

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



MOTIVATION

FEARLESS 3+

SP Gun
Counterattack

6

SKILL

VETERAN 3+

SP Gun
Assault

5+

• TANK UNIT • STORMTROOPERS •



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 1

SLIDE & REAR 1

TOP 0

CROSS

3+

ROAD DASH

20"/50CM

CROSS COUNTRY DASH

18"/45CM

TERRAIN DASH

12"/30CM

TACTICAL

10"/25CM

WEAPON

Wespe (10.5cm)
or Direct Fire

RANGE

72"/180CM

24"/60CM

HALTED

ARTILLERY

1

MOVING

1

2

ANTI-TANK

3

9

FIRE POWER

3+

2+

NOTES

Forward Firing,
Smoke Bombardment
Brutal, Forward Firing, Slow Firing,
Smoke

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

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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



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

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



CLAUSEWITZ PANTHER (IR) TANK PLATOON



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.

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.

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+



ARMOUR
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		NOTES
		HALTED	MOVING	TANK	TANK	
Sd Kfz 250 OP (MG)	16"/40CM	3	3	2	6	Forward Firing



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.

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+

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

- 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+

IS HIT ON

CAREFUL 4+

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

Transport
Counterattack
Remount
6

5+



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+
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WEAPON		RANGE		HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES	
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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+

IS HIT ON

CAREFUL 4+

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

SKILL
VETERAN 3+

SAVE

Infantry

3+



TACTICAL	8"/20CM	TERRAIN DASH	8"/20CM	CROSS COUNTRY DASH	12"/30CM	ROAD DASH	12"/30CM	CROSS	AUTO
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WEAPON		RANGE		HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES	
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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		
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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

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.

- 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.

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+
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WEAPON		RANGE		HALTED		ROF		ANTI-TANK		FIRE-POWER		NOTES
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Sd Kfz 251 (7.5cm) 24"/60CM 2 1 9 3+

Sd Kfz 251 (MG) 16"/40CM 3 3 2 6 Forward Firing, HEAT Forward Firing

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+
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WEAPON		RANGE		HALTED		ROF		ANTI-TANK		FIRE-POWER		NOTES
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Sd Kfz 251 (Triple 15mm) 20"/50CM 5 3 5 5+

Dedicated AA

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

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	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	32"/80CM	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
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

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 Removal

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	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	20"/50CM	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Stug (7.5cm)	32"/80CM	2	1	11	3+	Forward Firing
StuH (10.5cm)	64"/160CM	ARTILLERY		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	

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
2"/5CM

CROSS COUNTRY DASH
4"/10CM

ROAD DASH
4"/10CM

CROSS
6

WEAPON

8.8cm AA gun

RANGE
40"/100CM

ROF
2

ANTI-TANK
14

FIRE-POWER
3+

NOTES

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