

League 2024 - German Tiger Berlin: German

Heavy Tank Training Company		German	LG500	83
Heavy Tank Training Company HQ (Tiger II)	LG500	16		
1x Tiger II (8.8cm)	16			
Tiger II Training Platoon	LG501	27		
2x Tiger II (8.8cm)	27			
Panther (Late) Training Platoon	LG505	22		
3x Panther (late) (7.5cm)	22			
Panzergranadier Training Platoon	LG516	9		
7x MG42 team with Panzerfaust	8			
• Add a Panzerschreck anti-tank team for +1 point.				
Panzergranadier Training Platoon	LG516	9		
7x MG42 team with Panzerfaust	8			
• Add a Panzerschreck anti-tank team for +1 point.				
Support		German		22
Volks 10.5cm Artillery Battery	LG415	7		
4x 10.5cm howitzer	7			
Sd Kfz 234 Heavy Scout Troop	LG482	3		
1x Sd Kfz 234 (PaK40)				
1x Sd Kfz 234 (2cm)	3			
8.8cm Heavy AA Platoon	LG144	12		
4x 8.8cm AA gun	12			
Berlin: German		Unit Count: 8	Total Points : 105	

Card List:

LG144 8.8cm Heavy AA Platoon
 LG415 Volks 10.5cm Artillery Battery
 LG482 Sd Kfz 234 Heavy Scout Troop
 LG500 Heavy Tank Training Company HQ (Tiger II)
 LG501 Tiger II Training Platoon
 LG505 Panther (Late) Training Platoon
 LG516 Panzergranadier Training Platoon
 LG517 Sd Kfz 251 Training Transport

Pick List:

4 10.5cm howitzer
 4 8.8cm AA gun
 14 MG42 team with Panzerfaust
 3 Panther (late) (7.5cm)
 2 Panzerschreck anti-tank team
 1 Sd Kfz 234 (2cm)
 1 Sd Kfz 234 (PaK40)
 3 Tiger II (8.8cm)

10.5CM ARTILLERY BATTERY

• GUN UNIT • GUN SHIELD • LARGE GUN •

IS HIT ON
AGGRESSIVE 3+

MOTIVATION
RELUCTANT 5+
*Third Reich
Last Stand*

SKILL
TRAINED 4+
*Gun
Assault*



SAVE
4+
Gun

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	2"/5CM	4"/10CM	4"/10CM	6

WEAPON 10.5cm howitzer or Direct Fire	RANGE 72"/180CM	ROF		ANTI-TANK 3	FIRE 3+	NOTES <i>Forward Firing, Smoke Bombardment</i>
		HALTED	MOVING			
		1	1	9	2+	<i>Brutal, Forward Firing, Slow Firing, Smoke</i>

10.5CM ARTILLERY BATTERY

SPECIAL RULES

10.5CM ARTILLERY BATTERY
VOLKS
11 POINTS
7 POINTS
4 POINTS

6x 10.5cm howitzer
4x 10.5cm howitzer
2x 10.5cm howitzer



Brutal: Infantry, Gun, and Unarmoured Tank Teams re-roll successful Saves.
Forward Firing: Weapon can only hit targets fully in front of the Team.

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.

Slow Firing: +1 To Hit for Moving ROF.

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

Smoke: Can Shoot Smoke ammunition.

G1415

8.8CM HEAVY AA PLATOON

• GUN UNIT • GUN SHIELD • LARGE GUN •

IS HIT ON
CAREFUL 4+

MOTIVATION
CONFIDENT 4+
*Third Reich
Last Stand*

SKILL
VETERAN 3+
*Gun
Assault*



SAVE
4+
Gun

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	2"/5CM	4"/10CM	4"/10CM	6

WEAPON 8.8cm AA gun	RANGE 40"/100CM	ROF		ANTI-TANK 14	FIRE 3+	NOTES <i>Self-defence AA</i>
		HALTED	MOVING			
		2	1	14	3+	

8.8CM HEAVY AA PLATOON

SPECIAL RULES

8.8CM HEAVY AA PLATOON
12 POINTS
6 POINTS

4x 8.8cm AA gun
2x 8.8cm AA gun



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.

G1444



TIGER II

HEAVY TANK TRAINING COMPANY HQ



MOTIVATION
CONFIDENT 4+

- TANK FORMATION
- OLD HAND
- STORMTROOPERS

SKILL
VETERAN 3+



IS HIT ON
CAREFUL 4+

ARMOUR

FRONT	16
SIDE & REAR	8
TOP	2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	16"/40CM	18"/45CM	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK POWER	FIRE POWER	NOTES
Tiger II (8.8cm)	48"/120CM	2	1	17	3+	
Tiger II (MGs)	16"/40CM	4	4	2	6	



TIGER II

HEAVY TANK TRAINING COMPANY HQ



TIGER II
HEAVY TANK TRAINING COMPANY HQ
16 POINTS

- OPTIONS**
- Add one Tiger II for +16 points, Tiger (IG502) for +12 points, or Panther (Late) (IG504) for +12 points.

SPECIAL RULES

Old Hand: Units from this Formation whose Unit Leader is within 6"/15cm of this Formation Commander have Tactics 4+.

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

BERLIN HEAVY TANK TRAINING COMPANY

- FORMATION CONTAINS:**
- 1 Tiger II Tank Training Company HQ (IG500)
 - 1 Tiger II Training Platoon (IG501)
 - 0* Tiger Training Platoon (IG503) or Panther (late) Training Platoon (IG505)
 - 1 Tiger II Training Platoon (IG501)
 - 0* Tiger Training Platoon (IG503)
 - 0-1 Tiger Training Platoon (IG503)
 - 0-1 Panzer III Training Platoon (IG506)
 - 0-2 Panzergranadier Training Platoon (IG516)

IG500



SD KFZ 234

HEAVY SCOUT TROOP



MOTIVATION
RELUCTANT 5+

SKILL
VETERAN 3+

SKILL
VETERAN 3+



- TANK UNIT
- SCOUT
- SPEARHEAD
- STORMTROOPERS

IS HIT ON
CAREFUL 4+

ARMOUR

FRONT	3
SIDE & REAR	1
TOP	0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	36"/90CM	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK POWER	FIRE POWER	NOTES
Sd Kfz 234 (2cm)	20"/50CM	3	2	5	5+	Self-defence AA
Sd Kfz 234 (PaK40)	32"/80CM	2	1	12	3+	Forward Firing
Sd Kfz 234 (7.5cm)	24"/60CM	2	1	9	3+	Forward Firing, HEAT
Sd Kfz 234 (MG)	16"/40CM	3	3	2	6	



SD KFZ 234

HEAVY SCOUT TROOP



- SD KFZ 234**
HEAVY SCOUT TROOP
- 1x Sd Kfz 234 (PaK40) **3 POINTS**
 - 1x Sd Kfz 234 (2cm) **3 POINTS**
 - 1x Sd Kfz 234 (7.5cm) **2 POINTS**
 - 1x Sd Kfz 234 (2cm) **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.

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.

G482



PANTHER (LATE)

TRAINING PLATOON



MOTIVATION

CONFIDENT 4+

SKILL

GREEN 5+

• TANK UNIT • STORMTROOPERS •

IS HIT ON
AGGRESSIVE 3+



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

TACTICAL

10"/25cm

TERRAIN DASH

12"/30cm

CROSS COUNTRY DASH

18"/45cm

ROAD DASH

20"/50cm

CROSS

2+

WEAPON

Panther (late 7.5cm)

40"/100cm

RANGE

16"/40cm

ROF

2

HALTED

4

MOVING

4

ANTI-TANK

14

FIRE POWER

3+

NOTES

6



TIGER II

TRAINING PLATOON



MOTIVATION

CONFIDENT 4+

SKILL

GREEN 5+

• TANK UNIT • STORMTROOPERS •

IS HIT ON
AGGRESSIVE 3+



ARMOUR
FRONT **16**
SIDE & REAR **8**
TOP **2**

TACTICAL

10"/25cm

TERRAIN DASH

12"/30cm

CROSS COUNTRY DASH

16"/40cm

ROAD DASH

18"/45cm

CROSS

3+

WEAPON

Tiger II (8.8cm)

48"/120cm

RANGE

16"/40cm

ROF

2

HALTED

4

MOVING

4

ANTI-TANK

17

FIRE POWER

3+

NOTES

6



PANTHER (LATE)

TRAINING PLATOON



PANTHER (LATE) TRAINING PLATOON

3x Panther (late 7.5cm)

22 POINTS

2x Panther (late 7.5cm)

15 POINTS

SPECIAL RULES

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

GS05



TIGER II

TRAINING PLATOON



TIGER II TRAINING PLATOON

3x Tiger II (8.8cm)

41 POINTS

2x Tiger II (8.8cm)

27 POINTS

SPECIAL RULES

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

GS01

SD KFZ 251 HALF-TRACK

TRAINING TRANSPORT

MOTIVATION

CONFIDENT 4+

MOUNTED ASSAULT

Transport Counter attack

Transport Last Stand

5+

SKILL

GREEN 5+

Transport Assault

MOUNTED ASSAULT

1 OR 2 PASSENGERS



- TRANSPORT ATTACHMENT
- PASSENGERS 3 - UNIT TRANSPORT
- MOUNTED ASSAULT
- STORMTROOPERS

IS HIT ON
AGGRESSIVE 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

Sd Kfz 251 (MG)

16"/40CM

4

4

2

6

Self-defence AA

NOTES

Self-defence AA

Sd Kfz 251 (2cm)

20"/50CM

3

2

5

5+

Self-defence AA

PANZERGRENADIER

TRAINING PLATOON

- INFANTRY UNIT
- STORMTROOPERS

MOTIVATION

CONFIDENT 4+

SKILL

GREEN 5+



IS HIT ON
AGGRESSIVE 3+

SAVE

Infantry 3+

TACTICAL

8"/20CM

TERRAIN DASH

8"/20CM

CROSS COUNTRY DASH

12"/30CM

ROAD DASH

12"/30CM

CROSS

AUTO

WEAPON

MG42 team

16"/40CM

3

2

2

6

Limited 2, Slow Firing

or Panzerfaust anti-tank

4"/10CM

1

1

12

5+

Assault 6, Slow Firing

Panzerschreck

8"/20CM

1

1

11

5+

Assault 6, Slow Firing

SD KFZ 251 HALF-TRACK

TRAINING TRANSPORT

SD KFZ 251 HALF-TRACK
TRAINING TRANSPORT

SPECIAL RULES

Mounted Assault: Team has Assault 5+ and Counterattack 5+ with one, two, or three Passengers.

Passengers 3: Team 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.

G517

PANZERGRENADIER

TRAINING PLATOON



PANZERGRENADIER
TRAINING PLATOON

7x MG42 team with Panzerfaust

4x Sd Kfz 251 (MG) half-track (I6517)

5x MG42 team with Panzerfaust

3x Sd Kfz 251 (MG) half-track (I6517)

7x MG42 team with Panzerfaust

5x MG42 team with Panzerfaust

7 POINTS

8 POINTS

6 POINTS

OPTIONS

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

SPECIAL RULES

Assault 6: Team hits on 6 in Assaults.

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.

Slow Firing: +1 To Hit for Moving ROF.

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

G516