

# L2024 - Stefan2 - German - Clausewitz Stug - Panzersturm Company Berlin: German

<b>Clausewitz StuG Assault Gun Company</b>		<b>German</b>	<b>LG479</b>	<b>39</b>
Clausewitz StuG Assault Gun Company HQ	LG479			4
1x StuG (7.5cm)	4			
Clausewitz StuG Assault Gun Platoon	LG480			8
3x StuH (10.5cm)	8			
Clausewitz StuG Assault Gun Platoon	LG480			8
3x StuH (10.5cm)	8			
Clausewitz StuG Assault Gun Platoon	LG480			13
3x StuG (7.5cm)	13			
Battle Group Ostwind AA Tank Platoon	LG466			6
3x Ostwind (3.7cm)	6			
<b>Clausewitz Panzersturm Company</b>		<b>German</b>	<b>LG469</b>	<b>40</b>
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			
Clausewitz Armoured Triple 15mm FlaK Platoon	LG474			3
3x Sd Kfz 251 (Triple 15mm)	3			
Clausewitz Armoured 7.5cm Gun Platoon	LG478			6
6x Sd Kfz 251 (7.5cm)	6			
Clausewitz StuG Assault Gun Platoon	LG480			13
3x StuG (7.5cm)	13			
<b>Support</b>		<b>German</b>		<b>20</b>
Sd Kfz 234 Heavy Scout Troop	LG482			2
1x Sd Kfz 234 (7.5cm)				
1x Sd Kfz 234 (2cm)	2			
Clausewitz Tiger Tank Platoon	LG481			18
2x Tiger (8.8cm)	18			
<b>Berlin: German Command Cards</b>		<b>German</b>		<b>6</b>
Gustav Walle				6
Command Card Gustav Walle	6			
<b>Berlin: German</b>			<b>Unit Count: 13</b>	<b>Total Points : 105</b>

## Card List:

Gustav Walle  
 LG466 Battle Group Ostwind AA Tank Platoon  
 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  
 LG479 Clausewitz StuG Assault Gun Company HQ  
 LG480 Clausewitz StuG Assault Gun Platoon  
 LG481 Clausewitz Tiger Tank Platoon  
 LG482 Sd Kfz 234 Heavy Scout Troop

## Pick List:

3 Ostwind (3.7cm)  
 1 Sd Kfz 234 (2cm)  
 1 Sd Kfz 234 (7.5cm)  
 6 Sd Kfz 251 (7.5cm)  
 5 Sd Kfz 251 (MG)  
 3 Sd Kfz 251 (Triple 15mm)  
 9 StG44 assault rifle team with Panzerfaust  
 7 StuG (7.5cm)  
 6 StuH (10.5cm)  
 2 Tiger (8.8cm)

# GUSTAV WALLE

*Major Gustav Walle, joined by Leutnant Fritz Anding, and Obergefreiter Nepomuk Stütze, equipped with a Kübelwagen full of Panzerfausts, distinguished themselves on the night of the 14/15 April 1945 where they destroyed over 20 British armoured vehicles with Panzerfausts.*

Add this Unit to your Formation. This Unit has 2x StG44 assault rifle teams with Panzerfaust from Clausewitz Panzer Sturm Platoon. This Unit has the following ratings and each team rolls two dice in Assaults when using a Panzerfaust weapon.

MOTIVATION

**FEARLESS 3+**

SKILL

**VETERAN 3+**

*Panzerfaust Ace Assault* **2+**

**German, Build, Unit, Warrior  
(any Clausewitz Formation)**

**6 POINTS**

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BATTLE GROUP  
**OSTWIND**  
AA TANK PLATOON

• TANK UNIT • STORMTROOPERS •

IS HIT ON  
**CAREFUL 4+**



ARMOUR  
**FRONT 4**  
**SLIDE & REAR 3**  
**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	NOTES
Ostwind (3.7cm)	24"/60CM	3	2	7	4+
					Dedicated AA

BATTLE GROUP  
**OSTWIND**  
AA TANK PLATOON

BATTLE GROUP  
**OSTWIND AA TANK PLATOON**

4x Ostwind (3.7cm) **7 POINTS**  
3x Ostwind (3.7cm) **6 POINTS**  
2x Ostwind (3.7cm) **4 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.

G466

# CLAUSEWITZ PANZERSTURM PLATOON

MOTIVATION  
**RELUCTANT 5+**

SKILL  
**VETERAN 3+**

- INFANTRY UNIT • INFRA-RED (IR) •
- 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

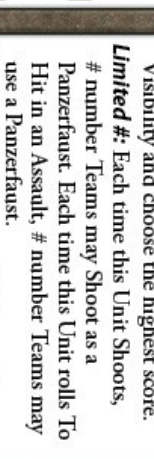
WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
StG44 assault rifle team or Panzerfaust anti-tank	8"/20CM 4"/10CM	3 1	3 1	3 1	1 12	6 5+	Pinned ROF 1 Limited 2, Slow Firing

# CLAUSEWITZ PANZERSTURM PLATOON

MOTIVATION  
**RELUCTANT 5+**

SKILL  
**VETERAN 3+**

- INFANTRY UNIT • INFRA-RED (IR) •
- 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	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
StG44 assault rifle team or Panzerfaust anti-tank	8"/20CM 4"/10CM	3 1	3 1	3 1	1 12	6 5+	Pinned ROF 1 Limited 2, Slow Firing

# 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

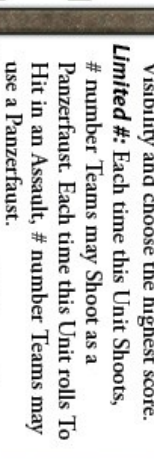
WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
StG44 assault rifle team or Panzerfaust anti-tank	8"/20CM 4"/10CM	3 1	3 1	3 1	1 12	6 5+	Pinned ROF 1 Limited 1, Slow Firing

# CLAUSEWITZ PANZERSTURM PLATOON

MOTIVATION  
**RELUCTANT 5+**

SKILL  
**VETERAN 3+**

- INFANTRY UNIT • INFRA-RED (IR) •
- 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

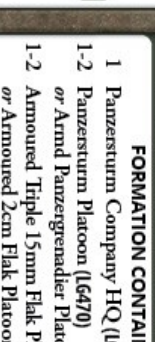
WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
StG44 assault rifle team or Panzerfaust anti-tank	8"/20CM 4"/10CM	3 1	3 1	3 1	1 12	6 5+	Pinned ROF 1 Limited 2, Slow Firing

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

## 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.

G470

## 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.

G470

# CLAUSEWITZ PANZERSTURM COMPANY HQ

MOTIVATION  
**RELUCTANT 5+**

SKILL  
**VETERAN 3+**

## CLAUSEWITZ PANZERSTURM COMPANY HQ

2x StG44 team with Panzerfaust  
1x Sd Kfz 251 (MG) half-track (G471)

5 POINTS

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

## SPECIAL RULES

See Clausewitz Panzer Sturm Platoon (G470).

**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 Panzer Sturm Company HQ (G469)
- 1-2 Panzer Sturm Platoon (G470)  
or Arndt Panzergruppenader Platoon (G473)
- 1-2 Armoured Triple 15mm Flak Platoon (G474)  
or Armoured 2cm Flak Platoon (G475)
- 0-1 Armoured 8cm Mortar Section (G476)  
or 12cm Mortar Platoon (G477)
- 0-1 Armoured 7.5cm Gun Platoon (G478)  
or Armoured 7.5cm Tank-hunter Platoon (G483)  
or Panther (IR) Tank Platoon (G461)  
or Battle Group Panther (Late) Tank Platoon (G521)  
or Jagdpanther (IR) Tank-hunter Platoon (G463)  
or StG Assault Gun Platoon (G480)


G469

# CLAUSEWITZ ARMoured TRIPLE 15MM FLAK PLATOON

• TANK UNIT • STORMTROOPERS •

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

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 ANTI-TANK 5 5+ FIRE-POWER *Dedicated AA* NOTES

# 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

# CLAUSEWITZ SD Kfz 251 HALF-TRACK TRANSPORT

MOTIVATION **RELUCTANT 5+**  
*Transport Counterattack* 6  
*Transport Remount* 6

SKILL **VETERAN 3+**  
*Transport Assault* 5+

MOUNTED ASSAULT 5+  
 • PASSENGERS 3 • UNIT TRANSPORT •  
 • MOUNTED ASSAULT • INFRA-RED (IR) •  
 • 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 (Mgs)* RANGE 16"/40CM HALTED MOVING ROF 4 4 ANTI-TANK 2 2 FIRE-POWER *Self-defence AA* NOTES  
*Sd Kfz 251 (2cm)* RANGE 20"/50CM HALTED MOVING ROF 3 2 ANTI-TANK 5 5+ FIRE-POWER *Self-defence AA* NOTES

# 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.

G471



CLAUSEWITZ  
STUG  
ASSAULT GUN COMPANY HQ



• TANK FORMATION • BAZOOKA SKIRTS •  
STORMTROOPERS •

MOTIVATION  
**RELUCTANT 5+**

SKILL  
**VETERAN 3+**  
SP Gun Assault

6  
Counterattack  
Protected Ammo  
Remount



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	ROF	ANTI-TANK POWER	FIRE-POWER	NOTES
Stug (7.5cm)	32"/80CM	2	1	11	3+
Stug (MG)	16"/40CM	3	2	2	6
					Forward Firing



CLAUSEWITZ  
STUG  
ASSAULT GUN COMPANY HQ



CLAUSEWITZ  
STUG ASSAULT GUN  
COMPANY HQ

1x Stug (7.5cm)

4 POINTS

**SPECIAL RULES**

See Clausewitz Stug Assault Gun Platoon (IG490).

BERLIN  
CLAUSEWITZ  
STUG ASSAULT GUN COMPANY

**FORMATION CONTAINS:**

- 1 Stug Assault Gun Company HQ (IG479)
- 1 Stug Assault Gun Platoon (IG480)
- 1 Stug Assault Gun Platoon (IG480)
- 1 Panther (IR) Tank Platoon (IG461)  
*or* Battle Group
- Panther (Late) Tank Platoon (IG521)  
*or* Jagdpanther (IR) Tank-hunter Platoon (IG463)  
*or* Jagdpanther Platoon (IG470)
- 0-1 Stug Assault Gun Platoon (IG480)  
*or* Panzersturm Platoon (IG470)  
*or* Armoured Panzergruppen Platoon (IG473)
- 0-1 Battle Group Ostwind AA Tank Platoon (IG466)  
*or* Armoured 2cm Flak Platoon (IG475)  
*or* Armoured Triple 15mm Flak Platoon (IG474)

IG479



CLAUSEWITZ ARMOURED  
7.5CM GUN PLATOON



• TANK UNIT • STORMTROOPERS •

MOTIVATION  
**RELUCTANT 5+**

SKILL  
**VETERAN 3+**  
SP Gun Assault

6  
Counterattack



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	ROF	ANTI-TANK POWER	FIRE-POWER	NOTES
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  
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.

IG478



# CLAUSEWITZ TIGER TANK PLATOON



MOTIVATION

**RELUCTANT 5+**

Protected Ammo  
Remount 4+

SKILL

**VETERAN 3+**



• TANK UNIT • STORMTROOPERS •

IS HIT ON

**CAREFUL 4+**

ARMOUR

FRONT 9

SIDE & REAR 8

TOP 2

TACTICAL

10"/25CM

TERRAIN DASH

12"/30CM

CROSS COUNTRY DASH

18"/45CM

ROAD DASH

20"/50CM

CROSS

2+

WEAPON

Tiger (8.8cm)

Tiger (MGs)

RANGE

40"/100cm

16"/40cm

ROF

2

4

HALTED MOVING

1

4

ANTI-TANK

14

2

FIRE POWER

3+

NOTES

6



# CLAUSEWITZ TIGER TANK PLATOON



## CLAUSEWITZ TIGER TANK PLATOON

4x Tiger (8.8cm)

3x Tiger (8.8cm)

2x Tiger (8.8cm)

36 POINTS

27 POINTS

18 POINTS

### SPECIAL RULES

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

G481



# CLAUSEWITZ 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+**

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)

StuH (10.5cm)

or Direct Fire

Stug & StuH (MG)

RANGE

32"/80cm

64"/160cm

24"/60cm

16"/40cm

ROF

2

1

1

3

HALTED MOVING

1

1

10

2

ANTI-TANK

11

3+

3+

2+

FIRE POWER

3+

3+

2+

NOTES

Forward Firing

Forward Firing

Brutal, Forward Firing, HEAT, Slow Firing, Smoke



# CLAUSEWITZ STUG ASSAULT GUN PLATOON



## CLAUSEWITZ 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



# SD KFZ 234

## HEAVY 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+**

ARMOUR

**FRONT 3**

**SLIDE & REAR 1**

**TOP 0**

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

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



# SD KFZ 234

## HEAVY SCOUT TROOP



### SD KFZ 234 HEAVY SCOUT TROOP

1x Sd Kfz 234 (PaK40)

1x Sd Kfz 234 (7.5cm)

1x Sd Kfz 234 (2cm)

**3 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.

**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.

