

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)	16				
Churchill Guards Heavy Tank Company	LS104	16			
5x Churchill (6 pdr)	16				
Churchill Guards Heavy Tank Company	LS104	16			
5x Churchill (6 pdr)	16				
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				
• Equip DP MG & M1891 rifle teams with Panzerfaust anti-tank for +3 points.					
Red Banner SMG Company	LS203	13			
7x PPSH SMG team					
1 Komissar team	10				
• Equip PPSH SMG teams with Panzerfaust anti-tank for +3 points.					
82mm Mortar Company	LS113	4			
6x 82mm mortar	4				
120mm Mortar Company	LS114	3			
3x 120mm mortar	3				
Berlin: Soviet Command Cards			Soviet		4
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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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

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POINTS

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RED BANNER

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 (LS203)
or Red Banner Rifle Company (LS202)
- 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)

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POINTS

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R-2

LIGHT TANK PLATOON



• TANK UNIT • ARMoured RESERVE •

MOTIVATION
CONFIDENT 4+

Peasant Army
Last Stand 5+

Protected Ammo
Remount 3+

SKILL
GREEN 5+



IS HIT ON
CAREFUL 4+

ARMOUR
FRONT 2

SIDE & REAR 1

TOP 1

TACTICAL	8"/20CM	TERRAIN DASH	10"/25CM	CROSS COUNTRY DASH	14"/35CM	ROAD DASH	16"/40CM	CROSS	3+
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WEAPON	R-2 (3.7cm)	RANGE	24"/60CM	HALTED	2	ROF	1	ANTI-TANK POWER	6	FIRE POWER	4+	NOTES	Overworked
	R-2 (MGs)		16"/40CM		4		4		4		2		6

WEAPON	R-2 (3.7cm)	RANGE	24"/60CM	HALTED	2	ROF	1	ANTI-TANK POWER	6	FIRE POWER	4+	NOTES	Overworked
	R-2 (MGs)		16"/40CM		4		4		4		2		6



R-2

LIGHT TANK COMPANY HQ



• TANK FORMATION • ARMoured RESERVE •

MOTIVATION
CONFIDENT 4+

Peasant Army
Last Stand 5+

Protected Ammo
Remount 3+

SKILL
GREEN 5+



IS HIT ON
CAREFUL 4+

ARMOUR
FRONT 2

SIDE & REAR 1

TOP 1

TACTICAL	8"/20CM	TERRAIN DASH	10"/25CM	CROSS COUNTRY DASH	14"/35CM	ROAD DASH	16"/40CM	CROSS	3+
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WEAPON	R-2 (3.7cm)	RANGE	24"/60CM	HALTED	2	ROF	1	ANTI-TANK POWER	6	FIRE POWER	4+	NOTES	Overworked
	R-2 (MGs)		16"/40CM		4		4		4		2		6

WEAPON	R-2 (3.7cm)	RANGE	24"/60CM	HALTED	2	ROF	1	ANTI-TANK POWER	6	FIRE POWER	4+	NOTES	Overworked
	R-2 (MGs)		16"/40CM		4		4		4		2		6



R-2

LIGHT TANK PLATOON



SPECIAL RULES

Armoured Reserve: In missions with Deep Reserves, you may only field one Tank Unit with Armoured Reserve, one Tank Unit with Front Armour of 4 or more, or one Aircraft Unit on the table at the start of the game.
Overworked: +1 To Hit for Moving ROF.

3x R-2 (3.7cm)

LIGHT TANK PLATOON

3 POINTS



R-2

LIGHT TANK COMPANY HQ



LIGHT TANK COMPANY HQ

3x R-2 (3.7cm)
2x R-2 (3.7cm)

3 POINTS

2 POINTS

OPTIONS

• Replace any R-2 tanks with R-35 (37mm) or R-35 (45mm) (LR103) tanks at no cost.

SPECIAL RULES

Armoured Reserve: In missions with Deep Reserves, you may only field one Tank Unit with Armoured Reserve, one Tank Unit with Front Armour of 4 or more, or one Aircraft Unit on the table at the start of the game.
Overworked: +1 To Hit for Moving ROF.

R-2 LIGHT TANK COMPANY

FORMATION CONTAINS:

- 1 R-2 Light Tank Company HQ (LR101)
- 2 R-2 Light Tank Platoon (LR102)
 - 07 R-35 Light Tank Platoon (LR103)
- 0-1 R-2 Light Tank Platoon (LR102)
 - 07 R-35 Light Tank Platoon (LR103)
 - 07 T-38 Light Tank Platoon (LR104)
- 0-1 T-4 Medium Tank Platoon (LR106)
 - 07 TA Assault Gun Platoon (LR108)

LR101

LR102



CHURCHILL

GUARDS HEAVY TANK REGIMENT HQ



MOTIVATION

FEARLESS 3+

SKILL

TRAINED 4+

• TANK FORMATION •



IS HIT ON

AGGRESSIVE 3+

ARMOUR

FRONT 8

SIDE & REAR 7

TOP 2

TACTICAL

8"/20CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

14"/35CM

ROAD DASH

14"/35CM

CROSS

2+

WEAPON

Churchill (6 pdf)

RANGE

28"/70cm

HALTED

2

MOVING

4

ANTI-TANK

4

FIRE-POWER

4+

NOTES

No HE

Churchill (Mgs)

RANGE

16"/40cm

HALTED

4

MOVING

4

ANTI-TANK

2

FIRE-POWER

6

NOTES



CHURCHILL

GUARDS HEAVY TANK REGIMENT HQ



CHURCHILL
GUARDS HEAVY TANK REGIMENT HQ

1x Churchill (6 pdf)

3 POINTS

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.



FORTRESS EUROPE
CHURCHILL GUARDS
HEAVY TANK REGIMENT

FORMATION CONTAINS:

- 1 Churchill Guards Heavy Tank Regiment HQ (L5103)
- 1-2 Churchill Guards Heavy Tank Company (L5104)
- 1-2 Churchill Guards Heavy Tank Company (L5104)
- or*
- KV-1s Guards Heavy Tank Company (L5101)

L5103



R-35

LIGHT TANK PLATOON



MOTIVATION

CONFIDENT 4+

Peasant Army
Last Stand

5+

IS HIT ON

4+

4+

SKILL

GREEN 5+

4+

• TANK UNIT • ARMoured RESERVE •
• INFANTRY TANK •



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 3

SIDE & REAR 3

TOP 1

TACTICAL

6"/15CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

3+

WEAPON

R-35 (45mm)

RANGE

20"/50cm

HALTED

2

MOVING

1

ANTI-TANK

7

FIRE-POWER

4+

NOTES

No MG, Overworked

R-35 (37mm)

RANGE

20"/50cm

HALTED

2

MOVING

1

ANTI-TANK

4

FIRE-POWER

4+

NOTES

Overworked

R-35 (37mm) (MG)

RANGE

16"/40cm

HALTED

3

MOVING

3

ANTI-TANK

2

FIRE-POWER

6

NOTES



R-35

LIGHT TANK PLATOON



R-35
LIGHT TANK PLATOON

3x R-35 (45mm)

3 POINTS

2x R-35 (45mm)

3 POINTS

1x R-35 (37mm)

3 POINTS

SPECIAL RULES

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

Infantry Tank: Tank has Tactical Move of 8"/20cm if Breaking Off in Assault.

No MG: The R-35 (45mm) does not have an MG.

Overworked: +1 To Hit for Moving ROF.

L5103



82MM MORTAR COMPANY



• INFANTRY UNIT • HEAVY WEAPON •

MOTIVATION
CONFIDENT 4+

SKILL
TRAINED 4+
Heavy Weapon Assault
5+



IS HIT ON
AGGRESSIVE 3+

SAVE
AAA
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 POWER	FIRE POWER	NOTES
82mm mortar	40"/100CM	ARTILLERY	1	4+		



82MM MORTAR COMPANY



82MM MORTAR COMPANY

9x 82mm mortar	6 POINTS
6x 82mm mortar	4 POINTS
3x 82mm mortar	2 POINTS

SPECIAL RULES
Heavy Weapon: Team cannot Charge into Contact.

5113



CHURCHILL

GUARDS HEAVY TANK COMPANY



• TANK UNIT •

MOTIVATION
FEARLESS 3+

SKILL
TRAINED 4+



IS HIT ON
AGGRESSIVE 3+

ARMOUR
FRONT **8**
SIDE & REAR **7**
TOP **2**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	10"/25CM	14"/35CM	14"/35CM	2+

WEAPON	RANGE	HALTED MOVING	ROF	ANTI-TANK POWER	FIRE POWER	NOTES
Churchill (6 pdr)	28"/70CM	2	1	10	4+	No HE
Churchill (Mgs)	16"/40CM	4	4	2	6	



CHURCHILL

GUARDS HEAVY TANK COMPANY



CHURCHILL
GUARDS HEAVY TANK COMPANY

5x Churchill (6 pdr)	16 POINTS
4x Churchill (6 pdr)	13 POINTS
3x Churchill (6 pdr)	10 POINTS

SPECIAL RULES
No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.

5104



RED BANNER RIFLE COMPANY



MOTIVATION

CONFIDENT 4+



3+

• INFANTRY UNIT • KOMISSAR •

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
DP MG & M1891 rifle team	16"/40CM	2	1	2	6	
OPTIONAL Panzerfaust anti-tank	4"/10CM	1	1	12	5+	Limited 2, Slow Firing
OPTIONAL Maksim HMG team	24"/60CM	6	2	2	6	Assault 4+, Flame-thrower Heavy Weapon
OPTIONAL Flame-thrower team	4"/10CM	4	4	2	AUTO	Assault 4+, Flame-thrower Heavy Weapon, Pinned ROF 2



RED BANNER RIFLE COMPANY



RED BANNER RIFLE COMPANY

- 10x DP MG & M1891 rifle team
- 1x Komissar
- 7x DP MG & M1891 rifle team
- 1x Komissar
- 4x DP MG & M1891 rifle team
- 1x Komissar

13 POINTS

9 POINTS

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.

SPECIAL RULES

Assault 4+: Team hits on 4+ in Assaults.
Flame-thrower: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves. Armoured Tank Teams use Top armour for Saves. Unit is Pinned Down if Hit.
Heavy Weapon: Cannot Change into Contact.
Komissar: While Komissar is In Command, Unit passes all Motivation tests on 3+.
 Komissar team shoots as DP MG & M1891 rifle team.
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.
Pinned ROF 2: ROF 2 when Pinned Down.
Slow Firing: +1 To Hit for Moving ROF.

5202



120MM MORTAR COMPANY



MOTIVATION

CONFIDENT 4+

SKILL

TRAINED 4+

Gun Assault **5+**

• GUN UNIT •



IS HIT ON

AGGRESSIVE 3+

SAVE



4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
120mm mortar	56"/140CM	ARTILLERY	2	3+		



120MM MORTAR COMPANY



120MM MORTAR COMPANY

- 8x 120mm mortar
- 6x 120mm mortar
- 3x 120mm mortar

8 POINTS

6 POINTS

3 POINTS

5114



BA-64

HERO ARMoured CAR PLATOON

• TANK UNIT • SPEARHEAD •



IS HIT ON
CAREFUL 4+

ARMOUR

FRONT 1

SIDE & REAR 1

TOP 0

TACTICAL	8"/20CM	TERRAIN DASH	8"/20CM	CROSS COUNTRY DASH	10"/25CM	ROAD DASH	20"/50CM	CROSS	5+
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WEAPON	BA-64 (MG) OPTIONAL BA-64 (PTRD)	RANGE	16"/40CM 16"/40CM	HALTED	3 2	ROF	3 1	MOVING	3 1	ANTI-TANK	2 5	FIRE-POWER	6 5+	NOTES	Self-defence AA No HE
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BA-64

HERO ARMoured CAR PLATOON

SPECIAL RULES

No HE: No HE targeting Infantry or Guns adds +1 to the score needed To Hit.
Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.
Spearhead: Unit can move before the game to expand the Deployment Area.

HERO
BA-64

ARMoured CAR PLATOON

7x BA-64 (MG) 5 POINTS

5x BA-64 (MG) 4 POINTS

3x BA-64 (MG) 3 POINTS

OPTIONS

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

IS225



RED BANNER SMG COMPANY

• INFANTRY UNIT • KOMISSAR •



MOTIVATION
CONFIDENT 4+

3+

SKILL
VETERAN 3+
Assault Weapons
Assault 2+

IS HIT ON
CAREFUL 4+

SAVE

Infantry 3+

TACTICAL	8"/20CM	TERRAIN DASH	8"/20CM	CROSS COUNTRY DASH	12"/30CM	ROAD DASH	12"/30CM	CROSS	AUTO
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WEAPON	PpSh SMG team OPTIONAL Panzerfaust anti-tank OPTIONAL Flame-thrower team	RANGE	4"/10CM 4"/10CM 4"/10CM	HALTED	3 1 4	ROF	3 1 4	MOVING	3 1 4	ANTI-TANK	1 12 2	FIRE-POWER	6 5+ AUTO	NOTES	Pinned ROF 1 Assault 3+, Limited 2, Slow Firing Assault 3+, Flame-thrower Heavy Weapon, Pinned ROF 2
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RED BANNER SMG COMPANY

SPECIAL RULES

Assault 3+: Team hits on 3+ in Assaults.
Flame-thrower: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves. Armoured Tank Teams use Top armour for Saves. Unit is Pinned Down if Hit.
Heavy Weapon: Cannot Charge into Contact.
Komissar: While Komissar is In Command, Unit passes all Motivation tests on 3+. Komissar team shoots as PpSh SMG team.
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.
Pinned ROF 1: ROF 1 when Pinned Down.
Pinned ROF 2: ROF 2 when Pinned Down.
Slow Firing: +1 To Hit for Moving ROF.

RED BANNER
SMG COMPANY

10x PpSh SMG team 14 POINTS

1x Komissar 10 POINTS

7x PpSh SMG team 10 POINTS

1x Komissar 6 POINTS

4x PpSh SMG team

1x Komissar

OPTIONS

- Equip PpSh SMG teams with Panzerfaust anti-tank for +3 points.
- Add one Flame-thrower team for +2 points.

IS203