

## Berlin: German

Berlin Battle Group		German	LG527	28
Berlin Battle Group HQ	LG527	4		
2x StG44 assault rifle team with Panzerfaust	4			
Volkssturm Platoon	LG528	5		
9x K98 rifle team with Panzerfaust	5			
Volkssturm Platoon	LG528	5		
9x K98 rifle team with Panzerfaust	5			
Volkssturm Platoon	LG528	5		
9x K98 rifle team with Panzerfaust	5			
sMG34 Machine-gun Platoon	LG122	6		
4x sMG34 HMG	6			
8cm Mortar Section	LG116	3		
2x 8cm mortar	3			

Support		German		57
Berlin Jagdtiger Tank-hunter Platoon	LG538	16		
1x Jagdtiger (12.8cm)	16			
Kleinpanzer Wanze Tank-hunter Platoon	LG533	5		
3x Kleinpanzer Wanze	5			
Kleinpanzer Wanze Tank-hunter Platoon	LG533	5		
3x Kleinpanzer Wanze	5			
Sd Kfz 250 & 251 Scout Troop	LG531	2		
2x Sd Kfz 250 (MGs)				
1x Sd Kfz 251 (Triple 15mm)	2			
Sd Kfz 234 Heavy Scout Troop	LG482	3		
1x Sd Kfz 234 (PaK40)				
1x Sd Kfz 234 (2cm)	3			
Luftwaffe 8.8cm Heavy AA Platoon	LG534	6		
4x 8.8cm AA gun	6			
Clausewitz StuG Assault Gun Platoon	LG480	8		
3x StuH (10.5cm)	8			
Clausewitz Armoured Triple 15mm FlaK Platoon	LG474	6		
6x Sd Kfz 251 (Triple 15mm)	6			
Hitlerjugend Platoon	LG529	6		
7x Panzerfaust anti-tank team	6			

Berlin: German Command Cards		German		7
SS Tank-hunting Platoon		11		
Command Card SS Tank-hunting Platoon	11			
• Total cards: (1 selected)				
Volkssturm Machine-gun Platoon		-4		
• Command Card Volkssturm Machine-gun Platoon				
• Total cards (limit 1 per 4x sMG34 HMG on LG122 only): (1 selected)				
Volkssturm Mortar Platoon		0		
• Command Card Volkssturm Mortar Platoon				
• Total cards (limit 1 per 8cm Mortar Sction LG116): (1 selected)				

Berlin: German	Unit Count: 18	Total Points : 92
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## Card List:

	SS Tank-hunting Platoon
	Volkssturm Machine-gun Platoon
	Volkssturm Mortar Platoon
LG116	8cm Mortar Section
LG122	sMG34 Machine-gun Platoon
LG442	Ardennes SS Panzergrenadier Platoon
LG474	Clausewitz Armoured Triple 15mm FlaK Platoon
LG480	Clausewitz StuG Assault Gun Platoon
LG482	Sd Kfz 234 Heavy Scout Troop
LG527	Berlin Battle Group HQ
LG528	Volkssturm Platoon
LG529	Hitlerjugend Platoon
LG531	Sd Kfz 250 & 251 Scout Troop
LG533	Kleinpanzer Wanze Tank-hunter Platoon
LG534	Luftwaffe 8.8cm Heavy AA Platoon
LG538	Berlin Jagdtiger Tank-hunter Platoon

## Pick List:

4	8.8cm AA gun
4	8cm mortar (Volksturm)
1	Jagdtiger (12.8cm)
31	K98 rifle team with Panzerfaust
6	Kleinpanzer Wanze
7	Panzerfaust anti-tank team
3	Panzerschreck anti-tank team
1	Sd Kfz 234 (2cm)
1	Sd Kfz 234 (PaK40)
2	Sd Kfz 250 (MGs)
7	Sd Kfz 251 (Triple 15mm)
4	sMG34 HMG
2	StG44 assault rifle team with Panzerfaust
3	StuH (10.5cm)

## SS TANK-HUNTING PLATOON

*Many Waffen-SS battalions formed tank-hunting parties equipped with Panzerfaust and Panzerschreck.*

Add an SS Tank-Hunting Platoon to this Formation. This Unit has the Ratings of an Ardennes SS Panzergrenadier Platoon (LG442) and the following Teams and Weapons.

4x K98 rifle team with Panzerfaust &  
3x Panzerschreck tank-hunter team

*(Panzerschreck tank-hunter teams are based on a medium base with 2 gunners and 2 loaders. The Unit Leader is one of the K98 teams mounted on a small base)*

WEAPON	RANGE	ROF		ANTI-TANK	FIRE-POWER
		HALTED	MOVING		
K98 rifle team	16"/40cm	1	1	2	6
or Panzerfaust	4"/10cm	1	1	12	5+
Panzerschreck	8"/20cm	2	1	11	5+

Notes: K98 rifle, Panzerfaust: Slow Firing

**German, Build, Formation  
(Berlin Battle Group)**

**11  
POINTS**

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## VOLKSSTURM MORTAR PLATOON

*The Seimensstadt (Seimens City) Volkssturm battalion also had mortars as part of its weapons company.*

This Unit loses Third Reich, gains Local Militia (see Volkssturm Platoon) and has the following ratings for:

4x 8cm mortar

3 points

**MOTIVATION**  
**RELUCTANT 5+**  
Family Men  
Last Stand **6**

**SKILL**  
**GREEN 5+**  
Heavy Weapon  
Assault **6**

**IS HIT ON**  
**AGGRESSIVE 3+**

**German, Build, Unit (8cm  
Mortar Platoon), Title**

**0  
POINTS**

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## VOLKSSTURM MACHINE-GUN PLATOON

*The Siemens Company in Berlin formed the best trained and most well-equipped Volksturm battalion to take part in the battle.*

*This battalion was led by WWI veteran officers and equipped with a good selection of weapons, including machine-guns.*

This Unit loses Third Reich, gains Local Militia (see Volkssturm Platoon) and has the following ratings for:

4x sMG34 HMG team

2 points

**MOTIVATION**  
**RELUCTANT 5+**  
Volkssturm  
Last Stand **6**

**SKILL**  
**GREEN 5+**  
Heavy Weapon  
Assault **6**

**IS HIT ON**  
**AGGRESSIVE 3+**

**German, Build, Unit (sMG34  
Machine-gun Platoon), Title**

**0  
POINTS**

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# SMG34 MACHINE-GUN PLATOON

MOTIVATION

**CONFIDENT 4+**

Third Reich  
Last Stand

SKILL

**VETERAN 3+**

Heavy Weapon  
Assault

• INFANTRY UNIT • HEAVY WEAPON •  
• STORMTROOPERS •

IS HIT ON

**CAREFUL 4+**

SAVE

 **3+**



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF	HALTED MOVING	ANTI-TANK	FIRE-POWER	NOTES
SMG34 HMG	24"/60CM	6	2	2	6	

# SMG34 MACHINE-GUN PLATOON



**SMG34 MACHINE-GUN PLATOON**

4x sMG34 HMG  
2x sMG34 HMG

**6 POINTS**  
**3 POINTS**

## SPECIAL RULES

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

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

G122

# 8CM MORTAR SECTION

MOTIVATION

**CONFIDENT 4+**

Third Reich  
Last Stand

SKILL

**VETERAN 3+**

Heavy Weapon  
Assault

• INFANTRY UNIT • HEAVY WEAPON •

IS HIT ON

**CAREFUL 4+**

SAVE

 **3+**



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	AUTO

WEAPON	RANGE	ROF	HALTED MOVING	ANTI-TANK	FIRE-POWER	NOTES
8cm mortar	40"/100CM	ARTILLERY	1	4+	Smoke Bombardment	

# 8CM MORTAR SECTION



**8CM MORTAR SECTION**

2x 8cm mortar

**3 POINTS**

## SPECIAL RULES

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

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

G116

# CLAUSEWITZ ARMoured TRIPLE 15mm FLAK PLATOON

• TANK UNIT • STORMTROOPERS •

**MOTIVATION**  
**RELUCTANT 5+**  
SP Gun  
Counterattack  
**6**

**SKILL**  
**VETERAN 3+**  
SP Gun  
Assault  
**5+**



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

**ARMOUR**  
**FRONT 1**  
**SLIDE & REAR 1**  
**TOP 0**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS		
10"/25CM	10"/25CM	16"/40CM	28"/70CM	3+		
WEAPON	RANGE	ROF	ANTI-TANK	FIRE-POWER	NOTES	
Sd Kfz 251 (Triple 15mm)	20"/50CM	5	3	5	5+	Dedicated AA

# CLAUSEWITZ ARMoured TRIPLE 15mm FLAK PLATOON

**SPECIAL RULES**

**CLAUSEWITZ ARMoured TRIPLE 15mm FLAK PLATOON**  
6x Sd Kfz 251 (Triple 15mm) **6 POINTS**  
3x Sd Kfz 251 (Triple 15mm) **3 POINTS**

**Dedicated AA:** Use full ROF when Shooting at Aircraft.  
**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

**G474**

# SS PANZERGRENNADIER PLATOON

• INFANTRY UNIT • STORMTROOPERS •

**MOTIVATION**  
**FEARLESS 3+**

**SKILL**  
**TRAINED 4+**  
Waffen-SS  
Assault  
**3+**



**IS HIT ON**  
**AGGRESSIVE 3+**

**SAVE**  
**Infantry 3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	MOVING	ROF	ANTI-TANK	FIRE-POWER	NOTES
MG42 team or Panzerfaust anti-tank OPTIONAL Panzerschreck anti-tank	16"/40CM 4"/10CM 8"/20CM	3 1 1	2 1 1	2 12 11	2 5+ 5+	6 5+ 5+	Limited 2, Slow Firing Assault 4+, Slow Firing

# SS PANZERGRENNADIER PLATOON



**SS PANZERGRENNADIER PLATOON**

7x MG42 team with Panzerfaust **10 POINTS**  
5x MG42 team with Panzerfaust **8 POINTS**

**OPTIONS**  
• Add one Panzerschreck anti-tank team for +2 points.

**SPECIAL RULES**

**Assault 4+:** Team hits on 4+ in Assaults.  
**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.  
**Slow Firing:** +1 To Hit for Moving ROF.  
**Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

**G442**



## SD KFZ 234 HEAVY SCOUT TROOP



MOTIVATION

**RELUCTANT 5+**

Scout  
Counterattack  
6

Scout  
Last Stand  
6

SKILL

**VETERAN 3+**

Scout  
Assault  
4+

• 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

Sd Kfz 234 (2cm)

RANGE

20"/50CM

HALTED

3

ROF

2

ANTI-TANK

5

FIRE-POWER

5+

NOTES

Self-defence AA

Sd Kfz 234 (PaK40)

RANGE

32"/80CM

HALTED

2

ROF

1

ANTI-TANK

12

FIRE-POWER

3+

NOTES

Forward Firing

Sd Kfz 234 (7.5cm)

RANGE

24"/60CM

HALTED

2

ROF

1

ANTI-TANK

9

FIRE-POWER

3+

NOTES

Forward Firing, HEAT

Sd Kfz 234 (MG)

RANGE

16"/40CM

HALTED

3

ROF

3

ANTI-TANK

2

FIRE-POWER

6

NOTES

6



## SD KFZ 234 HEAVY SCOUT TROOP



### 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.



### SD KFZ 234 HEAVY SCOUT TROOP

1x Sd Kfz 234 (PaK40)

1x Sd Kfz 234 (2cm)

1x Sd Kfz 234 (7.5cm)

1x Sd Kfz 234 (2cm)

3 POINTS

2 POINTS



## SD KFZ 234 HEAVY SCOUT TROOP



### 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.



## CLAUSEWITZ STUG ASSAULT GUN PLATOON



MOTIVATION

**RELUCTANT 5+**

SP Gun  
Counterattack  
6

Protected Ammo  
Remount  
4+

SKILL

**VETERAN 3+**

SP Gun  
Assault  
4+

• TANK UNIT • BAZOOKA SKIRTS •  
• STORMTROOPERS •



IS HIT ON

**CAREFUL 4+**

ARMOUR

FRONT 7

SIDE & REAR 3

TOP 1

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

4+

WEAPON

Stug (7.5cm)

RANGE

32"/80CM

HALTED

2

ROF

1

ANTI-TANK

11

FIRE-POWER

3+

NOTES

Forward Firing

StuH (10.5cm)

RANGE

64"/160CM

ARTILLERY

3

3+

Forward Firing

or Direct Fire

RANGE

24"/60CM

1

10

2+

Brital Forward Firing, HEAT, Slow Firing, Smoke

Stug & StuH (MG)

RANGE

16"/40CM

3

2

6



## CLAUSEWITZ STUG ASSAULT GUN PLATOON



### SPECIAL RULES

**Bazooka Skirts:** Side Armour is 5 against weapons with Firepower 5+ or 6.

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

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

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

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

**Smoke:** Can Shoot Smoke ammunition.

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

# VOLKSSTURM PLATOON

MOTIVATION

**RELUCTANT 5+**

*Volkssturm  
Last Stand*

SKILL

**GREEN 5+**

• INFANTRY UNIT • LOCAL MILITIA •

IS HIT ON

**AGGRESSIVE 3+**

SAVE

**3+**



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
K98 rifle team or Panzerfaust anti-tank	16"/40CM 4"/10CM	1	1	2	6	Slow Firing Limited 2, Slow Firing
MG08/15 LMG team	16"/40CM	5	2	2	6	Assault 6, Heavy Weapon

# VOLKSSTURM PLATOON



## 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

# BERLIN BATTLE GROUP HQ

MOTIVATION

**FEARLESS 3+**

*Third Reich  
Last Stand*

SKILL

**VETERAN 3+**

• INFANTRY FORMATION • OLD HAND •

• STORMTROOPERS •

IS HIT ON

**CAREFUL 4+**

SAVE

**3+**



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
StG44 assault rifle team or Panzerfaust anti-tank	8"/20CM 4"/10CM	3	3	1	6	Pinned ROF 1 Slow Firing, Limited 1

# BERLIN BATTLE GROUP HQ

## BERLIN BATTLE GROUP HQ

FORMATION CONTAINS:

- 1 Berlin Battle Group HQ (I6527)
- 2-3 Panzergranadier (late) Platoon (I6396)  
or Ardennes SS Panzergranadier Platoon (I6442)  
or Panzergranadier Training Platoon (I6516)  
or Berlin Fallschirmjäger Platoon (I6452)  
or Volkssturm Platoon (I6528)  
or Hitlerjugend Platoon (I6529)  
or Volksgrenadier Assault Platoon (I6405)
- 0-1 7.5cm Gun Platoon (I6126)  
or 7.5cm SS Gun Platoon (I6212)  
or 15cm Gun Platoon (I6127)  
or 15cm SS Gun Platoon (I6213)
- 0-1 7.5cm Tank-hunter Platoon (I6131)  
or 7.5cm SS Tank-hunter Platoon (I6215)
- 0-1 sMG34 Machine-gun Platoon (I6122)  
or sMG42 SS Machine-gun Platoon (I6209)

## BERLIN BATTLE GROUP HQ

2x StG44 assault rifle team  
with Panzerfaust

4 POINTS

### SPECIAL RULES

**Pinned ROF 1:** ROF when Pinned Down.

**Limited 1:** Each time this Unit Shoots, one Team may Shoot as a Panzerfaust. Each time this Unit rolls To Hit in an Assault, one Team may use a Panzerfaust.

**Old Hand:** Units from this Formation whose Unit Leader is within 6"/15cm of this Formation Commander have Tactics 3+.

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

- 0-1 8cm Mortar Section (I6116)  
or 8cm SS Mortar Platoon (I6210)

G527

# SD KFZ 250 & 251 SCOUT TROOP

**MOTIVATION**  
**RELUCTANT 5+**

**Scout**  
**Counterattack**  
**Scout**  
**Last Stand**  
**6**

**SKILL**  
**VETERAN 3+**  
**Scout**  
**Assault**  
**4+**



• TANK UNIT • SCOUT • SPEARHEAD •  
• STORMTROOPERS •

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

**ARMOUR**  
**FRONT** 1  
**SLIDE & REAR** 1  
**TOP** 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	32"/80CM	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Sd Kfz 250 (MGs)	16"/40CM	4	4	2	6	Self-defence AA
Sd Kfz 251 (Triple 15mm)	20"/50CM	5	3	5	5+	Dedicated AA

# SD KFZ 250 & 251 SCOUT TROOP



**SD KFZ 250 & 251 SCOUT TROOP**  
2x Sd Kfz 250 (MGs)  
1x Sd Kfz 251 (Triple 15mm)  
**2 POINTS**

## SPECIAL RULES

**Dedicated AA:** Use full ROF when Shooting at Aircraft.

**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.

GS31

# HITLERJUGEND PLATOON

**MOTIVATION**  
**FEARLESS 3+**

**SKILL**  
**GREEN 5+**

• INFANTRY UNIT • LOCAL MILITIA •

**IS HIT ON**  
**RECKLESS 2+**

**SAVE**  
**Infantry**  
**3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
K98 rifle team	16"/40CM	1	1	2	6	Slow Firing
or Panzerfaust anti-tank	4"/10CM	1	1	12	5+	Limited 2, Slow Firing
Panzerfaust anti-tank team	4"/10CM	1	1	12	5+	Slow Firing

# HITLERJUGEND PLATOON



## HITLERJUGEND PLATOON

7x K98 rifle team with Panzerfaust  
5x K98 rifle team with Panzerfaust  
7x Panzerfaust anti-tank team  
5x Panzerfaust anti-tank team  
**6 POINTS**  
**4 POINTS**  
**6 POINTS**  
**4 POINTS**

## SPECIAL RULES

**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 Hitlerjugend Platoon always begins the game on the table. Hitlerjugend Platoons count as being worth 0 points when calculating Reserves.  
**Slow Firing:** +1 To Hit for Moving ROF.

GS29



**8.8CM HEAVY AA PLATOON**

• GUN UNIT • GUN SHIELD • LARGE GUN •

**MOTIVATION**  
**RELUCTANT 5+**

### SKILL

<b>TRAINED</b>	<b>4+</b>
<i>Gun Assault</i>	<b>5+</b>

**SAVE**

4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS	
-	2"/5cm	4"/10cm	4"/10cm	6	
WEAPON	RANGE	ROF.	ANTI-TANK	FIRE-POWER	NOTES
8.8cm AA gun	40"/100cm	2	1	14	3+ Self-defence AA



**LUFTWAFFE**  
**8.8CM HEAVY AA PLATOON**

## SPECIAL RULES



**LUFTWAFFE  
8.8CM HEAVY AA PLATOON**

4x 8.8cm AA gun

2x 8.8cm AA gun

**6 POINTS**

**3 POINTS**

## SPECIAL RULES

***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.

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

**KLEINPANZER WANZE**  
TANK-HUNTER PLATOON

• TANK UNIT • STORMTROOPERS •

**MOTIVATION**  
**FEARLESS 3+**

SP Gun  
Counterattack  
**5+**

### SKILL

**TRAINED** 4+  
SP Gun  
Assault 6



IS HIT ON

IS HIT ON  
**CAREFUL 4+**

ARMOUR

5

**SIDE & REAR**

0  TOP

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	16"/40cm	20"/50cm	4+
WEAPON				
RANGE		ROF		NOTES
		HALTED	MOVING	
Kleinpanzers Wanze (Panzerschrecks)	8"/20cm	2	1	5+

**KLEINPANZER WANZE**  
TANK-HUNTER PLATOON

## SPECIAL RULES

## KLEINPANZER WANZE TANK-HUNTER PLATOON

3x Kleinpanzer Wanze  
(Panzerschrecks)

5 POINTS

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

# 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		ANTI-TANK	FIRE-POWER	NOTES
		HALTED	MOVING			
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.