

# 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)



*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**

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# WESPE

## ARTILLERY BATTERY

### MOTIVATION

**FEARLESS 3+**

**SP Gun Counterattack 6**

### SKILL

**VETERAN 3+**  
SP Gun Assault **5+**

• TANK UNIT • STORMTROOPERS •

**CAREFUL 4+**

IS HIT ON

### 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

**Wespe (10.5cm) or Direct Fire Wespe (MG)**

### RANGE

**72"/180CM**

**24"/60CM**

**16"/40CM**

### ROF HALTED MOVING

**ARTILLERY 1 1**

**3 9**

**2 6**

### ANTI-TANK FIRE-POWER

**3+ 3+ 2+**

**6**

### NOTES

Forward Firing, Smoke Bombardment Buttel, Forward Firing, Slow Firing, Smoke

**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.

**L** G134





## 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

Panther (IR) (7.5cm)

RANGE

40"/100CM

HALTED

2

MOVING

1

ANTI-TANK

14

FIRE-POWER

3+

NOTES

6



## SD KFZ 250 OP OBSERVATION POST



MOTIVATION

**CONFIDENT 4+**

Scout  
Last Stand

**5+**

Observer  
Counterattack

**6**

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

Sd Kfz 250 OP (MG)

RANGE

16"/40CM

HALTED

3

MOVING

3

ANTI-TANK

2

FIRE-POWER

6

NOTES

Forward Firing



## CLAUSEWITZ PANTHER (IR) TANK PLATOON



CLAUSEWITZ  
PANTHER (IR)  
TANK PLATOON

3x Panther (IR) (7.5cm)

2x Panther (IR) (7.5cm)

**29 POINTS**

**19 POINTS**

### OPTIONS

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



## SD KFZ 250 OP OBSERVATION POST



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.

### 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.





# 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+**



TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

StG44 assault rifle team  
or Panzerfaust anti-tank

RANGE

8"/20CM

HALTED

3

MOVING

1

ANTI-TANK

1

FIRE-POWER

6

NOTES

Pinned ROF 1  
Limited 1, Slow Firing



# CLAUSEWITZ SD KFZ 251 UHU



MOTIVATION

**RELUCTANT 5+**

SKILL

**VETERAN 3+**

Independent  
Counterattack

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

- IR SEARCHLIGHT • STORMTROOPERS • UHU •

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 Uhu (MGs)

RANGE

16"/40CM

HALTED

4

MOVING

4

ANTI-TANK

2

FIRE-POWER

6

NOTES



# CLAUSEWITZ PANZERSTURM COMPANY HQ



CLAUSEWITZ  
PANZERSTURM COMPANY HQ

- 2x StG44 team with Panzerfaust
- 1x Sd Kfz 251 (MG)
- half-track (IG47)

**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.

## FORMATION CONTAINS: CLAUSEWITZ PANZERSTURM COMPANY

- 1 Panzersturm Company HQ (IG469)
- 1-2 Panzersturm Platoon (IG470)  
or Arndt Panzergruppen 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 Jagdpanther (IR) Tank-hunter Platoon (IG463)  
or StG Assault Gun Platoon (IG480)

IG469



# 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 after succeeding in its first Movement Order.

**Uhu:** Team is sent to the rear when in Daylight and is brought forward at Night.

IG462







# 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)

24"/60cm

2

1

9

3+

Forward Firing, HEAT

Sd Kfz 251 (MG)

16"/40cm

3

3

2

6

Forward Firing

NOTES

Forward Firing, HEAT

# 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)

20"/50cm

5

3

5

5+

Dedicated AA

NOTES

Dedicated AA

# CLAUSEWITZ ARMoured 7.5cm GUN PLATOON



CLAUSEWITZ ARMoured  
7.5cm GUN PLATOON

6x Sd Kfz 251 (7.5cm)

6 POINTS

4x Sd Kfz 251 (7.5cm)

4 POINTS

2x Sd Kfz 251 (7.5cm)

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



CLAUSEWITZ ARMoured  
TRIPLE 15mm FLAK PLATOON

6x Sd Kfz 251 (Triple 15mm)

6 POINTS

3x Sd Kfz 251 (Triple 15mm)

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  
6

Scout  
Last Stand  
6

SKILL

**VETERAN 3+**

Scout  
Assault  
4+

• TANK UNIT • SCOUT • SPEARHEAD •  
• STORMTROOPERS •



IS HIT ON

**CAREFUL 4+**

FRONT  
SIDE &  
REAR  
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

ROF

HALTED

MOVING

ANTI-TANK

FIRE-POWER

# STUG ASSAULT GUN PLATOON

MOTIVATION

**RELUCTANT 5+**

SP Gun  
Counterattack  
6

Protected Ammo  
Remount  
4+

SKILL

**VETERAN 3+**

SP Gun  
Assault  
4+

• TANK UNIT • BAZOOKA SKIRTS •  
• STORMTROOPERS •



IS HIT ON

**CAREFUL 4+**

FRONT  
SIDE &  
REAR  
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+

10

2+

Brutal Forward Firing, HEAT, Slow Firing, Smoke

Stug & StuH (MG)

16"/40CM

3

2

2

6

# SD KFZ 250 & 251 SCOUT TROOP

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.

G631

# STUG ASSAULT GUN PLATOON

CLAUSEWITZ STUG ASSAULT GUN PLATOON

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



