

League 2024 - 3

Berlin: German

Clausewitz Panzer Sturm Company		German	LG469	43
Clausewitz Panzer Sturm Company HQ	LG469	5		
2x StG44 assault rifle team with Panzerfaust				
1x Sd Kfz 251 (MG) half-track (LG471)	5			
• Replace Sd Kfz 251 (MG) with a Sd Kfz 251 (2cm) half-track at no cost.				
Clausewitz Armoured Panzergrenadier Platoon	LG473	6		
5x MG42 team with Panzerfaust	6			
Clausewitz Armoured Triple 15mm FlaK Platoon	LG474	6		
6x Sd Kfz 251 (Triple 15mm)	6			
Clausewitz Armoured 7.5cm Tank-hunter Platoon	LG483	18		
6x Sd Kfz 251 (PaK40)	18			
Clausewitz StuG Assault Gun Platoon	LG480	8		
3x StuH (10.5cm)	8			
Clausewitz Panzer Sturm Company		German	LG469	43
Clausewitz Panzer Sturm Company HQ	LG469	5		
2x StG44 assault rifle team with Panzerfaust				
1x Sd Kfz 251 (MG) half-track (LG471)	5			
• Replace Sd Kfz 251 (MG) with a Sd Kfz 251 (2cm) half-track at no cost.				
Clausewitz Armoured Panzergrenadier Platoon	LG473	9		
5x MG42 team with Panzerfaust				
3x Sd Kfz 251 (MG) half-track (LG471)	9			
• Replace one Sd Kfz 251 (MG) with a Sd Kfz 251 (2cm) half-track at no cost.				
Clausewitz Armoured Triple 15mm FlaK Platoon	LG474	3		
3x Sd Kfz 251 (Triple 15mm)	3			
Clausewitz Armoured 7.5cm Tank-hunter Platoon	LG483	18		
6x Sd Kfz 251 (PaK40)	18			
Clausewitz StuG Assault Gun Platoon	LG480	8		
3x StuH (10.5cm)	8			
Support		German		18
Berlin Jagdtiger Tank-hunter Platoon	LG538	16		
1x Jagdtiger (12.8cm)	16			
Sd Kfz 250 SS Scout Troop	LG223	2		
2x Sd Kfz 250/9 (2cm)				
1x Sd Kfz 250 (MG)	2			
Berlin: German Command Cards		German		1
Lucky		1		
Command Card Lucky	1			
Berlin: German		Unit Count: 13		Total Points : 105

Card List:

Lucky
 LG223 Sd Kfz 250 SS Scout Troop
 LG469 Clausewitz Panzer Sturm Company HQ
 LG471 Clausewitz Sd Kfz 251 Half-track
 LG473 Clausewitz Armoured Panzergrenadier Platoon
 LG474 Clausewitz Armoured Triple 15mm FlaK Platoon
 LG480 Clausewitz StuG Assault Gun Platoon
 LG483 Clausewitz Armoured 7.5cm Tank-hunter Platoon
 LG538 Berlin Jagdtiger Tank-hunter Platoon

Pick List:

1 Jagdtiger (12.8cm)
 10 MG42 team with Panzerfaust
 1 Sd Kfz 250 (MG)
 2 Sd Kfz 250/9 (2cm)
 3 Sd Kfz 251 (2cm)
 2 Sd Kfz 251 (MG)
 12 Sd Kfz 251 (PaK40)
 9 Sd Kfz 251 (Triple 15mm)
 4 StG44 assault rifle team with Panzerfaust
 6 StuH (10.5cm)

SS

SD KFZ 250
SS SCOUT TROOP

SS

MOTIVATION

FEARLESS 3+Scout
Counterattack 5+Scout
Last Stand 4+

SKILL

TRAINED 4+• TANK UNIT • SCOUT • SPEARHEAD •
• STORMTROOPERS •

IS HIT ON

AGGRESSIVE 3+

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 250/9 (2cm)

RANGE 20"/50CM

HALTED 3

MOVING 2

ANTI-TANK 5

FIRE-POWER 5+

NOTES Self-defence AA

Sd Kfz 250 & 250/9 (MG)

RANGE 16"/40CM

HALTED 3

MOVING 3

ANTI-TANK 2

FIRE-POWER 6

NOTES Self-defence AA

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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SS

SD KFZ 250
SS SCOUT TROOP

SS

SD KFZ 250
SS SCOUT TROOP2x Sd Kfz 250/9 (2cm)
1x Sd Kfz 250 (MG)**2 POINTS**

SPECIAL RULES

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.

G223

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
Counter attack
Remount

6

5+

1

SKILL
VETERAN 3+

1 OR 2
MOUNTED ASSAULT
PASSENGERS

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 POWER
2 2

NOTES
Self-defence AA

Sd Kfz 251 (2cm)

RANGE
20"/50CM

HALTED MOVING

ROF
3 2

ANTI-TANK POWER
5 5+

NOTES
Self-defence AA

CLAUSEWITZ PANZERSTURM COMPANY HQ

MOTIVATION

RELUCTANT 5+

6

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

IS HIT ON
CAREFUL 4+

SKILL
VETERAN 3+

6

3+

SAVE
Infantry 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
4"/10CM

HALTED MOVING

ROF
3 3

ANTI-TANK POWER
1 1

NOTES
Pinned ROF 1
Limited 1, 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.

G471

CLAUSEWITZ PANZERSTURM COMPANY HQ

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 Panzersturm 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 Panzersturm Company HQ (G469)
- 1-2 Panzersturm 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)
- 0-1 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

TRIPLE 15MM FLAK PLATOON

• TANK UNIT • STORMTROOPERS •

MOTIVATION
RELUCTANT 5+

SKILL
SP Gun
Counter attack
6

VETERAN 3+
SP Gun
Assault
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	10"/25cm	16"/40cm	28"/70cm	3+

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

TRIPLE 15MM FLAK PLATOON

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.

CLAUSEWITZ ARMOURD TRIPLE 15MM FLAK PLATOON

- 6x Sd Kfz 251 (Triple 15mm) **6 POINTS**
- 3x Sd Kfz 251 (Triple 15mm) **3 POINTS**

G474

PANZERGRENADEIER PLATOON

• INFANTRY UNIT • STORMTROOPERS •

MOTIVATION
RELUCTANT 5+

SKILL
VETERAN 3+



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	ROF	ANTI-TANK	FIRE POWER	NOTES
MG42 team or Panzerfaust anti-tank	16"/40cm 4"/10cm	3 1	2 1	2 5+	6 Limited 2, Slow Firing

PANZERGRENADEIER PLATOON

SPECIAL RULES

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.

CLAUSEWITZ ARMOURD PANZERGRENADEIER PLATOON

- 7x MG42 team with Panzerfaust **12 POINTS**
- 4x Sd Kfz 251 (MG) half-track (I6471) **9 POINTS**
- 5x MG42 team with Panzerfaust **9 POINTS**
- 3x Sd Kfz 251 (MG) half-track (I6471) **9 POINTS**
- 7x MG42 team with Panzerfaust **9 POINTS**
- 5x MG42 team with Panzerfaust **6 POINTS**

OPTIONS

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

G473

CLAUSEWITZ ARMoured 7.5CM TANK-HUNTER 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

ROAD DASH

28"/70cm

CROSS

3+

TERRAIN DASH

16"/40cm

CROSS COUNTRY DASH

16"/40cm

ROF

1

HALTED MOVING

3

ANTI-TANK POWER

12

2

FIRE

3+

Forward Firing

NOTES

Forward Firing

RANGE

32"/80cm

2

16"/40cm

WEAPON

Sd Kfz 251 (PaK40)

Sd Kfz 251 (MG)

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

ROAD DASH

20"/50cm

CROSS

4+

TERRAIN DASH

12"/30cm

CROSS COUNTRY DASH

18"/45cm

ROF

1

HALTED MOVING

3

ANTI-TANK POWER

11

2

FIRE

3+

Forward Firing

ARTILLERY

3

64"/160cm

NOTES

Forward Firing

24"/60cm

1

1

10

2+

Batal Forward Firing, HEAT, Slow Firing, Smoke

3

2

16"/40cm

WEAPON

Stug (7.5cm)

StuH (10.5cm)

or Direct Fire

Stug & StuH (MG)

CLAUSEWITZ ARMoured 7.5CM TANK-HUNTER PLATOON



CLAUSEWITZ ARMoured
7.5CM TANK-HUNTER PLATOON

6x Sd Kfz 251 (PaK40)

4x Sd Kfz 251 (PaK40)

2x Sd Kfz 251 (PaK40)

18 POINTS

12 POINTS

6 POINTS

SPECIAL RULES

Forward Firing: Weapon can only hit targets fully in front of the Team.

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

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

G483



BERLIN JAGDTIGER

TANK-HUNTER PLATOON



MOTIVATION

CONFIDENT 4+

SP Gun
Counterattack 5+

Third Reich
Last Stand 3+

SKILL

VETERAN 3+

SP Gun
Assault 4+

• TANK UNIT • STORMTROOPERS •



IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 17

SIDE 8

REAR 8

TOP 2

CROSS

ROAD DASH

16"/40CM



3+

CROSS COUNTRY DASH

14"/35CM

TERRAIN DASH

12"/30CM

TACTICAL

8"/20CM

WEAPON

Jagdtiger (12.8cm)

Jagdtiger (MG)

RANGE

48"/120CM

16"/40CM

ROF

HALTED

2

MOVING

1

3

ANTI-TANK

18

2

FIRE POWER

2+

6

NOTES

Brutal, Forward Firing, Slow Firing

Forward Firing



BERLIN JAGDTIGER

TANK-HUNTER PLATOON



BERLIN JAGDTIGER

TANK-HUNTER PLATOON

3x Jagdtiger (12.8cm)

2x Jagdtiger (12.8cm)

1x Jagdtiger (12.8cm)

47 POINTS

31 POINTS

16 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.

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