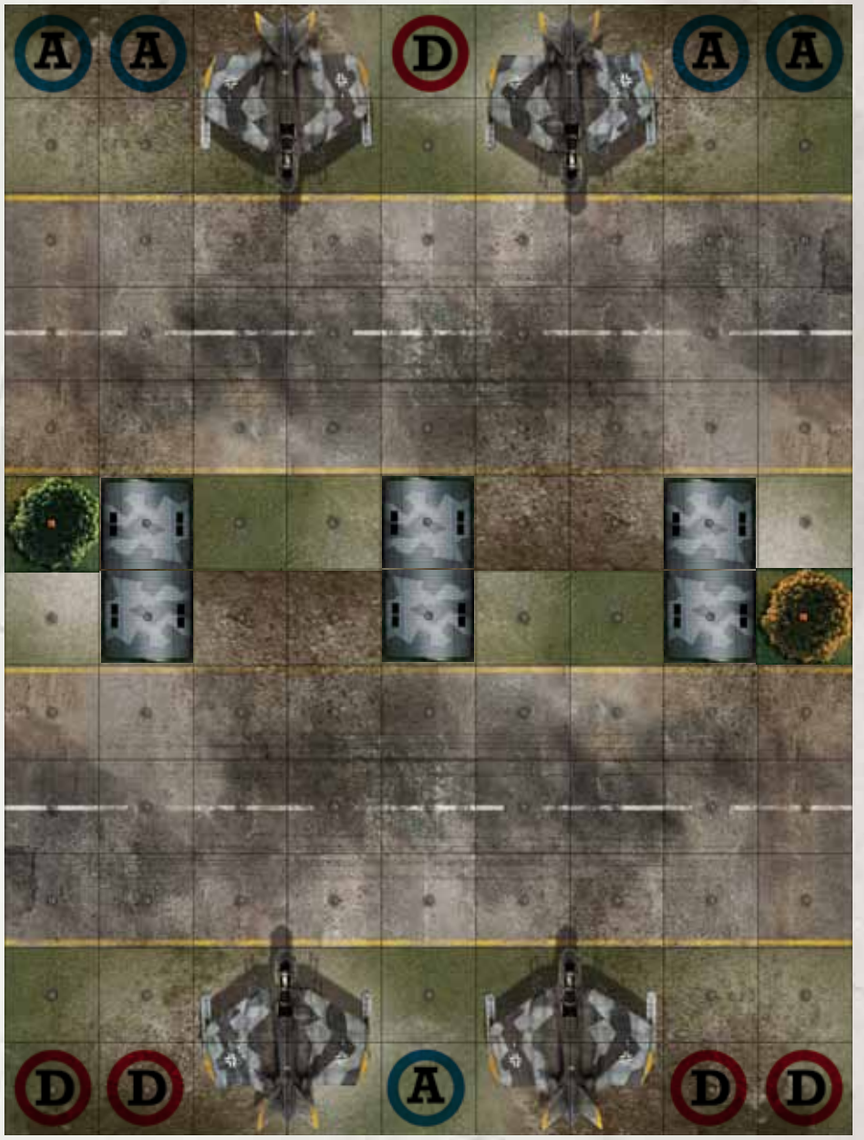
RESTRICTED (FOR GAMING USE ONLY)

5 – M.I.A.

In the chaos of the escalating battle, troops from both sides have been cut off from their HQ. They must scramble to find hiding places in which they can lie low and wait to be rescued!

OBJECTIVES:

Attacker and Defender: Secure those quonset huts! Each space of each quonset hut is an objective. To control an objective, a player must have a soldier unit in the objective space. The player who controls the most objectives at the end of round 8 wins the game. If both players control the same number of objectives, the mission is a draw.



		A	D	
0	0	200	200	8

RESTRICTED (FOR GAMING USE ONLY)

6 – COLLISION COURSE

In the early stages of the attack, units from both sides splintered from their main force to engage in brutal skirmishes. These units have successfully defeated their enemies, but now the main battle has moved to the other side of the airfield. Troops from both factions rush to rejoin their comrades, crushing anything that gets in their way!

SPECIAL RULES:

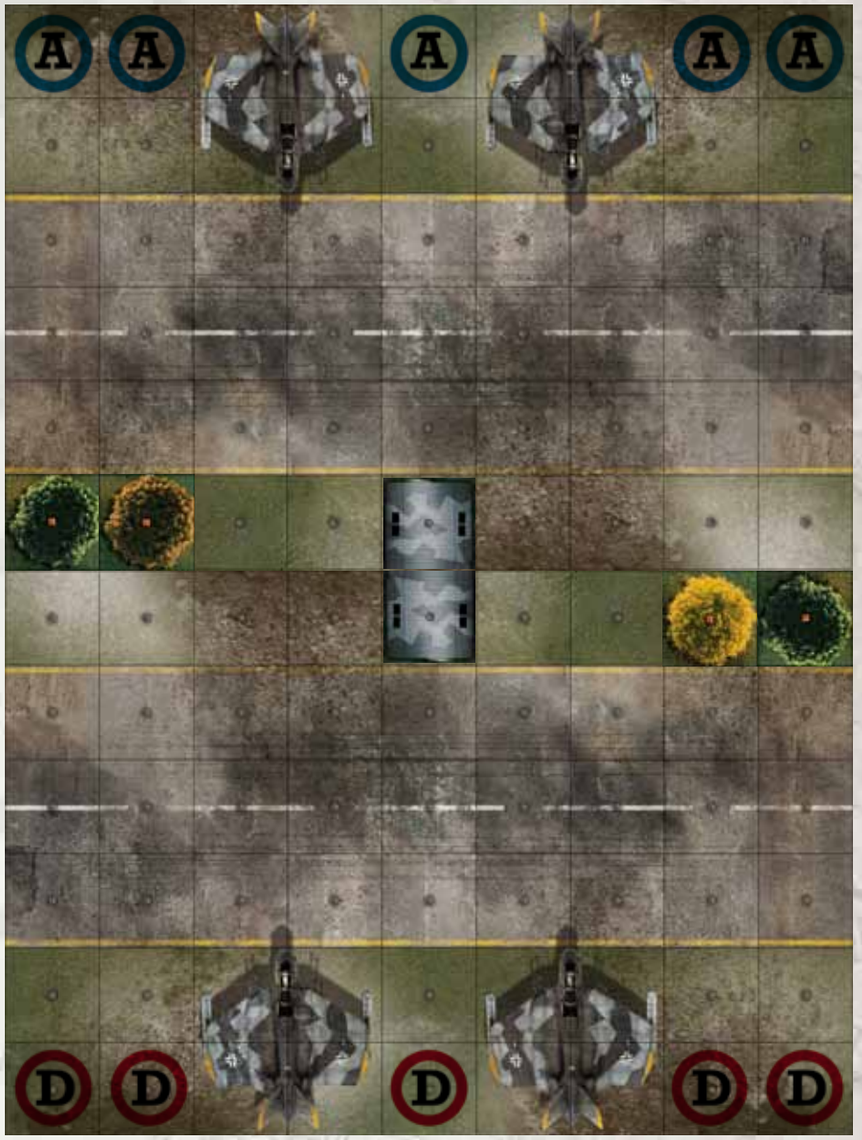
After all cover elements are placed, each player places two minefield tokens. Players take turns placing one minefield token at a time, beginning with the player who placed the first cover element. Minefield tokens can only be placed between the two airfield runways.

OBJECTIVES:

Attacker and Defender: There is no time limit in this scenario. At the end of a round, if a player has at least one surviving unit in his opponent's deployment zone, he wins the game. If each player has surviving units in his opponent's deployment zone at the end of a round, the game ends in a draw.

GAMING NOTES

Minefield tokens are included in this campaign expansion. The Icarus Campaign scenarios "First Wave" and "Collision Course" allow players to place these tokens onto the battlefield, but players should feel free to add them to any scenario for an added element of danger!



		A	D	
2	0	300	300	–

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7 – THE BATTLE FOR THE AIRFIELD

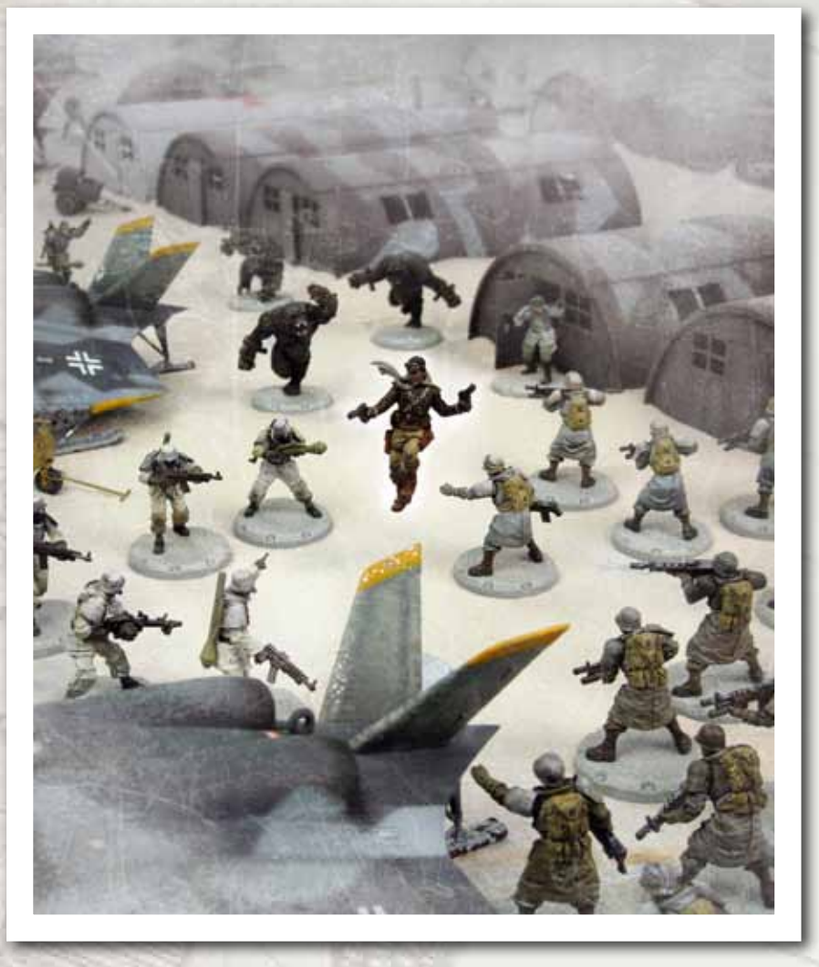
The two main forces converge, crashing through the trees on either side of the runway. It's a battle to the death for control over Zverograd's airfield!

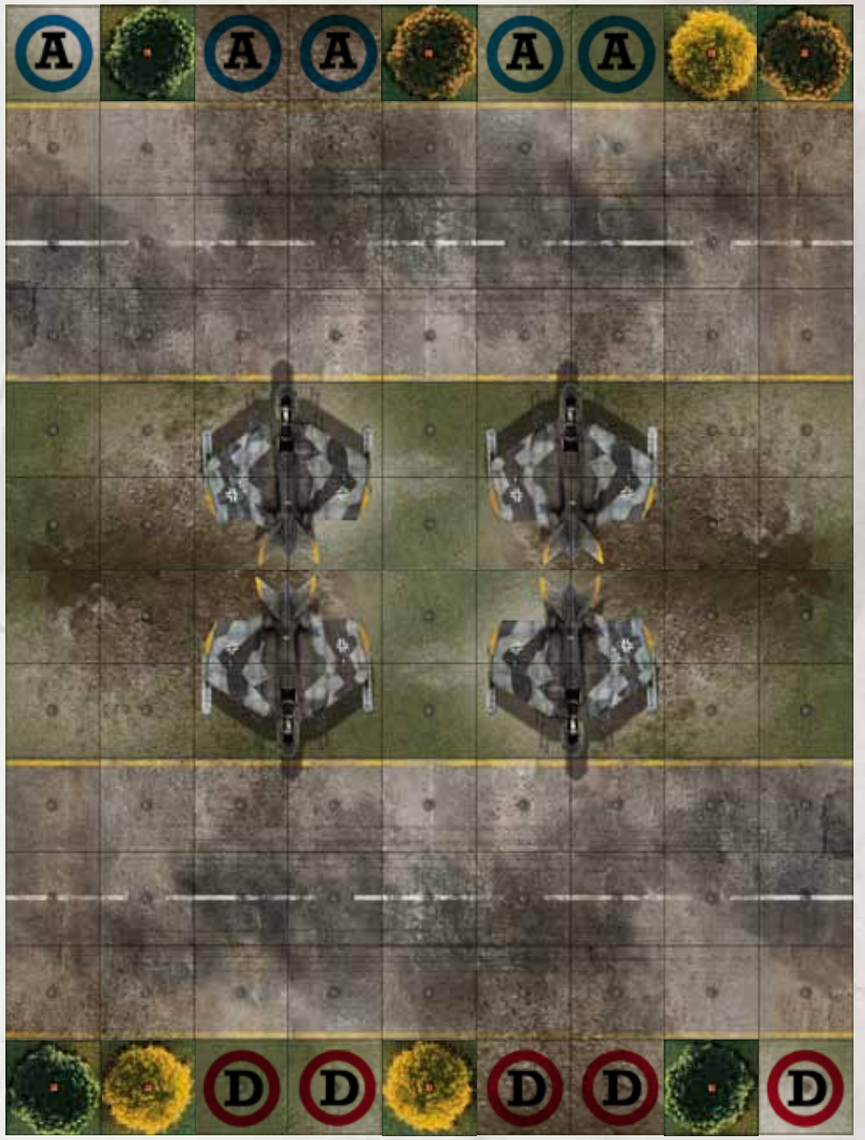
SPECIAL RULES:

If a player cannot deploy all of his units by the end of the first round, the units can enter in the following rounds. Units that are not on the board cannot use any skills, and cannot be activated except to enter the battlefield. Units can only be held in reserve in this way if it is impossible for them to enter the battlefield by the time a round ends.

OBJECTIVES:

Attacker and Defender: Control the airfield! A player wins when all enemy forces are eliminated. If both players have surviving units at the end of round 8, each player calculates the total AP value of enemy units he has eliminated to determine his victory point total. The player with the most victory points wins the game.





		A	D	
0	0	400	400	8

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NEW UNITS

Here you will find reports from various intelligence services regarding new units that have recently been seen in the vicinity of Zverograd's airfield. Study them carefully; a skilled general must know his enemy well.

The units described in this section are not included in this expansion box, with the exception of "Sergeant Victory" and "Panzerprinz".

ÜBERTOTEN ASSAULT SQUAD

For years now, the Axis have been using the VK-based Vrill serum that restores a semblance of life to the dead. This horrific weapon has created the dreaded Untertoten, units of Axis soldiers salvaged from the grave to fight once more.

However, when used on live subjects, the serum can have various results. Perhaps the worst (and most perversely desired) effect turns willing soldiers into "living" Zombies. These near-unstoppable killing machines retain their intelligence but gain supernatural strength and resilience, and are known as the Übertoten. The first to be created is now known as the Totenmeister, the Master of the Dead. Though none of the ghastly experiments which followed have met with the same level of success, all of the Übertoten are extremely dangerous.

As these creatures have kept their sentience, they are not restricted to using the brutish Panzer Gloves. They can be equipped with regular weaponry and exploit battlefield conditions to achieve their goals. Their inhuman resistance makes them perfect candidates for desperate missions. After all, what fear remains for those who know they are already dead?

ÜBERTOTEN SUICIDE SQUAD

Occasionally, even the most hardened and fanatical Axis soldiers are unable to bear the transformation they endure after being injected with the Wiederbelebungsserum. Although they can appreciate the tremendous strength and resilience shared by all Übertoten, deep within themselves they hate the abominations that they have become. These undead soldiers now seek a "true" death to free them from their torment.

The "Suicide Squad" carries antitank weapons which they use in close combat, all but ensuring their own destruction, as well as that of their target. These zombies rarely survive a battle, but those that do take comfort in knowing their time will come again soon. The Axis has no shortage of enemies to fight, and Axis Zombies are always given priority when volunteering for suicide missions.

HORTEN HO-347

The Axis bloc was the first to introduce jet technology to its fighter planes. Axis aircraft design has recently made a huge leap forward with the introduction of VK engines, allowing their newest aircraft to achieve incredible feats of performance thought impossible just a few years ago. They can fly faster and climb higher than anyone dreamed possible. The latest generation engines even allow for near-stationary flight and vertical take-off and landing (VTOL). The Horten brothers, the Axis' top two engineers in the field, have been given unlimited access to the resources they need to experiment with new designs. Their innovations have led to a long-awaited resurgence of Axis air superiority.

FLEDERMAUS III

The HO-347.III is both a fighter and a very effective ground-attack plane. Its light cannons can destroy other flying units in mere seconds. Its larger 75mm gun is perfect for attacking tanks or walkers at their weakest point – the thin top armor. Despite its recent introduction, many Axis top aces already have a Fledermaus III on hand and have become even deadlier. These planes have proved extremely effective both on the Eastern front and in support of the NDAK (Neue Deutsches Afrika Korps).

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FLEDERMAUS IV

The fighter/bomber variant of the new Horten, the HO-347. IV carries numerous bombs under its fuselage. Despite their relatively small size, these bombs can be devastating when dropped directly on a target during a screaming low altitude run. As with other Horten variants, the Fledermaus IV also bristles with guns, allowing the pilot to attack both air and ground targets with ease.

USMC HEAVY MACHINE GUN TEAM

The United States Marine Corps is one of the few military branches to have kept its distinct identity when the Allied bloc was formed. Even though an Allied Marine Corps has been created, the USMC remains a separate branch. Early in the war they fought almost exclusively in the Pacific, but they now find themselves defending their home soil in Alaska and the Everglades. After facing the Imperial Japanese Marine troops for 5 years, the Marines have learned the hard way that heavy firepower is essential to achieving victory. The ability to move quickly over terrain is also vital for the Marines. A small team carrying a machine gun is sometimes the best option for bringing fire support to bear. These crews are veterans of many campaigns–men who can be trusted to come out on top even when heavily outnumbered.

The Heavy Machine Gun Team is a defensive unit. It is not well-suited for assault, as the heavy machine gun is a Setup weapon. However, when placed in cover, or inside a building, "The Choppers" can work wonders! Their firepower is enough for any enemy soldier unit to think twice before coming in range of the .50 cal. Their Advanced Reactive Fire skill allows you to confidently activate them out of turn in order to shoot enemy units that cross their line of sight - always a nasty surprise for your opponent! Make sure that you have other soldier units around to take objectives, as this squad does best when stationary. Don't worry if few targets present themselves to this unit - that just means your opponent recognizes them as a threat and will have to go another way with his own units. This is a perfect unit for blocking part of the board so that your other units can set up a trap somewhere else.

USMC HEAVY MORTAR TEAM

This USMC weapon team has traded its .50 cal. for a 120mm heavy mortar. This is one of the most reliable weapons anyone could have in harsh environments like the deep jungles in which Marines frequently fight. The mortar never jams, is easy to clean, and can be quickly moved from place to place. It also delivers quite a punch! Heavy Mortar Teams are a common sight in the Pacific theater. Four men with one of these weapons can hold up an entire Japanese company until reinforcements arrive. The 120mm shells can even harm light vehicles and walkers.

Like the Heavy Machine Gun Team, the Heavy Mortar Team is a defensive unit. Though much lighter than true artillery, the mortar is still a Setup weapon. As a result, these "Leathernecks" are best emplaced in a good spot for delivering fire support to nearby Allied troops. Even though they can always fire upon their targets directly, it's typically better to have Observers around to direct them.

P-48 PELICAN

The Allies possess the largest air fleet on the planet. In the skies, their power is currently uncontested. However, the introduction of Axis jet-powered aircraft over the last several years has caused a crisis. The new jet fighters can fly faster, climb higher and are deadly even when outnumbered. Faced with this new Axis threat, Allied pilots and scientists designed a new generation of aircraft: the P-48. These amazing planes were envisioned for deployment on all fronts, and over many types of battlefields. Their small size is a great asset: needing little storage space and almost no runway, Pelicans can take off from special submarines and light aircraft carriers.

Their VTOL capabilities allow them to be deployed as close to the front line as possible. A few minutes after leaving the fight, they are already rearming and refueling, ready for another sortie in support of ground troops. It is not uncommon to see Allied troops in the Pacific building tiny landing strips for Pelicans as one of their first priorities upon establishing a beachhead. They know that this will give them vital air support for when the inevitable counterattacks come, and conditions get tough.

DIVING DOTTY

The Mark C "Diving Dotty" is a versatile fighter/bomber. It can provide air support to ground troops and still engage enemy fighters when they arrive. Its reliable bombs pack an impressive amount of high explosives, and are deadly against any ground target. Allied pilots have been using them since 1942 and know how to make the most of their capabilities; the most daredevil among them dive in dangerously low to ensure that the bombs strike true.

Note: Due to the size of its base, the Diving Dotty occupies two spaces on the battlefield.

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BELLOWING BERTIE

The P-48X "Bellowing Bertie," the successor to the Mk. C, can deliver quite a punch. It has already proven its worth both in Europe and in the Pacific. It derives its nickname from its explosive ground rockets, which are capable of destroying even the toughest of targets with a single salvo. It takes a skilled pilot to make the most of these weapons, but there are plenty of veteran Allied airmen eager to fly them. Like the Mk. C, the Bellowing Bertie is capable of engaging any enemy fighter and coming out on top. There aren't many aircraft in the world that can withstand the concentrated firepower of its nose-mounted heavy machine guns.

The P-48 Pelican, in both its Mk. C and X variants, can now be found all over the world. It is primarily used by the AAF (Allied Air Force) but has also found a place in the Allied Marine Corps. Another variant, the Mk. M is used exclusively by the Navy. Within a few years, the Allies hope to have equipped their entire air fleet with these new planes. They know that their supremacy over the skies must be maintained if they are to achieve global victory.

Note: Due to the size of its base, the Bellowing Bertie occupies two spaces on the battlefield.

HEAVY SUPPORT WALKER

MOBILE HQ

With so much new technology on the battlefield, it has become increasingly difficult to coordinate combat operations in the field. For years, Allied officers have been requesting transports capable of meeting the demands of an ever-evolving war. Their requests have finally been fulfilled with the recent development of the Heavy Command Walker M1 "Mobile HQ."

Inside this vehicle, Command Squads are equipped with everything they might need to coordinate an assault. For those who don't feel so lucky with their dice, it's a must-have. The Mobile HQ wields enough firepower to drive off enemy infantry, and it is also a fairly powerful antiaircraft unit. This vehicle will likely be among your opponent's first targets, so make sure it is well protected.

LONG TOM II

From the start of the war the Allies understood that having powerful field artillery would be the key to victory on the battlefield. They have invested heavily in weapons that can bring heavy guns close to the front line while reacting fluidly to threats. The Heavy Support Walker M7 "Long Tom II" is the latest weapon system to fill this role. Its massive firepower can turn the battlefield into a lunar landscape in minutes. Its shells can rain death upon any type of ground target, and its huge magazines allow it to fire sustained bursts without needing to reload.

The Long Tom II is a huge asset to any Allied army. It is capable of inflicting colossal damage in a short time thanks to the fact that it is not subject to the Reload rule. But, like all vehicles whose main weapon is artillery, it is very vulnerable at short range. The Long Tom II cannot fire its main gun at enemy units within 3 spaces. However, this unit is resilient enough to be played very aggressively, meaning that you don't have to hide it behind terrain and use only indirect fire; it can withstand a few hits on open ground. From a well-chosen position, it will be able to fire direct shots to devastating effect.

SKYSWEEPER

In response to a growing airborne threat, the Allies needed advanced weapon systems to enhance their antiaircraft firepower on the ground. The heavy chassis of the brand new HSW was perfect for the task. All it needed was a new gun with enough punch. With three rapid-firing 60mm guns, the Heavy Support Walker M9 "Skysweeper" was born. A long-term goal of Allied Command is for each Armored Company across the globe to receive at least one of these walkers. The all-powerful Allied industrial machine is working day and night to make this happen.

The Skysweeper is a straightforward unit. Its guns can devastate air targets with ease, and are also effective against almost all ground targets. Only the most heavily-armored units can ignore these shells. Thanks to its Superior Reactive Fire skill, the HSW M9 can also react quickly to any new threat that might appear on the battlefield. Make sure you use this ability to its maximum advantage.

SSU TESLA GUN TEAM

With so many new threats appearing on the modern battlefield, especially the Gorillas, Zombies, and heavily-armored infantry of the Axis, the SSU's need for squad weapons with more punch has become dire. It requires nerves of steel for an ordinary soldier to face the charge of the many Blutkreuz aberrations with nothing but small arms fire to hold them at bay.

The recent decision to deploy the awesome firepower of the Tesla Gun at infantry level has done much to ease the burden placed upon the SSU's fighting men and women. SSU factories work day and night to make these advanced weapons available to all the bloc's forces. The workers know that these are desperately needed on the front lines.

To date, no working model has fallen into enemy hands. Each Tesla Gun is rigged with a powerful explosive that can trigger the VK power cell to destroy the weapon. Brave gun crews have consistently followed their orders to the letter, preferring to sacrifice themselves rather than allow the Tesla technology's capture. Unfortunately, lingering discharge problems with the design have caused some weapons to self-destruct completely by accident.

Though it is not an easily portable weapon, the Tesla Gun is quite powerful and has a relatively long range. Set in a defensive position, it can threaten almost any enemy unit advancing toward an objective. On the offensive, it can make your opponent think twice before trying to contest your line of approach. At the very least, he will have to focus on preventing the Tesla crew from getting into position, allowing the rest of your force to make its advance. Once set up, the Tesla Gun can devastate its target in a single shot.

SSU HEAVY MORTAR TEAM

As early as 1942 the Stavka understood the value of concentrating firepower in their efforts to break through German lines and reconquer their country. A wide array of weapons were developed to achieve this goal, of which the famous 120mm mortar is still in use. It has proven its value countless times as both a defensive and offensive weapon. Its ability to use two powerful types of ammunition is made even deadlier by its remarkable rate of fire.

A truly deadly unit, the Heavy Mortar Team can rain destruction on any type of ground target. With a little luck, the mortar's regular rounds can be a threat to armored vehicles. The weapon's shorter-ranged rounds are designed to maximize damage against enemy squads. Each time the Mortar is fired, the crew can select either type of ammunition for use in the next attack.

KV47 RECOVERY & DEMOLITION WALKER

For years the Soviet army had little concern for its vehicular losses. The Axis enemy was at the gate and had to be pushed back at all costs. It was considered fortunate if heavy equipment could be salvaged or repaired, but many damaged machines were simply left to rust on the battlefield.

A change in philosophy occurred with the SSU's development of VK-powered walkers. Even destroyed, these units were still very valuable for their rare minerals and parts. Standing orders were issued stating that, even if nothing useful could be salvaged from the wreckage, it must be properly destroyed to prevent the enemy from capturing SSU VK technology.

Recovery operations of this complexity are difficult to accomplish on an active battlefield, but the SSU was determined to safeguard its military secrets. The urgency of the situation and the bulky nature of the tech to be salvaged led to the utilization of walkers. A new generation of KV47s was created for the task, retrofitted with specialized equipment. Heavy SSU regiments could now protect their precious technology under combat conditions.

Some of the new models have proven to be efficient fighting machines in their own right. Their pilots are recruited from among the best field mechanics in the SSU, and are experienced at making efficient repairs with a scarcity of materials. Their work has also given them experience piloting repaired walkers, making them perfect candidates for the new salvage teams.

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There are currently four different models of these "mechanic" KV47s:

MIKHAIL

The KV47-G "Mikhail" is armed with a Sulfur Jet and a hydraulic Pincer. It is designed to rapidly destroy valuable vehicles if the army is in full retreat and nothing can be salvaged quickly. It is also quite efficient at laying down a devastating spread of sulfur if enemy units get too close.

MAKSIM

The KV47-H "Maksim" uses a Chainsaw and a Pincer to clear obstructions and remove damaged components from vehicles. It is the most common of the SSU's recovery vehicles, and can be found wherever SSU vehicles are engaged. Its tools also make it a common sight in SSU field repair workshops. Due to the Maksim's utility, those captured by other blocs are usually pressed into service repairing damaged walkers.

MARLEN

The KV47-I "Marlen" is equipped with a powered Monkey Wrench in addition to its Pincer. Primarily designed to follow the heaviest SSU armor and act as a repair tender, this model is mostly found in the heaviest Guards Tank Regiments. Because the heavy SSU tanks draw many threatening infantry assaults, most Marlen pilots customize their walkers, giving the power plant a boost to increase its power during fights in close quarters.

MELOR

Finally, the KV47-J "Melor" wields a 45mm Howitzer in addition to its Monkey Wrench. The most experienced SSU pilot-mechanics can operate efficiently with only one arm of their KV equipped with a tool of their trade. As they are frequently found supporting an advance, these units carry a howitzer to provide their comrades with additional firing support.

BR 47 SELF-PROPELLED WEAPON PLATFORM

RED FURY

"Quantity is a quality all on its own." The famous quote from SSU leader Joseph Stalin is perfectly suited for this new weapon system. The BR 47-100 "Red Fury" is cheap, efficient, reliable, and best of all, easy to produce! Since the beginning of the invasion of the Motherland by Axis forces, the SSU (USSR at the time) has had to deal with many armored targets. Antitank weapons have therefore received a great deal of attention from Soviet scientists and engineers. Their latest creation is the BR 47 chassis, which is based on the German RSO, mounting a 100mm gun. This light vehicle was originally not much more than a farm machine, with a rudimentary seat for the driver. It has since evolved into a very simple but effective weapon system, which has become a staple of the SSU war machine. It is especially valued by special forces. Spetsnaz commandos love this small vehicle, as it can be airdropped alongside them to provide desperately needed firepower on the battlefield.

The BR 47-100 is a cheap way to provide antitank fire for any SSU army. With its 100mm gun, it is effective against any armored target at range. If positioned carefully, a few BR 47-100s can hold back much heavier enemy vehicles, forcing opponents to send in soldier units first to clear a route or else find another way to advance. Even a single BR 47-100 can hold a sector of the battlefield for quite some time, provided that squads are nearby to protect it.

If discovered by the enemy, a BR 47-100 can quickly relocate to avoid counter fire, but its thin, inexpensive armor won't last long against any round of significant caliber and even small arms fire can damage it.

Note: The BR 47-100 "Red Fury" has soldier models as crew. Although these soldiers operate their vehicles from relatively exposed positions, BR 47 units are vehicles, not soldiers. As the crew also carry personal weapons, they are noted on the vehicle's unit cards. When the unit suffers damage, do not remove crew as casualties. Mark the unit's health boxes as usual.

RED RAIN

If it can mount an antitank gun, it can mount a heavy mortar! Developed from the same chassis as the BR 47-100, the BR 47-200 "Red Rain" carries a 200 mm siege mortar. An easy weapon to produce, this mortar is hampered by its ammunition. The SSU has had difficulties producing the shells that the weapon requires, a fact that has prevented the BR 47-200 from being fielded in large numbers. Nevertheless, these mobile mortars are an increasingly common sight on the Eastern Front.

Another inexpensive way to provide heavy firepower, the Red Rain truly shines when you have Observers in your army. Direct fire is always risky, as the chassis has minimal survivability, but when used for indirect fire, this weapon system really comes into its own.

Note: The BR 47-200 "Red Rain" has soldier models as crew. Although these soldiers operate their vehicles from relatively exposed positions, BR 47 units are vehicles, not soldiers. As the crew also carry personal weapons, they are noted on the vehicle's unit cards. When the unit suffers damage, do not remove crew as casualties. Mark the unit's health boxes as usual.

OBERST PRINZ WALTER VON FURSTENWERTH

"Panzerprinz" – Schwer Panzer Abteilung 515, Wehrmacht

Notable History: Pour le Mérite – 1946
Ritterkreuz des Eisernen Kreuzes mit Eichenlaub und Schwerten – 1945
(Recipient of the Knight's Cross of the Iron Cross with Oak Leaves and Swords)

Colonel Prince von Furstenwerth is the heir of an old Prussian family. For centuries, his ancestors have been soldiers. Today he is one of the most famous armor commanders in the Axis army. His innovative walker tactics have become legendary.

He currently serves on the Eastern Front, where his unit races from one battle to another, devastating any SSU units that are unfortunate enough to cross his path.

Recently the schwer Panzer Abteilung 515 has been transferred to the 33rd Panzer Division on the Zverograd front. While its heavy machines are more vulnerable in this dense terrain, the firepower they bring to the battlefield is unmatched. Colonel von Furstenwerth would prefer to lead his elite formation on more open ground, but he has been raised from birth to understand that a soldier cannot always choose where he is sent.

With his Ace Pilot skill, "Panzerprinz" enhances the lethality of any vehicle he pilots. Remember that you can roll the dice before he activates, allowing you to incorporate the extra action into your plans for maximum effect.

SERGEANT VICTORY

For more information about Sergeant Victory, please refer to the "Superhumans" section of this booklet (page 5).

Like other emerging "superior" beings, Sergeant Victory is a small army unto himself. He is capable of amazing feats on the battlefield, and has a huge amount of firepower at his disposal. Don't forget that he can never join a regular squad, so he can never get cover saves. This character is sure to attract a lot of attention from your opponent, and a lot of his troops' firepower. You can use this to your advantage, however, as he will draw fire away from your other units, leaving the rest of your army free to act. Make sure to coordinate your units' attacks. If you send this hero on a rash charge against the enemy's front line you won't get much from him. He needs to work in tandem with the rest of your troops in order to be effective.

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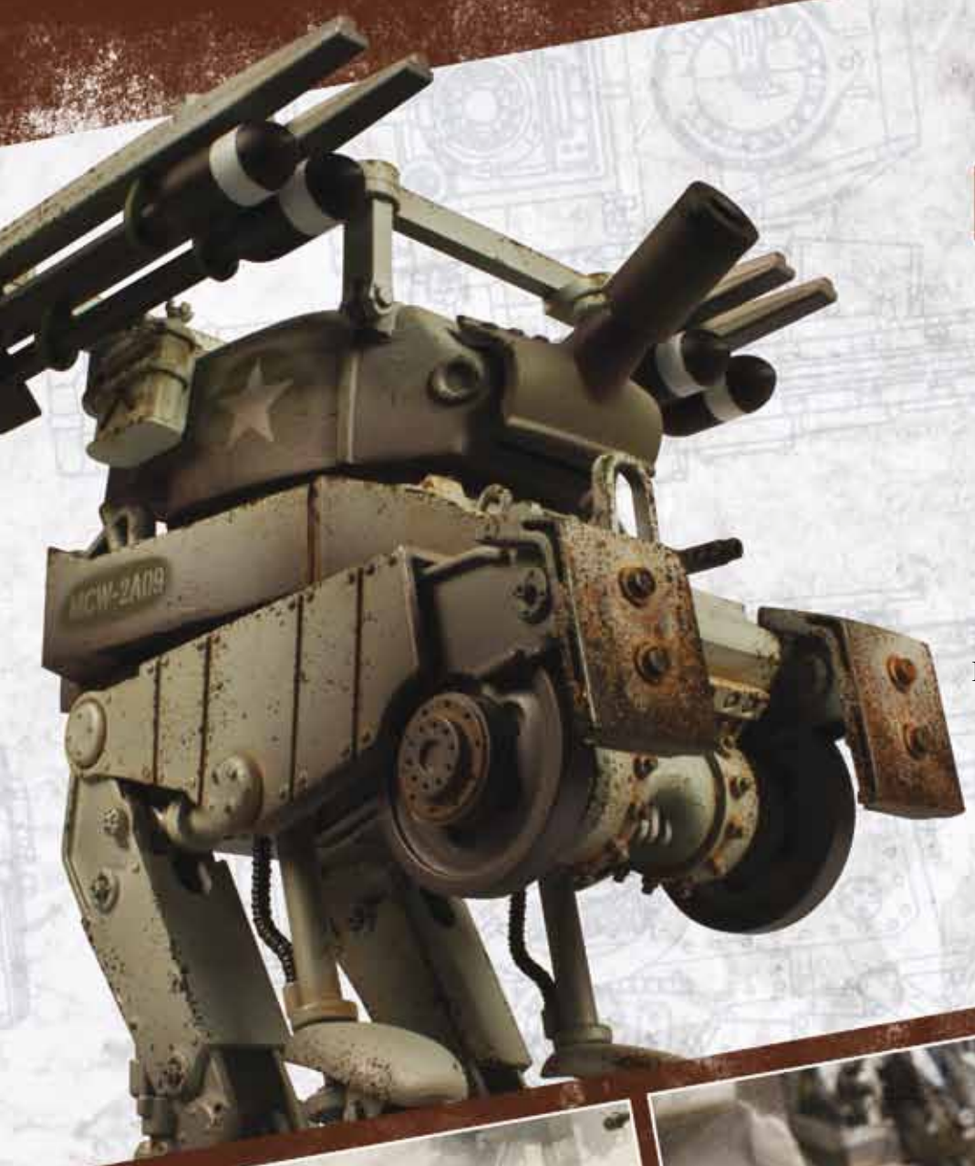
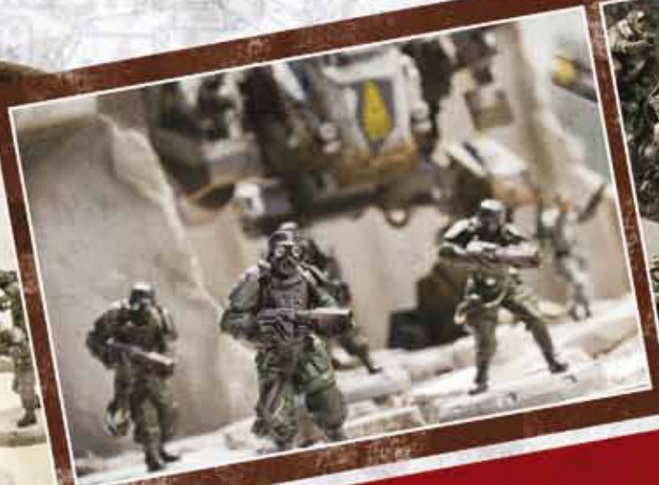


Dust™ Warfare

Get the walkers. Get the rules. Rewrite history.

In the year 1947, World War II still rages. In the alternate 1940s reality of *Dust Warfare*, players control heroes, squads, and fearsome combat walkers as they battle for the fate of the world. Designed by renowned miniatures guru Andy Chambers, *Dust Warfare* integrates dynamic and engaging new tabletop miniatures game design with the stunning miniatures from *Dust Tactics*.



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