### USA - Torgeson, Igor

Berlin: Soviet

Churchill Guards Heavy Tank Regiment			Soviet	LS103	51
Churchill Guards Heavy Tank Regiment HQ	LS103	3			
1x Churchill (6 pdr)	3	_			
Churchill Guards Heavy Tank Company	LS104	16			
5x Churchill (6 pdr)	6				
Churchill Guards Heavy Tank Company	LS104	16			
5x Churchill (6 pdr)	6				
Churchill Guards Heavy Tank Company	LS104	16			
5x Churchill (6 pdr)	6				

 Support
 Soviet
 4

 Hero BA-64 Armoured Car Platoon
 LS225
 4

 5x BA-64 (MG)
 4

• Replace up to two BA-64 (MG) with BA-64 (PTRD) at no cost. (2 selected)

Red Banner Cossack Regiment		Soviet	34
Red Banner Cossack Regiment		2	
2x PPSh SMG team	2		
Red Banner Rifle Company	LS202	12	
7x DP MG & M1891 rifle team			
1x Komissar team	9		
<ul> <li>Equip DP MG &amp; M1891 rifle teams with Panzerfaust anti-tank for +3</li> </ul>	points.		
Red Banner SMG Company	LS203	13	
7x PPSh SMG team			
1 Komissar team	10		
<ul> <li>Equip PPSh SMG teams with Panzerfaust anti-tank for +3 points.</li> </ul>			
82mm Mortar Company	LS113	4	
6x 82mm mortar	4		
120mm Mortar Company	LS114	3	
3x 120mm mortar	3		

Berlin: Soviet Command Cards		Soviet	4	ı
Night Attack		4		
Command Card Night Attack	4			
Searchlights		0		

• Command Card Searchlights

R-2 Light Tank Company (Allied Formation)		Romanian	LR101	12
R-2 Light Tank Compnay HQ	LR101	3	•	
3x R-2 (3.7cm)	3			
R-2 Light Tank Platoon	LR102	3		
3x R-2 (3.7cm)	3			
R-2 Light Tank Platoon	LR102	3		
3x R-2 (3.7cm)	3			
R-2 Light Tank Platoon	LR102	3		
3x R-2 (3.7cm)	3			

Berlin-Soviet Unit Count: 16 Total Points : 105

### Card List:

Night Attack

Red Banner Cossack Regiment

Searchlights

LR101 R-2 Light Tank Compnay HQ

LR102 R-2 Light Tank Platoon

LR103 R-35 Light Tank Platoon

LS103 Churchill Guards Heavy Tank Regiment HQ

LS104 Churchill Guards Heavy Tank Company

LS113 82mm Mortar Company

LS114 120mm Mortar Company

LS202 Red Banner Rifle Company

LS203 Red Banner SMG Company

LS225 Hero BA-64 Armoured Car Platoon

### Pick List:

- 3 120mm mortar team
- 6 82mm mortar team
- 3 BA-64 (MG)
- 2 BA-64 (PTRD)
- 16 Churchill (6 pdr)
- 7 DP MG & M1891 rifle team with Panzerfaust anti-tank
- 2 Komissar team
- 2 PPSh SMG team
- 7 PPSh SMG team with Panzerfaust anti-tank

12 R-2 (3.7cm)

### **NIGHT ATTACK**

The Berlin Offensive launched under the cover of darkness in the early hours of the morning before dawn.

If this Force is the Attacker in a mission where the Defender has Minefields, the player may elect to attack at night. If they do so, the Night Fighting rules (see page 113 of the rulebook) are in effect at the start of the game.

Units in this Force can move freely from the start of the game.

If you take this command card you must also take the Searchlights command card.

Soviet, Force

4 POINTS

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### COSSACK REGIMENT

The Red Army fielded many cavalry divisions to make up for its lack of mechanised troops.

Your Force includes a Red Banner Cossack Regiment, which is a Formation containing:

- 1 Red Banner Rifle Regiment HQ (LS201)
- 1-2 Red Banner Rifle Company (LS202)
- 1 Red Banner SMG Company (L5203)
   or Red Banner Rifle Company (L5202)
- 0-1 Maksim Machine-gun Company (LS112)
- 0-1 82mm Mortar Company (LS113)
- 0-1 120mm Mortar Company (LS114)
- 0-1 Scout Platoon (LS120)
- 0-1 45mm Anti-tank Company (LS116) or 57mm Anti-tank Company (LS177) or 76mm Anti-tank Company (LS117)

Your Red Banner Rifle & SMG Companies may not include Flame-thrower teams.

Soviet, Build, Formation (Red Banner Rifle Regiment) O POINTS

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### **SEARCHLIGHTS**

At the start of the Berlin Offensive the Red Army deployed large searchlights to illuminate the path of tanks and infantry, as well as to blind the enemy.

At the start of a game in which the Night Fighting rules are employed and your Force is the Attacker, any Teams within 40"/100cm of the Attacker's table edge can be targeted without rolling for Night Visibility.

This illumination will last until the Night Fighting rules are no longer employed (Dawn) or the player decides to turn them off at the beginning of their next Starting Step, returning the table to its normal state.

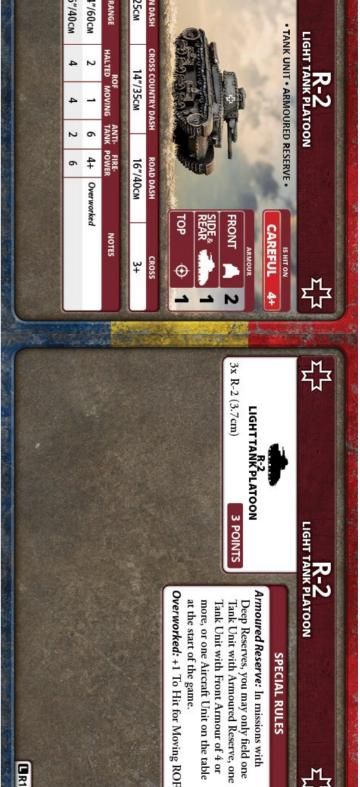
If you take this command card you must also take the *Night Attack* command card.

Soviet, Force

O POINTS

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R102

THE THE

- or R-35 Light Tank Platoon (LR103)
- 0-1 R-2 Light Tank Platoon (LR102)
  or R-35 Light Tank Platoon (LR103)
  or T-38 Light Tank Platoon (LR104)
- or TA Assault Gun Platoon (LR108)

R101

Overworked: +1 To Hit for Moving ROF







샾

S103

more, or one Aircraft Unit on the table at Tank Unit with Front Armour of 4 or Deep Reserves, you may only field one Tank Unit with Armoured Reserve, one

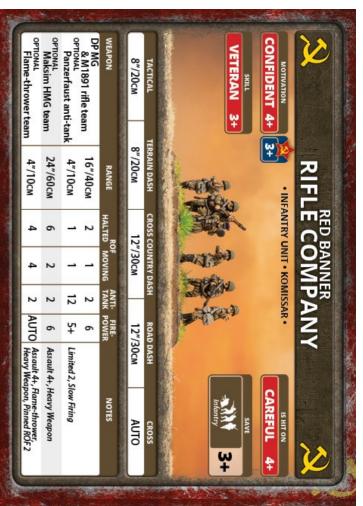
Infantry Tank: Tank has Tactical Move of

R103











# RIFLE COMPANY





# RED BANNER RIFLE COMPANY

10x DP MG & M1891 rifle team
13 POINTS

7x DP MG & M1891 rifle team

9 POINTS

1x Komissar

4x DP MG & M1891 rifle team
6 POINTS

## OPTIONS

- Equip DP MG & M1891 rifle teams with Panzerfaust anti-tank for +3 points
- Add up to two Maksim HMG teams for +1 point each.

 Add one Flame-thrower team for +2 points.

**■** S202

## SPECIAL RULES

Flame-thrower: Infantry, Gun, and Assault 4+: Team hits on 4+ in Assaults.

if Hit. armour for Saves. Unit is Pinned Down Saves. Armoured Tank Teams use Top Unarmoured Tank Teams re-roll successful

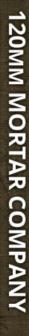
Komissar: While Komissar is In Command, Heavy Weapon: Cannot Charge into Contact.

M1891 rifle team. Komissar team shoots as DP MG & Unit passes all Motivation tests on 3+.

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

Slow Firing:+1 To Hit for Moving ROF. Pinned ROF 2: ROF 2 when Pinned Down.







# 120MM MORTAR COMPANY

6x 120mm mortar 8x 120mm mortar

3x 120mm mortar

8 POINTS

3 POINTS 6 POINTS

S114





BA-64
HERO ARMOURED CAR PLATOON





# ARMOURED CAR PLATOON

5x BA-64 (MG) 7x BA-64 (MG)

3x BA-64 (MG)

**5 POINTS** 3 POINTS **4 POINTS** 

## SPECIAL RULES

Self-defence AA: Weapon can Shoot at No HE: No HE targeting Infantry or Guns Aircraft with ROF 1. adds +1 to the score needed To Hit.

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

### OPTIONS

Replace up to two BA-64 (MG) with BA-64 (PTRD) at no cost.



**■** \$225











CROSS

OPTIONS 1x Komissar

8"/20cm

TACTICAL

OPTIONAL Flame-thrower team	OPTIONAL Panzerfaust anti-tank	PPSh SMG team	WEAPON
4″/10см	4"/10cm	4"/10см	RANGE
4	_	ω	HALTED
4	_	ω	ROF HALTED MOVING
2	12	_	ANTI- FIRE- TANK POWE
АИТО	5+	6	FIRE- POWER
AUTO Assault 3+, Flame-thrower, Heavy Weapon, Pinned ROF 2	Assault 3+, Limited 2, Slow Firing	Pinned ROF 1	NOTES



SMG COMPANY

### RED BANNER SMG COMPANY 1

CAREFUL

4

1x Komissar 10x PPSh SMG team

3+

10 POINTS

14 POINTS

6 POINTS

4x PPSh SMG team

1x Komissar 7x PPSh SMG team

Equip PPSh SMG teams with Panzerfaust anti-tank for +3 points.

+2 points. Add one Flame-thrower team for

## SPECIAL RULES

Flame-thrower: Infantry, Gun, and Assault 3+: Team hits on 3+ in Assaults. for Saves. Unit is Pinned Down if Hit. Saves. Armoured Tank Teams use Top armour Unarmoured Tank Teams re-roll successful

Komissar: While Komissar is In Command, Heavy Weapon: Cannot Charge into Contact Komissar team shoots as PPSh SMG team. Unit passes all Motivation tests on 3+.

Pinned ROF 2: ROF 2 when Pinned Down. Pinned ROF 1: ROF 1 when Pinned Down. Limited 2: Each time this Unit Shoots, two two Teams may use a Panzerfaust. time this Unit rolls To Hit in an Assault, Teams may Shoot as a Panzerfaust. Each

Slow Firing:+1 To Hit for Moving ROF.

**S203**