

# 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
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### 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

**0**  
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)

**0**  
POINTS

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## R-2 LIGHT TANK PLATOON



• TANK UNIT • ARMoured RESERVE •

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

*Peasant Army*  
*Last Stand*  
*Protected Ammo*  
*Remount*

5+

4+

3+

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

4+



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

**ARMOUR**

**FRONT** 2

**SIDE & REAR** 1

**TOP** 1

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

### LIGHT TANK PLATOON

3x R-2 (3.7cm)

3 POINTS



## R-2 LIGHT TANK COMPANY HQ



• TANK FORMATION • ARMoured RESERVE •

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

*Peasant Army*  
*Last Stand*  
*Protected Ammo*  
*Remount*

5+

4+

3+

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

4+



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

**ARMOUR**

**FRONT** 2

**SIDE & REAR** 1

**TOP** 1

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



## 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.

### R-2 LIGHT TANK COMPANY

**FORMATION CONTAINS:**

- 1 R-2 Light Tank Company HQ (LR101)
- 2 R-2 Light Tank Platoon (LR102)  
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)
- 0-1 T-4 Medium Tank Platoon (LR106)  
or TA Assault Gun Platoon (LR108)

### 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.

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



# R-35

LIGHT TANK PLATOON



MOTIVATION

**CONFIDENT 4+**

*Peasant Army*  
Last Stand

**5+**

**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 Mgs, 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



# 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



**R-35**  
LIGHT TANK PLATOON

3x R-35 (45mm)

**3 POINTS**

2x R-35 (45mm)

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	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



• 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	ANTI-TANK POWER	FIRE POWER	NOTES
Churchill (6 pdr)	28"/70CM	2	1	10	4+
Churchill (Mgs)	16"/40CM	4	4	2	6



# CHURCHILL



## 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.

**5202**

### 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.



# 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**

MOTIVATION  
**FEARLESS 3+**

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

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	HALTED	3	ROF	3	MOVING	2	ANTI-TANK	1	FIRE-POWER	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.

### ARMoured CAR PLATOON

- 7x BA-64 (MG)
  - 5x BA-64 (MG)
  - 3x BA-64 (MG)
- 5 POINTS**
- 4 POINTS**
- 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+**

SKILL  
**VETERAN 3+**  
Assault Weapons  
Assault  
**2+**

IS HIT ON  
**CAREFUL 4+**

SAVE

**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	HALTED	3	ROF	3	MOVING	1	ANTI-TANK	1	FIRE-POWER	6	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.

- 10x PpSh SMG team
  - 1x Komissar
  - 7x PpSh SMG team
  - 1x Komissar
  - 4x PpSh SMG team
  - 1x Komissar
- 14 POINTS**
- 10 POINTS**
- 6 POINTS**

### OPTIONS

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

IS203