

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

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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)

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

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	10"/25CM	14"/35CM	16"/40CM	3+

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



R-2

LIGHT TANK PLATOON



LIGHT TANK PLATOON

3x R-2 (3.7cm)

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.
Overworked: +1 To Hit for Moving ROF.

LR102



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

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	10"/25CM	14"/35CM	16"/40CM	3+

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



R-2

LIGHT TANK COMPANY HQ



LIGHT TANK COMPANY HQ

3x R-2 (3.7cm)

3 POINTS

2x R-2 (3.7cm)

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



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 pdt)

RANGE

28"/70CM

HALTED

2

MOVING

4

ANTI-TANK

10

FIRE-POWER

4+

NOTES

No HE



CHURCHILL

GUARDS HEAVY TANK REGIMENT HQ



CHURCHILL

GUARDS HEAVY TANK REGIMENT HQ

1x Churchill (6 pdt)

3 POINTS

SPECIAL RULES

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



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+

SKILL

GREEN 5+

• 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)

20"/50CM

2

1

4

4+

Overworked

R-35 (37mm) (MG)

16"/40CM

3

3

2

6



R-35

LIGHT TANK PLATOON



R-35

3x R-35 (45mm)

2x R-35 (45mm)

1x R-35 (37mm)

3 POINTS

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



MOTIVATION

CONFIDENT 4+

SKILL

TRAINED 4+

Heavy Weapon Assault **5+**

• INFANTRY UNIT • HEAVY WEAPON •



IS HIT ON

AGGRESSIVE 3+

SAVE

3+



TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

82mm mortar

RANGE

40"/100CM

ROF

ARTILLERY

ANTI-TANK

1

FIRE-POWER

4+

NOTES



CHURCHILL



MOTIVATION

FEARLESS 3+

SKILL

TRAINED 4+

• TANK UNIT •



IS HIT ON

AGGRESSIVE 3+

ARMOUR

8

FRONT

7

SIDE & REAR

2

TOP

2+

TACTICAL

8"/20CM

TERRAIN DASH

10"/25CM

CROSS COUNTRY DASH

14"/35CM

ROAD DASH

14"/35CM

CROSS

2+

WEAPON

Churchill (6 pdr)

RANGE

28"/70CM

ROF

2

ANTI-TANK

1

FIRE-POWER

4+

NOTES

No HE

Churchill (Mgs)

16"/40CM

4

4

2

6



82MM MORTAR COMPANY



82MM MORTAR COMPANY

9x 82mm mortar

6x 82mm mortar

3x 82mm mortar

6 POINTS

4 POINTS

2 POINTS

SPECIAL RULES

Heavy Weapon: Team cannot Charge into Contact.

5113



CHURCHILL



CHURCHILL
GUARDS HEAVY TANK COMPANY

5x Churchill (6 pdr)

4x Churchill (6 pdr)

3x Churchill (6 pdr)

16 POINTS

13 POINTS

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+



• INFANTRY UNIT • KOMISSAR •

IS HIT ON
CAREFUL 4+



RED BANNER RIFLE COMPANY

10x DP MG & M1891 rifle team

1x Komissar

13 POINTS

7x DP MG & M1891 rifle team

1x Komissar

9 POINTS

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.

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 Charge 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.

SKILL

VETERAN 3+



SAVE

3+

TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

DP MG & M1891 rifle team

optional Panzerfaust anti-tank

optional Maksim HMG team

optional Flame-thrower team

RANGE

16"/40CM

4"/10CM

24"/60CM

4"/10CM

HALTED

2

1

6

4

MOVING

1

1

2

4

ANTI-TANK

2

12

2

2

FIRE-POWER

6

5+

6

AUTO

NOTES

Limited 2, Slow Firing

Assault 4+, Heavy Weapon

Assault 4+, Flame-thrower, Heavy Weapon, Pinned ROF 2



120MM MORTAR COMPANY



MOTIVATION

CONFIDENT 4+

SKILL

TRAINED 4+

Gun Assault 5+

• GUN UNIT •



IS HIT ON

AGGRESSIVE 3+

SAVE

4+

TACTICAL

4"/10CM

TERRAIN DASH

4"/10CM

CROSS COUNTRY DASH

6"/15CM

ROAD DASH

8"/20CM

CROSS

3+

WEAPON

120mm mortar

RANGE

56"/140CM

ROF

ARTILLERY

HALTED

2

MOVING

3+

ANTI-TANK

2

FIRE-POWER

3+

NOTES



120MM MORTAR COMPANY



120MM MORTAR COMPANY

8x 120mm mortar

6x 120mm mortar

3x 120mm mortar

8 POINTS

6 POINTS

3 POINTS

ST114



BA-64

HERO ARMoured CAR PLATOON

MOTIVATION

FEARLESS 3+

Scout
Counterattack

5+

SKILL

VETERAN 3+

Scout
Assault

4+



• 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+

WEAPON

BA-64 (MG)

RANGE

16"/40CM

HALTED

3

MOVING

3

ANTI-TANK

2

FIRE-POWER

6

NOTES

Self-defence AA

OPTIONAL
BA-64 (PTRD)

16"/40CM

2

1

5

5+

No HE



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

HERO
BA-64

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.

55225



RED BANNER SMG COMPANY

• INFANTRY UNIT • KOMISSAR •

IS HIT ON

CAREFUL 4+

SAVE

Infantry

3+



RED BANNER
SMG COMPANY

10x PPSh SMG team

1x Komissar

14 POINTS

7x PPSh SMG team

1x Komissar

10 POINTS

4x PPSh SMG team

1x Komissar

6 POINTS

OPTIONS

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

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+.

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.

55203