

# ОПЕРАЦИЯ: ЗВЕРОБРАД



ТОПКОР™  
TACTICS



## OPERATION "ZVEROGRAD"

Welcome to Operation "Zverograd," the name used to describe the first major engagement on the Eastern Front in early 1947. The doomed city of Zverograd lies on the banks of the Caspian Sea. It sits in a no man's land between two major armies: the SSU forces to the north and northeast and the Axis Army to the west, south, and southwest. A small strip of sand on the beach to the east of the city is also held by the 4th Marines Division of the Allied Army.

The SSU forces in the area are mostly from the 10th SSU Rifle Division and the 1st Red Guards Motor Rifle Division, with additional support from tanks, walkers, and planes. These two divisions are part of the larger 13th Red Banner Army.

The Axis forces surrounding the city are drawn from the "West Asia" army group. They are mostly from the 33rd Special Duty Panzer Division "Nachtjäger" and the 2nd FußPanzer Grenadier Division "Leibstandarte Erwin Rommel." Attached to this force are several units from the 4th Blutkreuz Korps Kommado Regiment.

The Allies also have a vested interest in the city. They have established a combined battle group composed primarily of units from the 4th Marines Division; it provides assault boats and fast sea transports for the 8th Ranger Battalion, "Brown's Roughnecks." Armored support is drawn from the 3rd Cavalry Division.

### CONTENT LIST

#### THIS BOX INCLUDES:

- 2 Double Sided Posters
- 1 SSU Hero, Koshka
- Koshka's personal walker "Grand'Ma"
- Structure components for 1 large single story building
- This Rulebook

Why the three major powers are so determined to control this crumbling city is currently unclear. Zverograd was once the most advanced city in all the USSR with modern buildings (by 1940s standards), a brand new system of transportation including an extensive subway and tram, and a state-of-the-art sewer system. Filled with broad avenues, fountain-filled parks, and an abundance of schools and hospitals, Zverograd was a jewel. Many SSU officials considered it a model city, one which embodied the ideal of a brighter future for all mankind.

The city has since been reduced to a gigantic pile of rubble. While not all buildings have been destroyed, the latest aerial photographs reveal about 70% of them to be mere shells of their former glory. Frequent bombing campaigns have turned the city into a vast field of blasted ruins.

Within these ruins the three major powers struggle to gain control of any part of the city they can; a street, a block, even a pile of stone that provides limited cover has value now.

## THE SSU

Before players face off in this massive battle, Dust Studio would like to introduce the Sino-Soviet Union (SSU). Players will discover everything there is to know about this bloc, which is the third major power to be introduced in Dust Tactics.

The latest information can be found on our websites:

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### LONG LIVE THE MOTHERLAND!

Dust created by  
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## HISTORY OF THE SSU

No other nation in the world has endured as much punishment. No other bloc has suffered as many casualties, destroyed lands, or plundered resources. But now it's 1947, and with this new year comes a new dawn. This is the year of the SSU, the Red Tide that will engulf the whole world.

**1941, June:** Operation "Barbarossa" is launched. The invasion of the USSR begins. The German Army advances through Russia at top speed. Its momentum is stopped in the north a few miles outside of Moscow. The city's defense is desperate, but it manages to hold off the invaders. Soviet troops suffer major casualties; it appears that the Motherland will only be saved by spilling the blood of its children.

**1941, October:** The First Battle of Kharkov, German troops conquer the city as part of the first offensive of Operation "Barbarossa."

**1941, December:** The Battle for Moscow. The first Soviet ski troops push back the German Army. After the Axis Army is stopped, "General Winter" comes into play. The dreaded Russian winter takes its toll on the invaders. The Germans literally freeze to death, having expected a much quicker end to the war on the eastern front.

Soviet troops, trained and equipped more effectively for cold weather action, begin their own offensive to regain the terrain lost to the Axis advance.

**1942:** During the first half of the year, the war on the eastern front grows bloodier for each side. Entire divisions and armies are lost. Soviet forces receive continuous reinforcements from the east as Axis powers draw increasing numbers of troops to this theater.

**1942, May:** The Second Battle of Kharkov. Soviet armies fail to liberate the city.

**1942, August:** The Battle of Stalingrad begins. Each side sees the most combat conditions since the start of the war. Entire Axis and Soviet divisions are marched into the city on a monthly basis in an effort win the battle. Despite all odds, the Russians offer an uncanny resistance to the German assault and manage to hold a small strip of land on the western bank of the Volga. From there they launch daily counterattacks that are repelled by the invaders.

**1942, October:** The first combat testing of the new Panzer Kampfpläufer in the ruins of Stalingrad. German mass production of these models is slowed due to

the difficulty of obtaining the new VK mineral from Antarctica. These new vehicles prove invaluable on this particular terrain; their mobility and firepower greatly exceed those of any tank available to the Russian Army. With the aid of the walkers, German forces manage to slowly turn the tide in their favor.

**1942, November:** Operation "Uranus." The Russians launch a massive counterattack in an attempt to surround the city of Stalingrad. Even with the massive armies it has assembled to flank its objective, the USSR cannot complete the encirclement of the city. German casualties are high, but Axis forces manage to hold their region of Stalingrad thanks only to their new walkers. From fortified positions, the Axis' brand new "Ludwigs" are devastating against the Soviet T34 tanks. It is now clear for German Command: these new machines will change the course of the war.

**1943, February:** The German Army finally takes Stalingrad. It occupies the west bank of the city (the eastern one remains in Soviet hands). This victory leaves a bitter taste in the mouths of the invaders: they have lost more men in Stalingrad than in nearly all other battles on this front combined. The Axis Army won't ever fully recover from these losses: it has lost its strategic initiative.

For the Soviets, however, all is not lost: they capture a brand new Pz. Kpfl "Luther" (in mint condition), the regimental repair workshop of the German Sixth Army, and some mechanics and engineers. These highly valuable prisoners will prove crucial in making the first Soviet walker. With these assets at their disposal, the USSR will quickly begin to bridge the technology gap between themselves and the Axis Army.

**1943, February:** The Third Battle of Kharkov. The Soviet Army finally takes back the city only to lose it again, along with 52 divisions destroyed or captured. The new German walkers are deadly, and the Russians have yet to develop an effective countermeasure.

**1943, March:** In the aftermath of the Third Battle of Kharkov, soldiers in the 2nd Guards Regiment become the first Soviet troops to encounter Axis Zombies in combat. The effect on the Russian soldiers is terrifying: even hardened veterans flee the battlefield, and regular troops are swiftly annihilated by this latest threat. Axis generals are not comfortable with this new "weapon" but the results speaks for themselves. German troops also suffer high casualties at the hands of the Zombies, as they are not yet fully under control. The Blutkreuz Korps decides to retain them for military operations it will command directly.

In the wake of these events, the Stavka (USSR High Command) and the Kremlin launch a multitude of new programs focusing on advanced research and military technology.

**1943, April:** SMERSH is officially founded in Moscow. The USSR now has a central military intelligence and counterintelligence agency. It is suspected that this institution was founded earlier, but kept secret until its official founding. No one can confirm this, however, as all involved parties are now missing or dead, except for a few high-ranking Soviet officials who refuse to comment.

The newborn agency's assassins grow notorious for placing a Queen of Hearts card in the hands of their victims.

**1943, August:** The battle of Kursk ends. It is a strategic defeat for Germany, whose walkers are not yet fully efficient on open ground. The new German vehicles can't withstand the firepower of the latest generation of Soviet tanks at long range; the sheer numbers of USSR guns outmatch the deadly accuracy of the Axis weapons.

German generals decide to reserve these powerful but potentially fragile vehicles for urban warfare or commando operations. Regular tanks will continue to be used for battles on open ground.

**1943, August:** The Fourth Battle of Kharkov. Soviet forces finally take back what's left of the city and manage to hold it. Despite the Axis defeat, the front stabilizes itself; the Soviets can't capitalize on any ground seized during their counteroffensive.

**1943, December:** Months of peace talks between the Allies and the Axis regarding the western front come to an abrupt end. Neither party reaches an agreement and all discussion is terminated when a chief German negotiator is found dead in his hotel room. Many observers still think that SMERSH played a part in the alleged assassination. With a ceasefire in the west, the entire might of the Axis Army turns eastward.

When Stalin learns of these secret meetings he severs all ties with the Allies. The Allies' lend-lease program is canceled and all communication with the western powers ends. USSR leaders feel betrayed like never before, and Stalin swears revenge against the traitorous Allies.

**1944, January:** The Soviet winter offensive starts near Leningrad and Novgorod. Despite some early successes, the offensive breaks on German defense lines and the Soviet Army halts to entrench.



**1944, May:** The Fifth Battle of Kharkov. The first prototype Soviet walkers are sighted amongst the ruins of the city. They are currently not as efficient as the German "Luthers", but the gap is closing steadily. The Axis take control of half the city.

**1944, July:** During a bold amphibious operation, Soviet troops overwhelm the French and British garrison on Madagascar. Stalin has made good on his oath from the previous year, inflicting his first wave of vengeance upon a place where his troops were least expected. USSR is now at war with the Allies.

**1945, August:** The Sixth Battle of Kharkov. The core of the Axis Army Group takes what is left of the city. After six brutal battles, however, viewing the wreckage as a city takes quite a bit of imagination; not a single building is left standing. The Axis' "JagdLuther" makes its first battlefield appearance.

**1945, November:** The USSR and communist China permanently join forces, forming the Sino-Soviet Union. The pressure from the Axis in the east and west, and from the Allies in the south, force the union of two great military leaders: Joseph Stalin and Mao Zedong. For the latter, the alliance is also motivated by a desperate need for help to win the civil war in China.

**1945, December:** For the first time in years, there is no USSR (now SSU) winter offensive on the western front. The Axis and the SSU have each fortified their positions extensively. If either side takes the initiative here, it will be costly. By now, the SSU has other goals in mind.

**1946, March:** The SSU organizes a series of Marxist revolutions in South America. SMERSH is instrumental in further provoking the resulting chaos. As soon as the regimes change, Sino-Soviet troops arrive, followed by SSU scientists. The scientists are tasked with finding new sources of VK to replace the dwindling supply in Siberia. Once a foothold has been established in South America, the SSU begins its invasion of Cuba, which will last several months.

**1946, May:** The Seventh Battle of Kharkov. The SSU Army retakes the city, but halts its offensive immediately thereafter. The first KV152 makes its appearance on the battlefield. Almost every SSU infantry squad carries flamethrowers to deal with the Axis Zombie threat.

**1946, July:** Operation "Red Sun." In a single night, SSU forces land in both Alaska and Florida. They manage to take control of a large part of the Alaskan coast before the Allied Army joins the fight. In Florida, the Allies react more quickly and the Soviet advance is stopped by the 2nd Marines Division in the Everglades.

**1946, October:** Operation "Red Sea." SSU forces land on the east coast of Iceland, which is poorly defended by both the Allies and the Axis. These two blocs have been locked in a long standoff on this front. The addition of a third combatant does little to change the situation.

**1947, January:** For the first time in years, the SSU must face the blunt assault of an Axis winter offensive. Lines are broken in several places on the western front: near Leningrad in the north, and again approaching Zverograd in the south. The SSU reacts quickly, but the Axis show a renewed strength unseen since the early days of "Barbarossa."





## SINO-SOVIET OPERATIONS

With enemies on all sides, the SSU engages in many military operations. While their alliances are few, their numbers are many. The development of Sino-Soviet war machines has already left a smoldering mark on the face of the war, and their progressive designs remain on the cutting edge of modern combat technology.

### THE WESTERN FRONT

Note that the Western Front here refers to the SSU point of view; their west.

When the war began, this is where the fighting was the bloodiest. Now the situation is much more stable. There had not been a major offensive here for most of 1946. 1947 has changed all that, however, with massive simultaneous attacks from the Axis in both the north and the south.

### THE EUROPEAN FRONT

The main thrust of the Axis offensive in the north during January of 1942 came mostly from Finland. As usual, the solid defensive lines put in place by the Russian Army held, but at great cost. More recently, thanks to the new airborne capacity of the SSU Air Fleet, reinforcements were quickly dispatched to the front lines in spite of extremely bad weather.

This assault through the dense forests of the north proved to be a large decoy operation. The real objective was the port of Murmansk, which holds the headquarters of the SSU Northern Fleet. The city had yet to fully recover from the failed German attacks of 1941, but its population was determined to hold Murmansk a second time. The offensive was fierce, but the full mobilization of SSU Naval Forces overwhelmed the aggressors. Soviet Marines, nicknamed "the Black Death" (thanks to their uniforms), once again proved to be formidable opponents.

### THE CAUCASIAN FRONT

In the south, the Axis objectives were as clear as ever: gain a larger foothold on the banks of the Caspian Sea via the total destruction of the Guards Armies holding Georgia, Azerbaijan, and Armenia. Meeting this objective would ensure control of the region's oil fields, which had long been coveted by Axis High Command, OKA (Ober Kommando die Achse). A secondary objective was to cut off any direct communication lines between the SSU and neutral Turkey.

Despite the diligent preparations of the SSU Army, the strength and magnitude of the assault almost wiped out the staunch Soviet defenders. A huge part of this region is now under Axis control. Only the city of Zverograd holds, though it is completely surrounded. The Stavka (SSU High Command) is currently mustering its forces to provide relief to the defenders of the besieged city.

### THE EASTERN FRONT

Note that the Eastern Front refers to the eastern part of the SSU.

Unknown to many outside the SSU, the war in east Asia has also been extremely bloody. Troops from the Japanese Empire have been active here for nearly 15 years. It is the only region of the world where there are no clearly defined front lines. One city can change hands several times in a single month. There is absolutely no quarter given between the opposing armies; neither side takes prisoners.

### THE MANCHUKUO FRONT

The Japanese invasion of mainland North America (and Australia) had a devastating effect on the SSU. Many Allied troops were removed from the Pacific theater to defend their homeland, and increasing numbers of Japanese troops were pulled out as well; they were all sent to the Manchukuo front. SSU Siberian regiments had to be sent to this region to counter the Axis advance rather than reinforcing other fronts.

With the Japanese Empire producing its own walkers, the threat is greater than ever for the SSU in this area. The Axis forces here still need to secure a readily available VK supply. But if they do, the situation may become critical for the SSU.

### THE SOUTHERN FRONT

On its southeast borders, the SSU faces assaults from both the Axis and the Allies. These two blocs have managed to avoid each other thus far, concentrating all their efforts against the Red armies stationed here. The Allies and the Axis in the region seem content to postpone dealing with each other until after SSU forces have been defeated.

From French Indochina come numerous and continuous attacks on the far southern border. The Allies are eager to push back the SSU so they can re-establish a land line of transport and communication between Indochina and Burma. In the deep Burmese jungles the fighting is now even fiercer than on the islands of the Pacific.

Axis assaults in southern China are also frequent. The entire region looks like a battlefield from the first World War - a lunar landscape with hundreds of miles of trenches stretching across a burned land full of immense craters caused by huge rail-mounted naval guns. Both sides have dug massive bunkers and all structures are now underground. The southern front of the SSU remains one of the bloodiest battlefields in the world.

### THE AFRICAN FRONT

In the vast African theater, war continues much as it did in the early days of the conflict, except for the addition of a new combatant: the SSU. Entire regions change hands on a weekly basis as armies advance or are forced to retreat, but the sizes of the different forces in this theater are small when compared to other fronts. Armies number in the hundreds for vehicles, compared to the thousands in service on the western European front.

The armies of the three blocs in Africa are similarly constructed, with a focus on highly mobile vehicles and troop transports. Allied forces and the northern SSU Task Force were inspired by the former Deutsches Afrikakorps (DAK). The N-DAK has also come to Africa, but is only targeting the Allies for the time being.

As the SSU advances in this theater it is building increasing numbers of airfields to take advantage of its impressive airborne troop transports. The Allies are very aware of this, however, and work to destroy or capture these high priority targets at every opportunity.

### THE NORTH AMERICAN FRONT

The decision to invade North America was a tough one for the SSU. The bloc knew that it would incur the wrath of the Allies, but Stalin had sworn revenge. Bringing the war to the Allies on their own soil would also relieve the other fronts contested by these two blocs: South America, southeast Asia, and Africa.

These bold operations were the result of years of planning and preparation by SMERSH. SSU intelligence knew that the only real resistance would be found on the west coast of the USA, where preparations had been made in anticipation of a Japanese landing in early 1942. The other coasts were poorly defended - no sane Allied general believed that a successful attack could be launched from the Everglades. They were proven wrong.



## THE ALASKAN FRONT

There is no other army in the world as accustomed to cold weather as the SSU Army. The only thing that surprised the invaders after they crossed the Bering Strait was the ferocity of the 3rd Marines Division of the Allies. These opponents proved to be more of a challenge than expected. Nevertheless, the Red Army managed to gain a major foothold before the Allies could react. These lands are considered to be yet another territory of the SSU - a territory that should never have been sold by the Tsar's decadent regime, but which has now returned to its rightful owners.

Entrenched on the Alaskan peninsula, the Marines offer a desperate but resolute resistance to the Soviets. Any advance ignoring the forces on the peninsula would leave SSU supply lines vulnerable to endless counterattacks. So far, the Red Army has failed every attempt to overcome these defending Marines. A vigorous Allied defense has also been mounted around several Canadian Arctic Rangers regiments in the north.

The war on the Alaskan front is essentially a war of attrition: the SSU is convinced it can supply its troops there indefinitely and the Allies grow stronger each day, receiving everything they need by land instead of by sea.

The worst that could happen to the SSU in Alaska would be if the powerful Allied Navy could spare any of its forces from the Pacific. If that were the case, some battle groups could then be sent north. But as it is, the Allies are busy enough with the Japanese Imperial Navy.

## FLORIDA FRONT

The SSU did not anticipate the difficulties posed by the Florida Everglades. The invasion from Cuba was to arrive on the sunny beaches of Miami. An unexpected convoy of Allied Navy ships, en route to the Panama Canal to reinforce the fleet in the Pacific, happened to pass by the Florida Keys as the offensive was launched. When they saw the fleet of SSU ships, they opened fire. The Soviet Admiral had no choice but to change course, and the flotilla of landing ships headed for the far side of the Keys and the Everglades.

A few days later the first Allied Marines from the 2nd Marines Division arrived from nearby Camp Lejeune in Jacksonville, North Carolina. They immediately engaged the SSU in battle and the two sides have been locked in combat ever since.

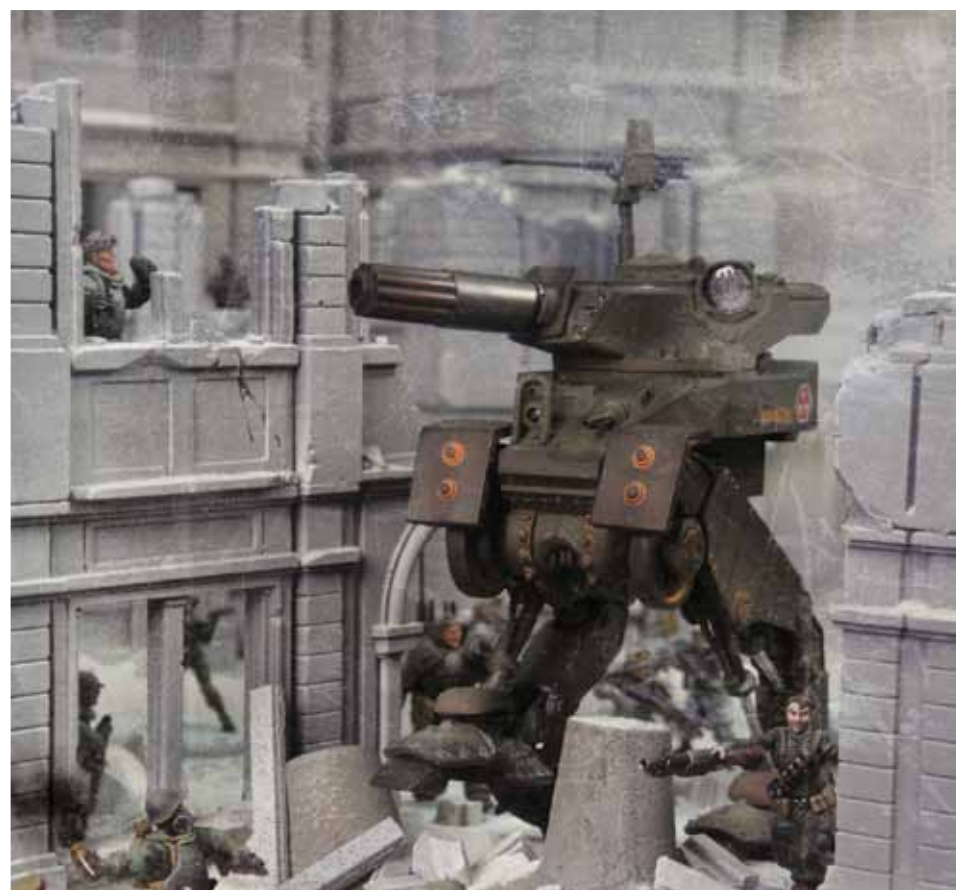
For both sides, casualties caused by the Everglades themselves are as numerous as any caused during military operations in the area. SSU soldiers have learned to fear the alligators almost as much as the Marines Weapon Teams; the Marines are well-prepared for the terrain and carry plenty of flamethrowers. On this front there are no major battles, just countless small engagements between individual squads and, rarely, companies. Nevertheless, the fighting is bloody and exhausting for both sides. The Allies' real advantage here is that their soldiers can head north to return to civilization and rest. The SSU soldiers are sent here to die. They never know when or if supplies will come, as the Allied Navy is now in constant patrol of the surrounding waters. Supplies for SSU troops can only be delivered by submarine or through quick air drops from Cuba.

## THE SOUTH AMERICAN FRONT

No sane Soviet general would have thought that someday he'd have to conduct his troops from the front line in this theater. That was before German engineers captured in Stalingrad revealed the existence of VK mines deep in the Amazon jungle. Since that time, South America has been a priority target for the SSU.

On this front the military situation is very complicated. Though there is no real Axis territory, neutral Argentina harbors many German and Japanese agents who are well connected with the local government of General Juan Peron. He has reinforced his army extensively and would likely outmatch any assaulting force on Argentina's soil.

The real prize here for the SSU is western Brazil with its famed (and yet undiscovered) VK mines. Brazil joined the Allies early in the war and has mobilized its whole army in an effort to counter the SSU. The terrain creates difficulties for both sides; jungle warfare is not for the faint of heart. Similarly to the Everglades battles in Florida, limited maneuverability prevents any major engagements or battles on this front. There are a lot of bloody skirmishes, however, where the Allies' Hot Dogs try to burn the SSU's KV47 units before they get burned themselves. Walkers and soldiers fight almost exclusively in close combat, a range at which SSU soldiers normally excel. They just need to get used to the jungle first...





## SINO-SOVIET HEROES

More than any other bloc, the SSU needs heroes in these dire times. Since the start of the war, with its many bitter defeats, Soviet leaders have understood the value of having strong role models for the whole nation's population. These incredible characters are glorified through newspapers and radio, an endless source of inspiration for millions of soldiers, workers, and farmers who would give anything to preserve their countries and beliefs.

### CAPTAIN KOSHKKA RUDINOVA

**"Koshka" – 3rd Special Duty Division, SMERSH**

**Notable History:** Hero of the SSU – 1945, Order of Kutuzov – 1945, Hero of the Soviet Union – 1943, Order of the Patriotic War – 1942, Born 1917 in Moscow, USSR

Captain Rudinova is a legend amongst the SSU. She is probably the most famous citizen of the bloc serving directly in the armed forces. Daughter of the Soviet hero Colonel Mikhail Rudinova, now MIA, Koshka grew up on various army bases throughout the USSR; she and her mother would follow the Colonel as he was transferred from one command to another.

Raised as a boy amongst the other boys on base, serving in the military was a natural calling for Koshka. She joined the Red Cadets at age 15 and has served her country ever since. Soon after her initial infantry training she enrolled in a program for tank commanders where she bested all of her classmates. Koshka was in command of a T34 platoon when the war began, and she defended her beloved city of Moscow with a strength born of desperation.

When the Soviet Army went on the offensive, Koshka was called upon to join the Spetsnaz special forces. This is where she currently serves, but now she commands a regiment of her own. Throughout her career, Koshka has gained many different skills. She is an expert in hand-to-hand combat and a decent marksman. She has unnaturally good piloting skills when operating "Grand'Ma", her very own walker. Koshka has a near-symbiotic relationship with this machine, which was customized after her own designs.

The small world of spies and special forces operatives is very aware of Koshka's loose relationship with Joe Brown, a hero of the Allies. SSU top spies hope that someday he can be turned by Koshka's charm.

### SERGEANT DIANA BONDARENKO

**"Red Yana" – 3rd Special Duty Division, SMERSH**

**Notable History:** Order of the Red Banner – 1946, Order of Suvorov 3rd Class – 1945, Order of the Patriotic War – 1943, Born 1919 in Kiev, USSR

A couple of years younger than Koshka, Diana has always regarded Koshka as an older sister. Born an orphan, she was raised in various state institutions. This rough childhood made her grow bitter but gave her an unnatural strength of will. Diana has overcome many deadly situations she has gotten herself, or Koshka, into. She has saved the life of her "big sister" several times now, from the outskirts of Moscow where they repelled the first German invasion of their homeland to the current conflict in Zverograd.

Now a full time member of SMERSH, Diana proudly serves her country and its ideals. A very capable leader of soldiers, she commands from the front line, where the action is. She is personally field testing a new weapon: an automatic grenade launcher that could someday become the standard issue weapon of all SSU soldiers. Diana is very proud to have been chosen for this task, which she considers of the utmost importance. She'll sacrifice her life, and the prototype, before getting captured. She even carries explosives to destroy the weapon should the need arise: it must not fall into enemy hands.



### COMMISSAR CAPTAIN NIKOLAI DIMITRIEVICH STARINOV

**"Nikolai" – 9th Guards Heavy Tank Division  
"The Steel Cossacks," Red Army**

**Notable History:** Hero of the SSU – 1946, Order of Lenin – 1945, Order of Red Star – 1945, Order of the Patriotic War – 1942, Born 1910 in Sevastopol, USSR

Nicknamed "The Red Bear," comrade Starinov is a rising star of the SSU Army. He has fought for his country since the German assault on the Motherland in 1941. Since then he has taken part in all the toughest fights of the Great Patriotic War.

Nikolai is one of the few people in the SSU with the distinction of being both a Commissar and an Army Officer at the same time. His incredible feats of heroism have earned him this unique position, which gives him more authority than a general on some occasions. When Nikolai speaks, even in the Kremlin, everybody listens.

An excellent tank commander, Nikolai Starinov now commands the first armored company of the 9th Guards Heavy Tank Division. It is mostly composed of heavy "Fury of Ivan" walkers. This division currently boasts the highest kill ratio of the SSU Army.

Starinov himself commands the heaviest tank available in the SSU: the huge IS-5A "Karl Marx".

With it Nikolai has destroyed all the beasts that invaded his homeland, including Tiger and Panther tanks, and Elephant tank destroyers. He has no fear of the walkers he may face in battle. He knows his vehicle is not as maneuverable as others, but none can match his resilience and raw firepower.

Starinov currently oversees all armored operations in the Zverograd sector. He visited the famed city before the war and loved it, as would any Russian patriot. Seeing it in ruins broke his heart. Now his only goal is to make the invaders suffer for their actions.



## COMMISSAR LÔ LYN-KUIN

**"The Mastermind" – Revolutionary Military Council, 13th Red Banner Army**

**Notable History:** Decorations, if any, are unknown. Nothing found on file. Born 1899 in Hanoi, French Indochina

This shadowy figure is unanimously recognized as one of the most dangerous men in the whole SSU. He has "dispatched" more enemies of the regime than any other Commissar, many of whom were from the SSU's own ranks.

Born and raised in French Indochina, Comrade Lô has always been revolted by the foreign occupation of his native country (but still speaks fluent French). After the Communist Revolution in Russia, he became a fervent Communist and Marxist. As a young man he scraped together what money he could and made the long trip to Moscow on his own. There he relentlessly petitioned for resources to liberate his home country through a Marxist revolution. His willpower and dedication were quickly recognized and he was sent to the KUTV – the Far East University – where he received a full political education.

A man of action at heart, Lô joined the Red Army soon after graduation and served there for many years, receiving special training that would prove useful to his future occupations. In the 1930s, after his service had ended, he traveled the world extensively to promote Marxist ideology, making many new contacts along the way. After years of organizing political unrest and eluding the authorities in southeast Asia, Lô moved back to the USSR at the outbreak of WWII. He resumed his work with the military and was one of the first to promote the idea of political Commissars in the ranks of the Army.

For his work in the SSU and abroad he has gained considerable influence in the Communist Party, where his support and advice are highly valued. Lô Lyn-Kuin oversees the political supervision of the SSU Army in and around Zverograd. Before his departure from Moscow, he received clear orders from the Kremlin that whatever the cost, this city must not fall.

## SENIOR SERGEANT YAKOV PAVLOV

**"Yakov" – 10th SSU Rifle Division**

**Notable History:** Hero of the SSU - 1946, Hero of the Soviet Union - 1945, Order of Lenin - 1944, Order of the October Revolution - 1943, Order of the Red Star - 1942, Born 1917 in Krestovaya, USSR

Born a peasant's son from northern Russia, Yakov Pavlov joined the Red Army in 1938. He quickly rose through the ranks, serving as the commander of a machine gun unit, an artilleryman, and finally as the commander of a reconnaissance unit. He fought off the Axis invaders from the first days of the war and has sworn to continue fighting to the last.

Yakov became famous during the Battle of Stalingrad while his platoon was engaged in seizing a four-story residential building at a strategic crossroad. The Lieutenant of his platoon was badly wounded and Pavlov assumed command, ordering the men to dig in, fortify the building as best as they could, and prepare to make the enemy pay dearly. He assumed command on the night of September 27, 1942. The building was besieged by Axis forces for two months before the platoon was finally relieved by a Soviet counterattack. For his exemplary application of Comrade Stalin's Order No. 227, "Not one step back," Yakov was officially recognized as a Hero of the Soviet Union.

Today, Yakov's story is an inspiration to SSU troops under siege in Zverograd; their courage is bolstered by the legend of his defiant stand and they want to make him proud.

## LIEUTENANT EVA KOROUTCHENKO

**"The Red Ace" – 3rd Guard Assault Aviation Division, 2nd SSU Air Fleet**

**Notable History:** Order of Glory – 1946, Order of the Patriotic War – 1946, Born 1924 in Vladivostok, USSR

The youngest rising star in the SSU, Lieutenant Koroutchenko is already a legend. She is famous throughout the bloc for her emerald eyes and short dark hair; every young man in the SSU keeps a picture of her near his heart for good luck and to protect him from harm. Eva is the new "poster girl" for the SSU Air Army, a role in which she excels. She's also a hell of a pilot who has already scored more than 30 air victories in her short career. With time and luck she may outperform the most famous pilots of the bloc. She works very hard towards this goal, persistently learning everything she can about flying. Axis pilots on the western front have already put a large bounty on her head; they need to destroy this dangerous pilot as quickly as possible. Eva's wingmen do their best to protect her while trying to maintain her pace!

Along with her new position as an ace, Lieutenant Koroutchenko received secret prototype from Comrade Stalin himself during a massive ceremony at Red Square. This new machine was modified according to Eva's specific mission needs, and is much more maneuverable than any other flying vehicle in the SSU. It also has more firepower. Currently deployed near Zverograd with her unit, Eva will ensure that any force approaching the city pays a heavy price.





## THE CITY OF ZVEROGRAD

"The new home for a better future"

In the early 1930s the Central Committee of the Communist Party of the Soviet Union decided to engage in a bold experiment. A new modern city would be built in record time. Though smaller in size, it would compete with the most advanced great capitals of the world. This city would prove to the world that the Soviet Union could accomplish anything. Months were spent selecting the perfect location for this new city, as well as developing its name. It was finally decided that the city would be called Zverograd, and it would be built on the Caspian Sea, some 150 miles south of Astrakhan. It was built on the site of a medieval town, its name long forgotten, with wooden houses built on a hill surrounding an ancient Orthodox monastery. This small historic village was left intact in remembrance of the past, and in the surrounding lands the city of Zverograd started to grow.

The best architects in the USSR gathered to plan the city. They decided to create a brand new metro system that would allow workers to quickly reach their factories and move around the city. They designed wide avenues to accommodate stunning parades. They planned modern roads and bridges to connect all parts of the city. They designed the central sewer system to support a much bigger population, expecting Zverograd to grow into one of the largest cities in all the Soviet Union.

Finally, only four years after determining its location, the first new residents of Zverograd began to arrive. They came from all over the country, lured by widespread advertising campaigns promoting the city as a modern paradise.

The first rumors began to spread in early 1941. Underground metro workers had "found something" while digging an expansion for a new line. They had no idea what it was, but described it as a huge underground structure, impervious to anything they could throw at it. The edifice had an eery feeling about it, as though it didn't belong down in the darkness beneath the city. An official team was dispatched from Moscow to investigate but, before any conclusion could be reached, German troops crossed the USSR's western border and the war began. It would be years before the newly formed SSU would refocus its attention on the secrets beneath the once-great city, but now Zverograd has the full attention of the SSU - as well as their enemies.

## ZVEROGRAD TODAY

When the strange discovery was made beneath the city of Zverograd, The Soviet Union failed to keep its secret secure, and soon their enemies became interested as well. No one is really sure what lies below, but all parties have their suspicions. Some say it's a large underground VK mine. Others, including members of the Allies' ASOCOM and the Axis' Blutkreuz Korps, think it could be much more than that. SMERSH has found what looks like an "entrance" to the structure, but have yet to gain access. Time is running short, however, as all three blocs are now fighting to control Zverograd's secret.

The violently executed interest of the enemy blocs has reduced the city to rubble. On the path of the invading Axis Army as it made its way towards the petrol fields of Grozny and Northern Iran, the city was poorly located. Now it is situated at a crossroads between all three blocs, and the city has suffered greatly. Nearly half of the city's buildings have been destroyed, most are completely roofless, and nearly all remaining windows stand empty and glassless. The medieval town in the city center has burned almost entirely to the ground, the only surviving structure is the sturdy stone monastery. The fight for control of the city is continuous; it has been years since any force has been able to claim it entirely.

The underground sewer and metro system is now a battlefield in its own right. The tunnels are heavily guarded by the SSU in their attempt to conceal the "entrance" to the artifact, but heavily-armed enemy kill teams assault their defenses on a daily basis. In their efforts to clear out the tunnels, the Blutkreuz Korps has released uncontrolled squads of Zombies that attack anything in range. Allied troops have requisitioned ever-increasing supplies of flamethrowers, deadly efficient weapons in the confined underground environment.

The city is a war zone. More Axis troops arrive each day, fighting for control of every destroyed building or pile of rubble that might grant some cover. The Soviets are dug in; they survived Stalingrad and have firsthand

experience with urban combat. Massive Allied offensives are launched regularly from the city's eastern shores, sending fresh troops straight to the front line... or what remains of it.

"The new home for a better future" is now known as "the doomed city."

You'll discover even more about the city and its battles in Dust Tactics' next Campaign Expansion: Operation Hades.









## AIRCRAFT


The SSU is the first army in Dust Tactics to deploy combat aircraft that operate at engagement range with enemy infantry. The other blocs will likely respond to this new threat as expediently as possible! The following rules govern all aircraft units, regardless of which bloc they herald from.

Aircraft units function much like any other unit in Dust Tactics, with a few exceptions. These are noted below and explained in detail.

### GENERAL RULES

Aircraft units all have armor class . Any other unit that appears to be flying but does not have armor class  functions more like a ground vehicle (such as a hovercraft might). Armor class  governs those vehicles capable of controlled altitude changes.

Aircraft units can only be targeted with weapons that affect armor class . Aircraft units have line of sight to any unit on the battlefield. Likewise, any unit on the battlefield may target aircraft units (if their weapon range allows). Aircraft never benefit from cover, but other units in cover benefit from a cover save as normal against an attack from Aircraft.

Flying units are very difficult to shoot at because of their speed. To represent this, flying units can never be targeted from more than 6 spaces away. For weapons with a U range, when firing at a unit with armor class , treat Unlimited Range as Range 6.

All aircraft units ignore terrain restrictions when moving. They can fly above ammo crates, anti-tank traps, water, smoke, impassable terrain, and even structures without being affected. Aircraft units can fly over spaces without a dot in the center (terrain spaces for examples). However, as noted above, they do not benefit from cover as provided by terrain. This applies to structures as well: aircraft units can fly over them but can't hide behind them. As stated above, nothing short of being inside a structure — not even another aircraft unit — blocks the line of sight to or from another aircraft unit.

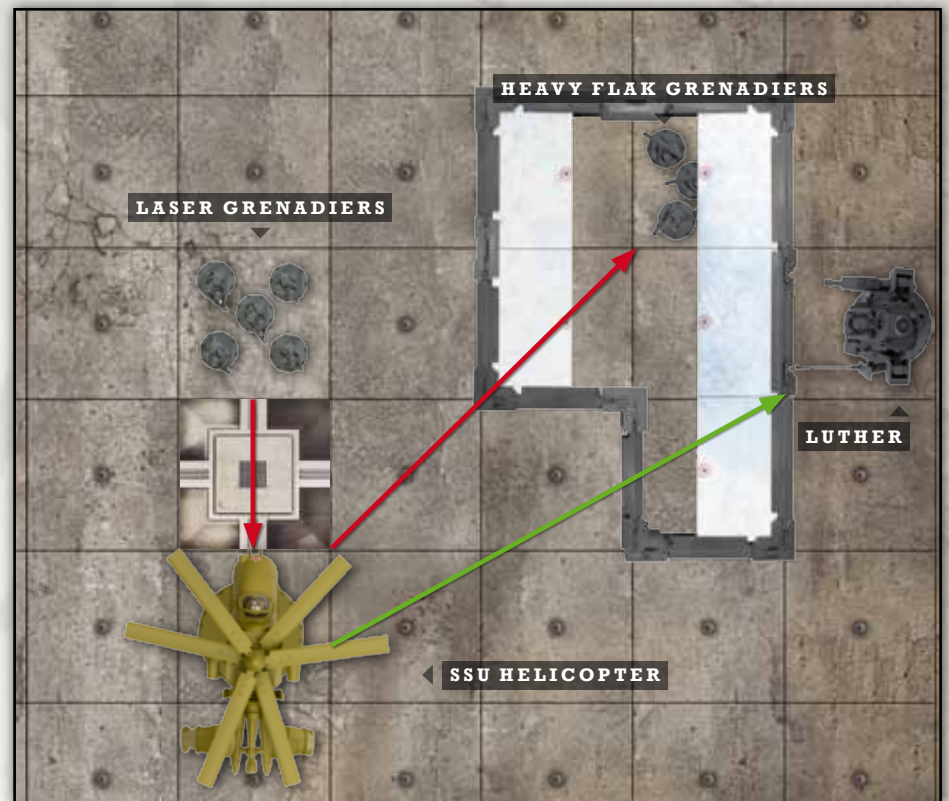
Structures are an exception to an Aircraft's ability to ignore cover and terrain. Aircraft units can only target units inside a structure if the unit is on a space that shows an exit (or on the roof). Aircraft can only be targeted from a structure if the attacking unit is on a space that shows an exit (as per the usual rule).



All flying units can move over friendly and enemy units. They cannot stop their movement on the same space as another unit, but they can freely cross any space occupied by a unit. This also applies to heroes. Flying units can stop their movement anywhere on the battlefield, even on top of a structure. When determining range to or from a flying vehicle, follow all normal range rules.

Flying units are in constant movement. Therefore, every flying unit must at least make one **MOVE** action every round. Thus, flying units can never choose to make a **SUSTAINED ATTACK**.

Often an Aircraft miniature will hang over more spaces than the one occupied by its base. For all mechanical purposes, the Aircraft is treated as only occupying the space that its base is in.


Some special rules, like using the **ACE PILOT** skill or the **HOVER** skill may modify these rules.



**EXAMPLE:** This *SSU Helicopter* is engaging Axis forces. The *Laser Grenadiers* line of sight is not blocked, however their weapons cannot harm armor class . The *Heavy Flak Grenadiers* can harm the *SSU Helicopter*, but because they are in a building and not near an entry, their line of sight is blocked. The *SSU Helicopter* has an unblocked line of sight to the *Luther*, despite its position behind the building. The *Luther's* 5cm Flak 43 is rated 3/1 against 2 units, a **SUSTAINED ATTACK** will likely do quite a bit of damage!

### ENTERING THE BATTLEFIELD

Flying units may choose to enter play differently than ground units.

When deploying a flying unit () a player can choose one of the following options:

**Regular deployment:** The flying unit enters like other units. The first action of the first turn is a **MOVE** action to enter the battlefield (as usual). The second action can be anything else (also as usual).

**Advanced deployment:** The flying unit can enter the gameboard on any space that is not within opponent's Deployment Zone. When entering play using Advanced Deployment, the Aircraft must make a **MOVE + MOVE** action, so it cannot do anything else during its activation except arrive on this space. It may still be reactivated by a Command Squad.

If the Aircraft has the Carry Capacity skill, any unit it carries may not exit on the same turn in which the aircraft enters the battlefield using the advanced deployment option.



## NEW RULES

The SSU has several new unit types with special rules and abilities that require additional explanation. Both Piloting Skills and Commissar units are new concepts in **Operation Zverograd**.

### COMMISSAR SQUADS

Within the SSU, the Commissars are a potent political and battlefield presence. This is particularly true on the front lines and combat zones. Since the start of Operation Barbarossa in 1941, political officers have been increasingly more common, helping to ensure the military policy of the SSU is followed.

Commissar Squads are highly trained officers responsible for the efficiency of the elite troops that fight in Dust Tactics. They are far deadlier than their counterparts in the regular SSU armies. Commissars have the latest generation weaponry that the SSU can provide. Their unique skills at motivating men can bring out the best in any soldier.

Commissar's can be used both as a squad or as individuals. The Commissar squad includes a variety of Dust Tactics cards for both the Commissar's as a unit, or as individuals.

### PILOT SKILLS


Some Heroes' skills can be used while piloting a vehicle, be it a tank, a walker or a plane. These heroes will have the Pilot skill, with the type of vehicle they are able to pilot noted. For instance Koshka has the **Pilot: Grand'Ma** skill.

Skills listed as Pilot Skills are conferred to the vehicle the Hero is piloting. All pilot skills can be used both while the Hero is piloting a vehicle and when he is not piloting the vehicle.


**Example:** *Nikolai*, Tank Commander of the SSU has the Take Aim skill. It allows him to reverse the die roll when he makes a sustained attack. *Nikolai* can benefit from this skill when he uses his own weapons or when he uses the weapons of the vehicle he's in.

## 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 LIFT

Some walkers are outfitted with holds and clamp emplacements that allow it to be transported by aircraft. A unit with this skill can be transported via a flying unit with armor class  that has the appropriate Carry Capacity skill.

### 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.






### AMPHIBIOUS UNIT




A unit with this skill can enter water (triangle terrain) and land (circle terrain).














## 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.

## CARRY CAPACITY: VEHICLE

This skill works exactly like the Carry Capacity skill, except that the vehicle with it can carry other vehicles. Next to the skill's name is an armor value. The vehicle with this skill can carry another vehicle of that value or lower.

If a vehicle has this skill several times, it can carry one vehicle for each skill listed.

Flying vehicle (armor class ) can only carry vehicles that have the Air Lift skill.

## COMMISSAR





A unit with the Commissar skill can join other units like a hero does. The Commissar obeys all the rules of a hero joining a unit. However, the Commissar does not count as a hero, therefore a hero may also join the same unit. Only one Commissar can join a unit (although an individual Commissar can join a full unit of Commissars). A Commissar cannot join an individual hero who has not joined a squad. A Commissar joins a unit for the entire game and cannot leave the unit for any reason. If the unit is brought back into play, the Commissar returns to play with the unit.

## COMBINE SHOTS

This skill is available to some vehicles with two Flamethrowers. Instead of firing separately, the vehicle can combine the two shots into one. Rather than rolling combat dice for each weapon individually, the player rolls combat dice for only one of the weapons but the range is extended one.

## FIGHTING SPIRIT

A hero with this ability is an extraordinary fighter. He knows how to push his advantage and can carry on the assault relentlessly.

Once per game the hero can call upon a level of determination that few can boast. The hero treats  as , and  as  with all of his weapons as long as the hero performed at least one **MOVE** action this round. In order to trigger this bonus, the hero must move before attacking.

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



## HOVER

A flying unit with this skill can remain stationary while it is in the air. Unlike other Aircraft (✈️) the unit is not required to take at least one **MOVE** action during its turn. Because of this, the vehicle may make a **SUSTAINED ATTACK**.

## LEGENDARY TACTICIAN

When this world-reknowned officer with this skill is in an army, two things happen.

When rolling for initiative, the player treats ⊕ as ■, and ■ as ⊕.

In addition, infantry squads in the army that are adjacent to the hero (and any squad the hero joins) gain a level of cover up to **Hard Cover**. A unit without any cover is treated as if it is in **Soft Cover**. A unit in **Soft Cover** is treated as if it is in **Hard Cover**.

## 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 11. 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.

## RARE UNIT

A unit with this skill is a rare sight on the battlefield. Perhaps it is difficult to build or it has been stolen from an enemy. Whatever the reason, when it is lost it is difficult to get another one.

A player may only include one of each Rare unit in his army. Just like heroes, a player may not use duplicates of these unique units.

In addition, a unit with this skill cannot be brought back into play for any reason (including by a Command Squad) after it has been destroyed on the battlefield. Once it is lost, it is gone!

## TAKE AIM

A hero with this skill is an incredible sharpshooter. He can make the most of any weapon he might wield, as long as he has time to aim.

When a hero with this skill makes a **SUSTAINED ATTACK**, reverse the die results (i.e. consider ⊕ as ■, and ■ as ⊕) instead of re-rolling the dice.

A hero with this skill does not share it with any squad he joins.





## NEW UNITS

These images are considered “Highly Classified” and should be protected by SSU agents with all necessary caution.

### MIL MI-47 ATTACK HELICOPTERS

There are four weapon load outs available to the MI-47 for a variety of missions. Each is detailed here.

#### AIRBLASTER

This variant is a dedicated anti-armor attack helicopter. On the battlefield, the “Airblaster” is deadly. With its two 250 kg bombs, it can destroy or damage any armored unit on the battlefield. Like the other helicopters, it also can lay down a barrage of fire on any unit within range of its machine gun and Rocket Pods. Remember that these and the bombs are limited ammo weapons; only one of each can be used during a single activation. The Rocket Pods themselves are a very versatile weapon, useful against infantry and vehicles alike. When the “Airblaster’s” limited ammo weapons are all used, it can still be very useful for “cleaning out” wandering enemy infantry.

#### BURNER

Replacing the bombs from the “Airblaster” with Napalm, the “Burner” is the anti-infantry variant of the SSU attack helicopter. Its payload can inflict tremendous damage to infantry and can even hurt vehicles should the need arise. Also equipped with Rocket Pods, the “Burner” can increase its firepower for two activations while it still has ammo. Mostly an infantry hunter, this helicopter can cause considerable destruction to an opponent’s attack force if used properly. A commander may have to choose between high value and opportunity targets, as their opponent will be wise to not offer both at the same time.

#### DEATH RAIN

The third variant of the SSU attack helicopter, the “Death Rain” is potentially one of the deadliest units in Dust Tactics. It can be very difficult to use, as its main weapons are all Range 1 (except its machine guns), and as soon as it’s in the air, it’s going to be shot at. Still, when the “Death Rain” gets close enough, it can unleash havoc and mayhem. Enemy infantry disappears, and tanks and walkers are pulverized. Remember that Napalm and Bombs are limited ammo weapons and that you can only use one of each during a single activation. Don’t worry; it’s more than enough to crush your opponent.

#### STRIKER

An extremely powerful weapon system, the “Striker” is an attack helicopter that can engage other flying targets and destroy them quite easily. It’s the SSU version of a “fighter plane”. Its impressive weapons are also very efficient against soft targets; when used against infantry they are deadly. Whether you need AA firepower or want to destroy elite enemy soldiers, the “Striker” is perfect for the task. Capable of making devastating Sustained Attacks, this aircraft will quickly become dreaded by your opponents.

### AIRBORNE TRANSPORT / CHINESE VOLUNTEERS

A dedicated transport, the MIL MI-45 can deliver up to eight soldiers anywhere on the battlefield faster than any other unit. Carrying deadly combinations of troops this way can give the SSU an edge when playing on the offensive. As a relatively inexpensive unit, the Airborne Transport is most effective when carrying resilient or very deadly units. It will certainly be one of the primary targets of your opponent. Re-activating it early in the game using a Command Squad can give it a chance to deliver its payload before enemy fire gets too hot.

One of the least expensive infantry units available, the “Chinese Volunteers” are nevertheless extremely useful! They can deal significant damage to enemy soldiers while providing elite troops with a first wave that can be sacrificed if needed. If the plan doesn’t include their protection, make sure they go down fighting! Even if they don’t look like it, this is a fairly resilient squad by itself. When multiple squads are fielded, your opponent will know the Red Tide is rising!





## OHOTNIKI

A core component of any SSU army, the Rifle Squad is specialized in dealing with enemy infantry. With their sniper rifles, they can engage other soldiers long before retaliation is possible. A truly elite infantry unit, these SSU squads should take strategic positions on the first round of the game. From within cover they can then lie in wait for the enemy! Once they come into range, the submachine guns of the Rifle Squad can open up and cut a swathe through the enemy with a stream of bullets.



## FRONTOVIKI

Another core infantry squad, these troops bring two heavy machine guns to the battlefield. This is definitely another unit you won't leave your camp without! If an enemy squad is foolish enough to close within range of their other weapons (Range 2), the Battle Squad can cause a bloodbath.

Like their rifle-wielding brothers-in-arms, these troops should seek areas with good coverage on the battlefield. From these positions, the squad's machine guns can be quickly put to good use.



## FAKYELI

One of the deadliest close combat squads in the game, these troops are fearless. At close range, they can destroy almost any other unit. Only flying units can force them to hide. Equipped with Shotguns, Molotovs, and a Sulfur Thrower, most of their equipment needs little explanation. Just get them close enough and they will blast a hole in the front line.



## THE MEDVEDI

Command Squads have been in the game since the beginning, but the SSU squad is slightly different. Carrying an impressive Power Tool, their Mechanic can attack vehicles in Close Combat for devastating effects! They also carry their standard weaponry and have access to all the special skills that make this unit of utmost importance to any army.



## DRAKONI

A unique asset to the SSU, the Commissars can be used as a single unit of hardened soldiers or spread out among several infantry units, boosting their abilities. How you will want to use them greatly depends on the size and composition of your army. If using an infantry-heavy force, giving each squad a Commissar greatly boosts its strength; with an extra weapon, one additional Health, and the very useful Assault skill, the squad becomes elite! The Commissars also provide access to a much needed bazooka, or a machine gun. These should be attached to squads that are going to be sent to the worst parts of the battlefield, where these heavy weapons are certain to make a difference. When fielded together as a five-man squad, the Commissars are fierce warriors who can destroy any enemy that crosses their path. Use them this way in an army that is light on infantry to add a powerful squad to your force.



## SSU SPECIALISTS

Like the other power blocs, the SSU makes use of highly trained two-man teams. While the "Nabludatye!" function much like their Axis and Allied observer counterparts, the SSU arms its sniper teams (called "Jnetzi") with a pair of powerful Widowmaker rifles, rather than training one as a spotter.





## KV47 WALKER

Like many other SSU war machines, the KV47 walker can be outfitted for several different battlefield roles to support soldiers on the ground.

### NADYA

The first KV47 variant ever put into service in the SSU, "Nadya" is a deadly walker. Its increased mobility over traditional tracked vehicles always comes in handy to maximize the use of its two sulfur jets. It's deadly to the enemy infantry, but can be very effective against vehicle armor as well. The Combine Shots skill can be a surprise for a complacent opponent; when a unit thinks it's safe, this range-boosting ability may say otherwise! "Nadya's" arsenal of nasty tricks will always keep an enemy commander guessing.

### NATASHA

The most common variant of the KV47 and armed with dual howitzers, "Natasha" is a potentially deadly weapon system when facing elite infantry. Its grenades ignore cover and their All In One skill can increase its rate of fire when facing a dangerous opponent. A powerful KV47 variant, it will certainly be useful in gaining strategic positions on the battlefield. With Range 6 weapons, "Natasha" will be able to target a huge part of the combat zone from any location.

### NATALYA

A pure machine of destruction. One of the most deadly walkers in close combat ever, "Natalya" can rip apart tanks, vehicles, and men. If needed, its amazing damage can be boosted once per game using the Berserk skill, allowing "Natalya" to reroll missed Combat Dice during an attack. This walker might be difficult to employ on battlefields with many long lanes of fire, but if it has enough cover to maneuver around, it shines. Your opponents will come to fear this walker, as it can destroy almost any unit with ease.

## AIRBORNE WALKER TRANSPORT & KV47 AERO

The SSU is the only bloc with the technology to transport walkers directly to the front line. With the Airborne Walker Transport you can place a well-armed vehicle anywhere on the battlefield at tremendous speed. Use this advantage early to block entire areas of the battlefield, preventing enemy infantry or walkers from advancing unchallenged. Don't forget that this helicopter also has weaponry! Make good use of its machine guns.

The KV47 Aero is designed for a fast drop from the Airborne Walker Transport, using its powerful thrusters to land safely. Fuel reserves (and the stripped-down internal workings of the chassis) allow the KV47 Aero to create controlled bursts of energy, greatly increasing its speed for a short time. There are three weapon configurations available to the KV47 Aero.

### NASTASIA

One of the best anti-aircraft weapon platforms ever, this walker is the bane of every enemy flying unit on the battlefield. "Nastasia" can also destroy infantry squads with equal ease and from a useful range. This walker has so many machine guns that the sheer volume of lead can even damage vehicles! Since this walker can be transported by air, it can be deployed in advantageous positions on the battlefield early in the game; "Nastasia's" machine guns will be put to good use very quickly.

### NIKITA

While it has a very similar weapon system to the "Natasha" variant, the "Nikita" has a completely different use on the battlefield. It's capable of hurting any unit it faces, but is most deadly against infantry. Its ability to be carried anywhere on the battlefield can place it into very dangerous spots for your opponent. With all its Combat Dice ignoring cover, it can inflict severe damage.

### NINA

The final variant of the KV47 family, "Nina" uses weapons derived from the Axis' Panzerfaust. The RPG's are efficient anti-tank weapons that can defeat most armored foes in a single attack. The short range of these weapons is offset by the walker's ability to be transported by air. It can then be placed right where it is most useful: among the enemy army. Often sent on suicide missions, "Nina" can take out many times its AP cost in a single round. Make the enemy pay before they destroy this unit!





## WOTAN / FLAMM-LUTHER

Mounting the heaviest Laser weapons available on the planet, the Wotan can engage enemy vehicles at great range. Though it lacks unlimited range (which is not possible with the current state of earthly technology), its Range 10 is the farthest any Laser can fire. When it hits, the Laser effect kicks in as with similarly armed units; if you're lucky, any armor can be cut to pieces in one round.

An unusual weapon pattern for the Axis, the "Flamm-Luther" fills a gap for attacking entrenched enemies. With two Flammenwerfers, it can be as deadly as previous variants to soldiers and still hurt any vehicle it might cross paths with. Its Assault skill can be used early on to gain a central position on the board quickly. It can also be kept for a surprise attack later with devastating effects. The second option is decisive in many cases, as the ability to move two spaces and attack is always a nasty surprise for an unwary opponent.

## COBRA / RATTLER

The more modern version of the battle-hardened "Mickey" chassis, the "Cobra" can engage any type of enemy unit efficiently. Its large Phaser Gun is highly effective against all targets, and even more so against infantry in cover, as it ignores this advantage. With its additional armament of two machine guns, the Cobra can also lay down the Allies' customary anti-infantry and light vehicle barrage. But don't forget that it's mainly an anti-armor vehicle; it is the only unit that can destroy an enemy T7 with a single lucky shot.

With its amazing anti-aircraft and anti-infantry firepower, the "Rattler" will certainly be utilized in many Allied armies. Its very economical AP cost makes for an affordable unit in any AP game format; it is a useful T4 walker purchased at a bargain. Its Amphibious skill can be useful in some scenarios, and its AA fire is more important than ever now that aircraft fill the skies.







# DUST WARFARE™

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