

# Berlin: German

Clausewitz Panzer Sturm Company		German	LG469	78
Clausewitz Panzer Sturm Company HQ			LG469	5
2x StG44 assault rifle team with Panzerfaust				
1x Sd Kfz 251 (MG) half-track (LG471)				5
Clausewitz Panzer Sturm 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 Panzer Sturm 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 Panzer Sturm Company HQ  
 LG470 Clausewitz Panzer Sturm 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 •

MOTIVATION  
**FEARLESS 3+**

SKILL  
**VETERAN 3+**  
SP Gun Assault

SKILL  
**5+**



IS HIT ON  
**CAREFUL 4+**

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	3	3+	Forward Firing, Smoke Bombardment
Wespe (MG)	16"/40CM	3	2	2	2+	Brutal, Forward Firing, Slow Firing, Smoke

G134



# 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.

# 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+**



AMOUR  
FRONT **10**  
SIDE & REAR **5**  
TOP **1**

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

WEAPON	RANGE	ROF		ANTI-TANK POWER	FIRE-POWER	NOTES
		HALTED	MOVING			
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  
**29 POINTS**  
**19 POINTS**

- 3x Panther (IR) (7.5cm)
- 2x Panther (IR) (7.5cm)

## 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+**



AMOUR  
FRONT **1**  
SIDE & 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 POWER	FIRE-POWER	NOTES
		HALTED	MOVING			
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  
**1 POINT**

1x Sd Kfz 250 OP (MG)

## 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+

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

IS HIT ON  
CAREFUL 4+

SKILL

VETERAN 3+

SAVE  
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	FIRE-POWER	NOTES
StG44 assault rifle team or Panzerfaust anti-tank	8"/20CM 4"/10CM	3 1	3 1	1 12	6 5+	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

- 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)

CLAUSEWITZ  
SD Kfz 251 UHU

MOTIVATION

RELUCTANT 5+

Independent  
Counterattack

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

IS HIT ON  
CAREFUL 4+

SKILL

VETERAN 3+

Independent  
Assault



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.

# CLAUSEWITZ SD KFZ 251 HALF-TRACK TRANSPORT

MOTIVATION

**RELUCTANT 5+**

6

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

IS HIT ON  
**CAREFUL 4+**

Transport  
Counterattack  
Remount  
6

5+

SKILL  
**VETERAN 3+**

1 OR 2  
MOUNTED ASSAULT  
PASSENGERS  
4+ 3+



ARMOUR  
FRONT 1  
SIDE & REAR 1  
TOP 0

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+**

6

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

IS HIT ON  
**CAREFUL 4+**

SKILL  
**VETERAN 3+**



SAVE  
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 4"/10CM		3 1	3 1	1 12	6 5+	Pinned ROF 1 Limited 2, Slow Firing	

# 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+



• TANK UNIT • STORMTROOPERS •

IS HIT ON  
**CAREFUL 4+**

ARMOUR

FRONT 1

SIDE & REAR 1

TOP 0

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

WEAPON

Sd Kfz 251 (7.5cm)

RANGE

24"/60CM

HALTED

MOVING

ROF

1

3+

Notes

Forward Firing, HEAT

Sd Kfz 251 (MG)

RANGE

16"/40CM

HALTED

MOVING

ROF

3

3

Notes

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+



• TANK UNIT • STORMTROOPERS •

IS HIT ON  
**CAREFUL 4+**

ARMOUR

FRONT 1

SIDE & REAR 1

TOP 0

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

WEAPON

Sd Kfz 251 (Triple 15mm)

RANGE

20"/50CM

HALTED

MOVING

ROF

5

3

Notes

Anti-Fire, Power

5+

5

5+

Notes

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

NOTES

# 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.

G331

# 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

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

NOTES

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