

Berlin: German

| Clausewitz Panzersturm Company | | German | LG469 | 78 |
|--|-------|--------|-------|----|
| Clausewitz Panzersturm Company HQ | LG469 | 5 | | |
| 2x StG44 assault rifle team with Panzerfaust | | | | |
| 1x Sd Kfz 251 (MG) half-track (LG471) | 5 | | | |
| Clausewitz Panzersturm Platoon | LG470 | 13 | | |
| 7x StG44 assault rifle team with Panzerfaust | | | | |
| 4x Sd Kfz 251 (MG) half-track (LG471) | 13 | | | |
| • Replace one Sd Kfz 251 (MG) with a Sd Kfz 251 (2cm) half-track at no cost. | | | | |
| Clausewitz Armoured Triple 15mm FlaK Platoon | LG474 | 6 | | |
| 6x Sd Kfz 251 (Triple 15mm) | 6 | | | |
| Clausewitz Panzersturm Platoon | LG470 | 13 | | |
| 7x StG44 assault rifle team with Panzerfaust | | | | |
| 4x Sd Kfz 251 (MG) half-track (LG471) | 13 | | | |
| Clausewitz Armoured Triple 15mm FlaK Platoon | LG474 | 6 | | |
| 6x Sd Kfz 251 (Triple 15mm) | 6 | | | |
| Clausewitz Armoured 7.5cm Gun Platoon | LG478 | 6 | | |
| 6x Sd Kfz 251 (7.5cm) | 6 | | | |
| Clausewitz Panther (IR) Tank Platoon | LG461 | 29 | | |
| 3x Panther (IR) (7.5cm) | 29 | | | |
| Support | | German | | 26 |
| Wespe Artillery Battery | LG134 | 9 | | |
| 3x Wespe (10.5cm) | 9 | | | |
| Sd Kfz 250 OP Observation Post | LG261 | 1 | | |
| 1x Sd Kfz 250 OP (MG) | 1 | | | |
| Sd Kfz 250 & 251 Scout Troop | LG531 | 2 | | |
| 2x Sd Kfz 250 (MGs) | | | | |
| 1x Sd Kfz 251 (Triple 15mm) | 2 | | | |
| 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 | | | |
| Berlin: German Command Cards | | German | | 1 |
| Lucky | | 1 | | |
| Command Card Lucky | 1 | | | |

Berlin: German Unit Count: 12 Total Points : 105

Card List:

Lucky
 LG134 Wespe Artillery Battery
 LG261 Sd Kfz 250 OP Observation Post
 LG461 Clausewitz Panther (IR) Tank Platoon
 LG462 Clausewitz Sd Kfz 251 UHU
 LG469 Clausewitz Panzersturm Company HQ
 LG470 Clausewitz Panzersturm Platoon
 LG471 Clausewitz Sd Kfz 251 Half-track
 LG474 Clausewitz Armoured Triple 15mm FlaK Platoon
 LG478 Clausewitz Armoured 7.5cm Gun Platoon
 LG480 Clausewitz StuG Assault Gun Platoon
 LG531 Sd Kfz 250 & 251 Scout Troop
 LG534 Luftwaffe 8.8cm Heavy AA Platoon

Pick List:

4 8.8cm AA gun
 3 Panther (IR) (7.5cm)
 2 Sd Kfz 250 (MGs)
 1 Sd Kfz 250 OP (MG)
 1 Sd Kfz 251 (2cm)
 6 Sd Kfz 251 (7.5cm)
 8 Sd Kfz 251 (MG)
 13 Sd Kfz 251 (Triple 15mm)
 16 StG44 assault rifle team with Panzerfaust
 3 StuH (10.5cm)
 3 Wespe (10.5cm)



WESPE

ARTILLERY BATTERY



• TANK UNIT • STORMTROOPERS •



IS HIT ON
CAREFUL 4+

MOTIVATION
FEARLESS 3+
SP Gun
Counterattack
6

SKILL
VETERAN 3+
SP Gun
Assault
5+

ARMOUR
FRONT 1
SLIDE & REAR 1
TOP 0

| | | | | |
|----------|--------------|--------------------|-----------|-------|
| TACTICAL | TERRAIN DASH | CROSS COUNTRY DASH | ROAD DASH | CROSS |
| 10"/25CM | 12"/30CM | 18"/45CM | 20"/50CM | 3+ |

| WEAPON | RANGE | ROF | | ANTI-TANK | FIRE POWER | NOTES |
|----------------------------------|-----------------------|----------------|----------------|-----------|------------|---|
| | | HALTED | MOVING | | | |
| Wespe (10.5cm) or Direct Fire | 72"/180CM 24"/60CM | ARTILLERY 1 | ARTILLERY 1 | 3 9 | 3+ 2+ | Forward Firing, Smoke Bombardment Brutal, Forward Firing, Slow Firing, Smoke |
| Wespe (MG) | 16"/40CM | 3 | 2 | 2 | 6 | |



WESPE

ARTILLERY BATTERY



WESPE ARTILLERY BATTERY
6x Wespe (10.5cm)
3x Wespe (10.5cm)
18 POINTS
9 POINTS

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.

Smoke: Can Shoot Smoke ammunition.

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

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

G134

LUCKY

Some men have all the luck.

Discard this card to re-roll any one die. The second result must be used.

German, Force, Limited

1 POINTS



CLAUSEWITZ PANTHER (IR)

TANK PLATOON



MOTIVATION

RELUCTANT 5+

- TANK UNIT • INFRA-RED (IR) •
- STORMTROOPERS •

IS HIT ON
CAREFUL 4+

SKILL
VETERAN 3+



ARMOUR

| | |
|-------------|----|
| FRONT | 10 |
| SIDE & REAR | 5 |
| TOP | 1 |

| | | | | | | | | | |
|----------|----------|--------------|----------|--------------------|----------|-----------|----------|-------|----|
| TACTICAL | 10"/25CM | TERRAIN DASH | 14"/35CM | CROSS COUNTRY DASH | 20"/50CM | ROAD DASH | 24"/60CM | CROSS | 2+ |
|----------|----------|--------------|----------|--------------------|----------|-----------|----------|-------|----|

| | | | | | | | | |
|----------------------|-----------|--------|--------|-----------|------|------------|-------|-------|
| WEAPON | RANGE | ROF | | ANTI-TANK | | FIRE-POWER | | NOTES |
| | | HALTED | MOVING | TANK | TANK | POWER | POWER | |
| Panther (IR) (7.5cm) | 40"/100CM | 2 | 1 | 14 | 3+ | | | |
| Panther (IR) (MGs) | 16"/40CM | 4 | 4 | 2 | 6 | | | |



CLAUSEWITZ PANTHER (IR)

TANK PLATOON



SPECIAL RULES

- Infra-Red (IR):** Roll two dice for Night Visibility and choose the highest score.
- Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.



CLAUSEWITZ
PANTHER (IR)
TANK PLATOON

3x Panther (IR) (7.5cm) **29 POINTS**
2x Panther (IR) (7.5cm) **19 POINTS**

OPTIONS

- Add one Sd Kfz 251 Uhu half-track (IG462) for +1 point.

IG461



SD Kfz 250 OP

OBSERVATION POST



MOTIVATION

CONFIDENT 4+

Scout
Last Stand 5+
Observer
Counterattack 6

- TANK UNIT • INDEPENDENT • OBSERVER •
- STORMTROOPERS • SCOUT •

IS HIT ON
CAREFUL 4+

SKILL
VETERAN 3+



ARMOUR

| | |
|-------------|---|
| FRONT | 1 |
| SIDE & REAR | 1 |
| TOP | 0 |

| | | | | | | | | | |
|----------|----------|--------------|----------|--------------------|----------|-----------|----------|-------|----|
| TACTICAL | 10"/25CM | TERRAIN DASH | 12"/30CM | CROSS COUNTRY DASH | 18"/45CM | ROAD DASH | 20"/50CM | CROSS | 3+ |
|----------|----------|--------------|----------|--------------------|----------|-----------|----------|-------|----|

| | | | | | | | | |
|--------------------|----------|--------|--------|-----------|------|------------|-------|----------------|
| WEAPON | RANGE | ROF | | ANTI-TANK | | FIRE-POWER | | NOTES |
| | | HALTED | MOVING | TANK | TANK | POWER | POWER | |
| Sd Kfz 250 OP (MG) | 16"/40CM | 3 | 3 | 2 | 6 | | | Forward Firing |



SD Kfz 250 OP

OBSERVATION POST



SPECIAL RULES

- Forward Firing:** Weapon can only hit targets fully in front of the Team.
- Independent:** Unit cannot Charge into Contact or take an Objective, and is ignored for Victory Points.
- Observer:** Team can Spot for any friendly Artillery Unit. Cannot Charge into Contact.
- Scout:** Team can remain Gone to Ground while moving.
- Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.



SD Kfz 250 OP
OBSERVATION POST

1x Sd Kfz 250 OP (MG) **1 POINT**

You must field:

- Volks 10.5cm Artillery Battery;
 - 10.5cm Artillery Battery;
 - Wespe 10.5cm SP Artillery Battery;
 - Hummel 15cm SP Artillery Battery;
 - Panzerwerfer 42 Battery;
 - 15cm Nebelwerfer Battery
- before you can field a Sd Kfz 250 OP.

IG261

CLAUSEWITZ
PANZERSTURM COMPANY HQ

MOTIVATION
RELUCTANT 5+

SKILL
VETERAN 3+

- INFANTRY FORMATION • INFRA-RED (IR) • NIGHT FIGHTERS • STORMTROOPERS •



IS HIT ON
CAREFUL 4+

SAVE
3+
Infantry

| 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 | 3 | 3 | 1 | 6 | Pinned ROF 1 Limited 1, Slow Firing |

CLAUSEWITZ
PANZERSTURM COMPANY HQ

CLAUSEWITZ
PANZERSTURM COMPANY HQ

2x StG44 team with Panzerfaust
1x Sd Kfz 251 (MG)
half-track (IG477)

5 POINTS

- OPTIONS**
- Replace Sd Kfz 251 (MG) with a Sd Kfz 251 (2cm) half-track at no cost.

SPECIAL RULES

See Clausewitz Panzersturm Platoon (IG470).
HQ Transport: Half-track is part of HQ Unit.
Night Fighters: May attack at Night in Missions without Meeting Engagement. Use Night Fighting rules. Formation Units move freely. Other Units can only move out of Deployment Area after dawn or before dusk.

BERLIN
CLAUSEWITZ
PANZERSTURM COMPANY

FORMATION CONTAINS:

- 1 Panzersturm Company HQ (IG469)
- 1-2 Panzersturm Platoon (IG470)
or Arndt Panzergranadier Platoon (IG473)
- 1-2 Armoured Triple 15mm Flak Platoon (IG474)
or Armoured 2cm Flak Platoon (IG475)
- 0-1 Armoured 8cm Mortar Section (IG476)
or 12cm Mortar Platoon (IG477)
- 0-1 Armoured 7.5cm Gun Platoon (IG478)
or Armoured
7.5cm Tank-hunter Platoon (IG483)
- 0-1 Panther (IR) Tank Platoon (IG461)
or Battle Group
Panther (Late) Tank Platoon (IG521)
or Jagpanther (IR) Tank-hunter Platoon (IG463)
or StG Assault Gun Platoon (IG480)

IG469

CLAUSEWITZ
SD Kfz 251 UHU

MOTIVATION
RELUCTANT 5+

SKILL
VETERAN 3+

- TANK UNIT • INDEPENDENT • INFRA-RED (IR) • IR SEARCHLIGHT • STORMTROOPERS • UHU •



IS HIT ON
CAREFUL 4+

ARMOUR
FRONT 1
SIDE & REAR 1
TOP 0

| TACTICAL | TERRAIN DASH | CROSS COUNTRY DASH | ROAD DASH | CROSS |
|----------|--------------|--------------------|-----------|-------|
| 10"/25CM | 10"/25CM | 16"/40CM | 28"/70CM | 3+ |

| WEAPON | RANGE | HALTED | MOVING | ANTI-TANK | FIRE-POWER | NOTES |
|----------------------|----------|--------|--------|-----------|------------|-------|
| Sd Kfz 251 Uhu (MGs) | 16"/40CM | 4 | 4 | 2 | 6 | |

CLAUSEWITZ
SD Kfz 251 UHU



SD Kfz 251 UHU

SPECIAL RULES

Independent: Unit cannot Charge into Contact or take an Objective, and is ignored for Victory Points.
Infra-Red (IR): Roll two dice for Night Visibility and choose the highest score.
IR Searchlight: Instead of Shooting, Illuminate target in Line of Sight within 32"/80cm. All Units with Infra-Red (IR) may Shoot at that target without rolling for Night Visibility.
Stormtroopers: Unit may attempt a second, different, Movement Order succeeding in its first Movement Order.
Uhu: Team is sent to the rear when in Daylight and is brought forward at Night.

IG462

CLAUSEWITZ SD KFZ 251 HALF-TRACK TRANSPORT

MOTIVATION

RELUCTANT 5+

Transport
Counterattack
Remount
6

5+

- TRANSPORT ATTACHMENT
- PASSENGERS 3 • UNIT TRANSPORT
- MOUNTED ASSAULT • INFRA-RED (IR)
- STORMTROOPERS

IS HIT ON
CAREFUL 4+

ARMOUR
FRONT 1
SIDE & REAR 1
TOP 0

SKILL
VETERAN 3+

MOUNTED ASSAULT
1 OR 2
PASSENGERS
4+ 3+



| | | | | | | | | | |
|----------|----------|--------------|----------|--------------------|----------|-----------|----------|-------|----|
| TACTICAL | 10"/25CM | TERRAIN DASH | 10"/25CM | CROSS COUNTRY DASH | 16"/40CM | ROAD DASH | 28"/70CM | CROSS | 3+ |
|----------|----------|--------------|----------|--------------------|----------|-----------|----------|-------|----|

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

CLAUSEWITZ PANZERSTURM PLATOON

MOTIVATION

RELUCTANT 5+

SKILL
VETERAN 3+

- INFANTRY UNIT • INFRA-RED (IR)
- STORMTROOPERS

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 |
|----------|---------|--------------|---------|--------------------|----------|-----------|----------|-------|------|

| | | | | | | | | |
|---|--|---------|--|--------|--------|-----------|------------|--|
| WEAPON | | RANGE | | HALTED | MOVING | ANTI-TANK | FIRE-POWER | NOTES |
| StG44 assault rifle team or Panzerfaust anti-tank | | 8"/20CM | | 3 | 3 | 1 | 6 | Pinned ROF 1 Limited 2, Slow Firing |
| | | 4"/10CM | | 1 | 1 | 12 | 5+ | |

CLAUSEWITZ SD KFZ 251 HALF-TRACK TRANSPORT

CLAUSEWITZ
SD KFZ 251 HALF-TRACK TRANSPORT

SPECIAL RULES

Infra-Red (IR): Roll two dice for Night Visibility and choose the highest score.
Mounted Assault: Team has Assault 4+ and Counterattack 5+ with one Passenger and Assault 3+ and Counterattack 5+ with two or three Passengers.
Passengers 3: Can carry three Infantry Teams as Passengers.
Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.
Unit Transport: Unit Leader must end the Movement Step within 6"/15cm of the Unit Leader of its Passenger Unit while on table.

IG471

CLAUSEWITZ PANZERSTURM PLATOON



CLAUSEWITZ
PANZERSTURM PLATOON

7x StG44 team with Panzerfaust
4x Sd Kfz 251 (MG) half-track (IG471) **13 POINTS**

5x StG44 team with Panzerfaust
3x Sd Kfz 251 (MG) half-track (IG471) **10 POINTS**

7x StG44 team with Panzerfaust **10 POINTS**

5x StG44 team with Panzerfaust **7 POINTS**

OPTIONS

- Replace one Sd Kfz 251 (MG) with a Sd Kfz 251 (2cm) half-track at no cost.
- Add one Sd Kfz 251 Uhu half-track (IG462) for +1 point.

SPECIAL RULES

Infra-Red (IR): Roll two dice for Night Visibility and choose the highest score.
Limited #:: Each time this Unit Shoots, # number Teams may Shoot as a Panzerfaust. Each time this Unit rolls To Hit in an Assault, # number Teams may use a Panzerfaust.
Pinned ROF 1: Reduce ROF to 1 when Pinned Down.
Slow Firing: +1 To Hit for Moving ROF.
Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

IG470

CLAUSEWITZ ARMoured 7.5CM GUN PLATOON

MOTIVATION

RELUCTANT 5+

SP Gun
Counterattack

6

SKILL

VETERAN 3+

SP Gun
Assault

5+

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 1

SIDE & REAR 1

TOP 0



• TANK UNIT • STORMTROOPERS •

| | | | | | | | | | |
|----------|----------|--------------|----------|--------------------|----------|-----------|----------|-------|----|
| TACTICAL | 10"/25CM | TERRAIN DASH | 10"/25CM | CROSS COUNTRY DASH | 16"/40CM | ROAD DASH | 28"/70CM | CROSS | 3+ |
|----------|----------|--------------|----------|--------------------|----------|-----------|----------|-------|----|

| | | | | | | | | | | | | |
|--------------------|--|----------|--|--------|--|-----|--|-----------|--|------------|--|----------------------|
| WEAPON | | RANGE | | HALTED | | ROF | | ANTI-TANK | | FIRE-POWER | | NOTES |
| Sd Kfz 251 (7.5cm) | | 24"/60CM | | 2 | | 1 | | 9 | | 3+ | | Forward Firing, HEAT |
| Sd Kfz 251 (MG) | | 16"/40CM | | 3 | | 3 | | 2 | | 6 | | Forward Firing |

CLAUSEWITZ ARMoured 7.5CM GUN PLATOON

CLAUSEWITZ ARMoured
7.5CM GUN PLATOON

6x Sd Kfz 251 (7.5cm)

4x Sd Kfz 251 (7.5cm)

2x Sd Kfz 251 (7.5cm)

6 POINTS

4 POINTS

2 POINTS

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.

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

G478

CLAUSEWITZ ARMoured TRIPLE 15MM FLAK PLATOON

MOTIVATION

RELUCTANT 5+

SP Gun
Counterattack

6

SKILL

VETERAN 3+

SP Gun
Assault

5+

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 1

SIDE & REAR 1

TOP 0



• TANK UNIT • STORMTROOPERS •

| | | | | | | | | | |
|----------|----------|--------------|----------|--------------------|----------|-----------|----------|-------|----|
| TACTICAL | 10"/25CM | TERRAIN DASH | 10"/25CM | CROSS COUNTRY DASH | 16"/40CM | ROAD DASH | 28"/70CM | CROSS | 3+ |
|----------|----------|--------------|----------|--------------------|----------|-----------|----------|-------|----|

| | | | | | | | | | | | | |
|--------------------------|--|----------|--|--------|--|-----|--|-----------|--|------------|--|--------------|
| WEAPON | | RANGE | | HALTED | | 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

CLAUSEWITZ ARMoured
TRIPLE 15MM FLAK PLATOON

6x Sd Kfz 251 (Triple 15mm)

3x Sd Kfz 251 (Triple 15mm)

6 POINTS

3 POINTS

SPECIAL RULES

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

SD KFZ 250 & 251 SCOUT TROOP

MOTIVATION

RELUCTANT 5+

Scout

Counterattack

Last Stand

6

SKILL

VETERAN 3+

Scout

Assault

4+



• TANK UNIT • SCOUT • SPEARHEAD •
• STORMTROOPERS •

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT

1

SIDE & REAR

1

TOP

0

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

32"/80CM

CROSS

4+

WEAPON

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

NOTES

G331

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.

STUG ASSAULT GUN PLATOON

MOTIVATION

RELUCTANT 5+

SP Gun

Counterattack

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)

32"/80CM

2

1

11

3+

Forward Firing

StuH (10.5cm)

64"/160CM

ARTILLERY

3

3+

3+

Forward Firing
Batal Forward Firing, HEAT, Slow Firing, Smoke

or Direct Fire

24"/60CM

1

1

10

2+

Batal Forward Firing, HEAT, Slow Firing, Smoke

Stug & StuH (MG)

16"/40CM

3

2

2

6

RANGE

HALTED MOVING

ANTI-TANK POWER

NOTES

STUG ASSAULT GUN PLATOON

STUG ASSAULT GUN PLATOON

3x Stug (7.5cm)
3x StuH (10.5cm)

13 POINTS
8 POINTS

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.

G480

LUFTWAFFE 8.8CM HEAVY AA PLATOON

MOTIVATION

RELUCTANT 5+

SKILL

TRAINED 4+
Gun Assault **5+**

• GUN UNIT • GUN SHIELD • LARGE GUN •



IS HIT ON

AGGRESSIVE 3+

SAVE

4+
Gun

| 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



**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.

L GS34