

# BelgienGT25

## Berlin: German

Support		German	47
Berlin Jagdtiger Tank-hunter Platoon	LG538	16	
1x Jagdtiger (12.8cm)	16		
Volks 10.5cm Artillery Battery	LG415	7	
4x 10.5cm howitzer	7		
Volks 10.5cm Artillery Battery	LG415	7	
4x 10.5cm howitzer	7		
Panzer III OP Observation Post	LG183	1	
1x Panzer III OP (MG)	1		
Luftwaffe 8.8cm Heavy AA Platoon	LG534	6	
4x 8.8cm AA gun	6		
Volkssturm Platoon	LG528	4	
7x K98 rifle team with Panzerfaust	4		
Hitlerjugend Platoon	LG529	6	
7x Panzerfaust anti-tank team	6		

Sd Kfz 234 Scout Company		German	41
Sd Kfz 234 Scout Company HQ		1	
1x Sd Kfz 234 (2cm)	1		
Sd Kfz 234 Heavy Scout Troop	LG482	3	
1x Sd Kfz 234 (PaK40)			
1x Sd Kfz 234 (2cm)	3		
Sd Kfz 234 Heavy Scout Troop	LG482	3	
1x Sd Kfz 234 (PaK40)			
1x Sd Kfz 234 (2cm)	3		
Sd Kfz 234 Heavy Scout Troop	LG482	3	
1x Sd Kfz 234 (PaK40)			
1x Sd Kfz 234 (2cm)	3		
Sd Kfz 234 Heavy Scout Troop	LG482	3	
1x Sd Kfz 234 (PaK40)			
1x Sd Kfz 234 (2cm)	3		
Sd Kfz 234 Heavy Scout Troop	LG482	3	
1x Sd Kfz 234 (PaK40)			
1x Sd Kfz 234 (2cm)	3		
Sd Kfz 234 Heavy Scout Troop	LG482	3	
1x Sd Kfz 234 (PaK40)			
1x Sd Kfz 234 (2cm)	3		
Reconnaissance Platoon	LG174	16	
7x MG42 team			
7x Sd Kfz 250 (MG) half-track (LG175)	14		
<ul style="list-style-type: none"> <li>• Equip MG42 teams with Panzerfaust anti-tank for +2 points.</li> <li>• Replace one Sd Kfz 250 (MG) half-track with Sd Kfz 250 (3.7cm) half-track at no cost.</li> </ul>			

Berlin: German Command Cards		German	3
Lucky		1	
Command Card Lucky	1		
8.8cm Railway AA Gun		2	
Command Card 8.8cm Railway AA Gun	2		
Railway Guns		0	
<ul style="list-style-type: none"> <li>• Command Card Railway Guns</li> </ul>			

Berlin: German	Unit Count: 19	Total Points : 91
----------------	----------------	-------------------

### Card List:

8.8cm Railway AA Gun  
 Lucky  
 Railway Guns  
 Sd Kfz 234 Scout Company HQ  
 LG174 Reconnaissance Platoon  
 LG175 Sd Kfz 250 Half-track  
 LG183 Panzer III OP Observation Post  
 LG415 Volks 10.5cm Artillery Battery  
 LG482 Sd Kfz 234 Heavy Scout Troop  
 LG528 Volkssturm Platoon

### Pick List:

8 10.5cm howitzer  
 4 8.8cm AA gun  
 1 Jagdtiger (12.8cm)  
 7 K98 rifle team with Panzerfaust  
 7 MG42 team with Panzerfaust  
 1 Panzer III OP (MG)  
 7 Panzerfaust anti-tank team  
 9 Sd Kfz 234 (2cm)  
 8 Sd Kfz 234 (PaK40)  
 1 Sd Kfz 250 (3.7cm) half-track

LG529 Hitlerjugend Platoon  
LG534 Luftwaffe 8.8cm Heavy AA Platoon  
LG538 Berlin Jagdtiger Tank-hunter Platoon

6 Sd Kfz 250 (MG) half-track

## 8.8CM RAILWAY AA GUN

*Flakregiment 122 had many of its guns mounted on railway flatcars, allowing them to be relocated as needed to hold off bombing raids. With the enemy striking into the heart of Germany these big guns have been pressed into service to help defend the Fatherland from enemy ground forces.*

Field this Unit as a Luftwaffe 8.8cm Railway AA Platoon with the following characteristics:

TACTICAL	TERRAIN DASH	CROSS COUNTRY	ROAD DASH	CROSS
-	-	-	-	-

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER
8.8cm AA gun	40"/100cm	2	1	14	3+

Notes: Railway Gun (see command card), Self-defence AA

**German, Build, Unit**  
(Luftwaffe 8.8cm Heavy AA Platoon), Limited

**2**  
POINTS

TM & © 2022 Battlefront Miniatures Ltd.

## RAILWAY GUNS

*Railway guns are mounted on railway flat cars and are set-up in a position to cover it with anti-aircraft fire. Railway FlaK-Regiments are not tactically mobile and are usually moved into position sometime before the battle.*

A Railway Gun Unit is always placed from Ambush in addition to any Units allowed by the mission. Each Team must be placed within 1"/2.5cm of another Railway Gun Team and is always In Command.

During deployment place a straight length of railway connecting a table edge in your deployment area to a different table edge. Railway Gun Units must be placed from Ambush as if Concealed along this railway line within their deployment area. A Railway Gun Unit cannot be a carried or towed as Passengers.

**German, Unit (any**  
Railway AA Gun Unit)

**0**  
POINTS

TM & © 2022 Battlefront Miniatures Ltd.

## LUCKY

*Some men have all the luck.*

Discard this card to re-roll any one die. The second result must be used.

**German, Force, Limited**

**1**  
POINTS

TM & © 2022 Battlefront Miniatures Ltd.

## SD Kfz 234 SCOUT COMPANY

*The final organisation of the heavy armoured car company of the Panzeraufklärungsabteilung (armoured reconnaissance battalion) had four platoons, each broken into three troops of two Sd Kfz 234, consisting of one Sd Kfz 234/1 (2cm) and either a Sd Kfz 234/3 (7.5cm) or a Sd Kfz 234/4 (7.5cm PaK40) for heavy fire support.*

Your Force includes one Sd Kfz 234 Scout Company, which is a Formation containing:

- 1 HQ Unit of 1x Sd Kfz 234 (2cm) armoured car from (LG482) for 1 point.
- 4-8 Sd Kfz 234 Heavy Scout Troop (LG482)
- 0-1 Reconnaissance Platoon (LG174)

**German, Build,**  
Formation, Limited

**0**  
POINTS

TM & © 2022 Battlefront Miniatures Ltd.

# SD KFZ 250 HALF-TRACK

TRANSPORT

MOTIVATION

**CONFIDENT 4+**

**MOUNTED ASSAULT**

- TRANSPORT ATTACHMENT
- PASSENGERS 1+ UNIT TRANSPORT
- MOUNTED ASSAULT
- SCOUT
- STORMTROOPERS

IS HIT ON  
**CAREFUL 4+**

SD KFZ 250 HALF-TRACK  
TRANSPORT

SKILL

**VETERAN 3+**

**MOUNTED ASSAULT**

Transport Assault

5+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

4+

# VOLKS10.5CM ARTILLERY BATTERY

MOTIVATION

**RELUCTANT 5+**

Third Reich  
Last Stand

SKILL

**TRAINED 4+**

Gun  
Assault

• GUN UNIT • GUN SHIELD • LARGE GUN •

IS HIT ON

**AGGRESSIVE 3+**

SAVE

**4+**



TACTICAL

TERRAIN DASH

CROSS COUNTRY DASH

ROAD DASH

CROSS

WEAPON

10.5cm howitzer  
or Direct Fire

RANGE

72"/180cm

HALTED

ARTILLERY

MOVING

1

ANTI-TANK

9

FIRE-POWER

2+

NOTES

Forward Firing,  
Smoke Bombardment  
Brutal, Forward Firing, Slow Firing,  
Smoke

# PANZER III OPOBSERVATION POST

MOTIVATION

**CONFIDENT 4+**

Scout  
Last Stand

SKILL

**VETERAN 3+**

Observer  
Counterattack

• TANK UNIT • INDEPENDENT • OBSERVER •  
• STORMTROOPERS • • SCOUT •

IS HIT ON

**CAREFUL 4+**

ARMOUR

FRONT

SIDE &  
REAR

TOP



TACTICAL

TERRAIN DASH

CROSS COUNTRY DASH

ROAD DASH

CROSS

WEAPON

Panzer III OP (MG)

RANGE

16"/40cm

HALTED

3

MOVING

3

ANTI-TANK

2

FIRE-POWER

6

NOTES

Forward Firing

# VOLKS10.5CM ARTILLERY BATTERY



**10.5CM ARTILLERY BATTERY**

6x 10.5cm howitzer

4x 10.5cm howitzer

2x 10.5cm howitzer

**11 POINTS**

**7 POINTS**

**4 POINTS**

## SPECIAL RULES

**Brutal:** Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.

**Forward Firing:** Weapon can only hit targets fully in front of the Team.

**Gun Shield:** In Bulletproof Cover when shot at from in front of the Team's base. Does not apply to Bombardments or if the Team moved at Dash speed.

**Large Gun:** Cannot be placed in a building. Cannot be placed from Ambush within 16"/40cm of the enemy.

**Slow Firing:** +1 To Hit for Moving ROF.

**Smoke Bombardment:** Once per game can fire a Smoke Bombardment.

**Smoke:** Can Shoot Smoke ammunition.

G415

# PANZER III OPOBSERVATION POST



**PANZER III OP  
OBSERVATION POST**

1x Panzer III OP (MG)

**1 POINT**

**You must field:**

- Volks 10.5cm Artillery Battery,
  - 10.5cm Artillery Battery,
  - Wespe 10.5cm SP Artillery Battery,
  - Hummel 15cm SP Artillery Battery,
  - Panzerwerfer 42 Battery,
  - 15cm Nebelwerfer Battery
- before you can field a Panzer III OP.

## SPECIAL RULES

**Forward Firing:** Weapon can only hit targets fully in front of the Team.

**Independent:** Unit cannot Charge into Contact or take an Objective, and is ignored for Victory Points.

**Observer:** Team can spot for any friendly Artillery Unit. Cannot Charge into Contact.

**Scout:** Team can remain Gone to Ground while moving.

**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

G183



# VOLKSSTURM PLATOON



MOTIVATION

**RELUCTANT 5+**

Volkssturm

Last Stand

6

SKILL

**GREEN 5+**

• INFANTRY UNIT • LOCAL MILITIA •

IS HIT ON

**AGGRESSIVE 3+**

SAVE

**3+**



Infantry

TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

K98 rifle team  
or Panzerfaust anti-tank

RANGE

16"/40CM

4"/10CM

HALTED

1

1

MOVING

1

12

ANTI-TANK

2

6

FIRE-POWER

Slow Firing

Limited 2, Slow Firing

NOTES

Assault 6, Heavy Weapon



## VOLKSSTURM PLATOON

9x K98 rifle team  
with Panzerfaust

5 POINTS

7x K98 rifle team  
with Panzerfaust

4 POINTS

### OPTIONS

- Replace one K98 rifle team with a MG08/15 LMG team for +1 point.

### SPECIAL RULES

**Assault 6:** Team hits on 6 in Assaults.

**Heavy Weapon:** Team cannot Charge into Contact.

**Limited 2:** Each time this Unit Shoots, two Teams may Shoot as a Panzerfaust. Each time this Unit rolls To Hit in an Assault, two Teams may use a Panzerfaust.

**Local Militia:** A Volkssturm Platoon always begins the game on the table. Volkssturm Platoons in your Force count as being worth 0 points when calculating Reserves.

**Slow Firing:** +1 To Hit for Moving ROF.

G528



# SD KFZ 234 HEAVY SCOUT TROOP



MOTIVATION

**RELUCTANT 5+**

Scout

Counterattack

6

SKILL

**VETERAN 3+**

Scout

Last Stand

6

WEAPON

**4+**

Assault

• TANK UNIT • SCOUT • SPEARHEAD •

• STORMTROOPERS •



IS HIT ON

**CAREFUL 4+**

ARMOUR

FRONT

3

SIDE & REAR

1

TOP

0

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

36"/90CM

CROSS

4+

WEAPON

20"/50CM

3

RANGE

32"/80CM

2

HALTED

1

MOVING

12

ANTI-TANK

5+

FIRE-POWER

Self-defence AA

NOTES

Forward Firing

Forward Firing, HEAT

3+

6



## SD KFZ 234 HEAVY SCOUT TROOP

1x Sd Kfz 234 (PaK40)

3 POINTS

1x Sd Kfz 234 (2cm)

2 POINTS

1x Sd Kfz 234 (7.5cm)

2 POINTS

1x Sd Kfz 234 (2cm)

2 POINTS

### SPECIAL RULES

**Forward Firing:** Weapon can only hit targets fully in front of the Team.

**HEAT:** Target Armour is not increased for range over 16"/40cm.

**Scout:** Team can remain Gone to Ground while moving.

**Self-defence AA:** Weapon can Shoot at Aircraft with ROF 1.

**Spearhead:** Unit can move before the game to expand the Deployment Area.

**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

G482



# BERLIN JAGDTIGER TANK-HUNTER PLATOON

• TANK UNIT • STORMTROOPERS •

**MOTIVATION**  
**CONFIDENT 4+**

**SKILL**  
**VETERAN 3+**  
*SP Gun Assault*



**IS HIT ON**  
**CAREFUL 4+**

**ARMOUR**  
**FRONT 17**  
**SIDE 8**  
**REAR 2**  
**TOP 2**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	12"/30CM	14"/35CM	16"/40CM	3+

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Jagdtiger (12.8cm)	48"/120CM	2	1	18	2+	Brutal, Forward Firing, Slow Firing	
Jagdtiger (MG)	16"/40CM	3	3	2	6	Forward Firing	

# BERLIN JAGDTIGER TANK-HUNTER PLATOON



**BERLIN  
JAGDTIGER  
TANK-HUNTER PLATOON**

**47 POINTS**  
**31 POINTS**  
**16 POINTS**  
3x Jagdtiger (12.8cm)  
2x Jagdtiger (12.8cm)  
1x Jagdtiger (12.8cm)

## SPECIAL RULES

**Brutal:** Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.  
**Forward Firing:** Weapon can only hit targets fully in front of the Team.  
**Slow Firing:** +1 To Hit for Moving ROF.  
**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.