

League 2024 - 2

D-Day: Waffen-SS Force

Brigade Panther (Late) Tank Company		German	LG353	56
Brigade Panther (Late) Tank Company HQ	LG353	13		
2x Panther (late) (7.5cm)		13		
Brigade Panther (Late) Tank Platoon	LG354	20		
3x Panther (late) (7.5cm)		20		
Brigade Panther (Late) Tank Platoon	LG354	20		
3x Panther (late) (7.5cm)		20		
Brigade Wirbelwind AA Tank Platoon	LG358	3		
3x Wirbelwind (Quad 2cm)		3		
Clausewitz Panzer Sturm Company		German	LG469	39
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	12		
7x MG42 team with Panzerfaust				
4x Sd Kfz 251 (MG) half-track (LG471)		12		
• 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 Armoured 8cm Mortar Section	LG476	2		
2x Sd Kfz 251 (8cm)		2		
Clausewitz Armoured 7.5cm Gun Platoon	LG478	6		
6x Sd Kfz 251 (7.5cm)		6		
Clausewitz StuG Assault Gun Platoon	LG480	8		
3x StuH (10.5cm)		8		
Support		German		9
Sd Kfz 250 SS Scout Troop	LG223	2		
2x Sd Kfz 250/9 (2cm)				
1x Sd Kfz 250 (MG)		2		
Wespe SS Artillery Battery	LG230	7		
3x Wespe (10.5cm)		7		
D-Day: Waffen-SS Command Cards		German		1
Lucky		1		
Command Card Lucky		1		

D-Day-SS Unit Count: 13 Total Points : 105

Card List:

Lucky
 LG223 Sd Kfz 250 SS Scout Troop
 LG230 Wespe SS Artillery Battery
 LG353 Brigade Panther (Late) Tank Company HQ
 LG354 Brigade Panther (Late) Tank Platoon
 LG358 Brigade Wirbelwind AA Tank Platoon
 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
 LG476 Clausewitz Armoured 8cm Mortar Section
 LG478 Clausewitz Armoured 7.5cm Gun Platoon
 LG480 Clausewitz StuG Assault Gun Platoon

Pick List:

7 MG42 team with Panzerfaust
 8 Panther (late) (7.5cm)
 1 Sd Kfz 250 (MG)
 2 Sd Kfz 250/9 (2cm)
 2 Sd Kfz 251 (2cm)
 6 Sd Kfz 251 (7.5cm)
 2 Sd Kfz 251 (8cm)
 3 Sd Kfz 251 (MG)
 6 Sd Kfz 251 (Triple 15mm)
 2 StG44 assault rifle team with Panzerfaust
 3 StuH (10.5cm)
 3 Wespe (10.5cm)
 3 Wirbelwind (Quad 2cm)

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



4+

CROSS

ROAD DASH 32"/80CM

CROSS COUNTRY DASH 18"/45CM

TERRAIN DASH 12"/30CM

TACTICAL 10"/25CM

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



PANTHER (LATE)



MOTIVATION

RELUCTANT 5+

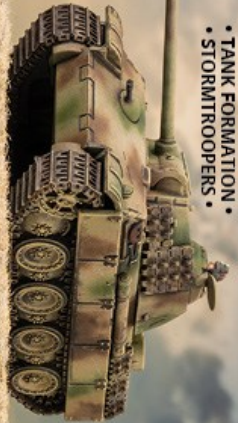
Third Reich
Last Stand

4+

SKILL

TRAINED 4+

- TANK FORMATION
- STORMTROOPERS



IS HIT ON
AGGRESSIVE 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 (late) (7.5cm)

RANGE

40"/100CM

HALTED

2

MOVING

4

ANTI-TANK

4

FIRE POWER

14

ANTI-TANK

2

FIRE POWER

6

NOTES



PANTHER (LATE)



PANTHER (LATE) BRIGADE TANK COMPANY HQ

2x Panther (late) (7.5cm)

1x Panther (late) (7.5cm)

13 POINTS

7 POINTS

SPECIAL RULES

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

BRIGADE TANK COMPANY

FORMATION CONTAINS:

- 1 Brigade Panther (late)
Tank Company HQ (LG353)
 - 2 Brigade Panther (late) Tank Platoon (LG354)
- 0-1 Brigade Panther (late) Tank Platoon (LG354)
or Brigade Panzer IV/70
Tank-hunter Platoon (LG355)
or Brigade StG
Assault Gun Platoon (LG356)
- 0-1 Brigade Wirbelwind
AA Tank Platoon (LG358)

LG353



WESPE



MOTIVATION

FEARLESS 3+

SP Gun
Counterattack

5+

Protected Ammo
Remount

2+

SKILL

VETERAN 3+

SP Gun
Assault

5+



- TANK UNIT
- 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

20"/50CM

CROSS

3+

WEAPON

Wespe (10.5cm)
or Direct Fire

RANGE

72"/180CM

HALTED

1

MOVING

1

ANTI-TANK

3

FIRE POWER

3+

ANTI-TANK

9

FIRE POWER

2+

NOTES

Forward Firing, Smoke Bombardment

Brital, Forward Firing, Slow Firing, Smoke



WESPE



WESPE SS ARTILLERY BATTERY

6x Wespe (10.5cm)

3x Wespe (10.5cm)

14 POINTS

7 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.

LG230



WIRBELWIND

BRIGADE AA TANK PLATOON



MOTIVATION

RELUCTANT 5+

SP Gun
Counterattack
Third Reich
Last Stand

4+

TRAINED 4+

SP Gun
Assault

6



• TANK UNIT • STORMTROOPERS •

IS HIT ON
AGGRESSIVE 3+

ARMOUR

FRONT 3

SIDE & REAR 2

TOP 0

TACTICAL

10"/25cm

TERRAIN DASH

12"/30cm

CROSS COUNTRY DASH

18"/45cm

ROAD DASH

20"/50cm

CROSS

3+

WEAPON

Wirbelwind (Quad 2cm)

RANGE

20"/50cm

HALTED

5

MOVING

3

ANTI-TANK POWER

5

FIRE POWER

5+

NOTES

Dedicated AA



WIRBELWIND

BRIGADE AA TANK PLATOON



WIRBELWIND
BRIGADE AA TANK PLATOON

4x Wirbelwind (Quad 2cm)

4 POINTS

3x Wirbelwind (Quad 2cm)

3 POINTS

2x Wirbelwind (Quad 2cm)

2 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.

G358



PANTHER (LATE)

BRIGADE TANK PLATOON



MOTIVATION

RELUCTANT 5+

Third Reich
Last Stand

4+

TRAINED 4+

SKILL



• TANK UNIT • STORMTROOPERS •

IS HIT ON
AGGRESSIVE 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 (late) (7.5cm)

RANGE

40"/100cm

HALTED

2

MOVING

1

ANTI-TANK POWER

4

FIRE POWER

14

NOTES

3+

Panther (late) (MGs)

RANGE

16"/40cm

HALTED

4

MOVING

4

ANTI-TANK POWER

2

FIRE POWER

6



PANTHER (LATE)

BRIGADE TANK PLATOON



PANTHER (LATE)
BRIGADE TANK PLATOON

3x Panther (late) (7.5cm)

20 POINTS

SPECIAL RULES

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

G354

CLAUSEWITZ SD KFZ 251 HALF-TRACK TRANSPORT

MOTIVATION

RELUCTANT 5+

6

5+

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

IS HIT ON
CAREFUL 4+

SKILL

VETERAN 3+

1 OR 2

4+

3+



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	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
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 COMPANY HQ

MOTIVATION

RELUCTANT 5+

6

5+

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

IS HIT ON
CAREFUL 4+

SKILL

VETERAN 3+

1 OR 2

4+

3+



SAVE

Infantry 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	8"/20CM	3	3	1	6	Pinned ROF 1
or Panzerfaust anti-tank	4"/10CM	1	1	12	5+	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

CLAUSEWITZ ARMoured 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	10"/25CM	TERRAIN DASH	10"/25CM	CROSS COUNTRY DASH	16"/40CM	ROAD DASH	28"/70CM	CROSS	3+
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WEAPON	Sd Kfz 251 (Triple 15mm)	RANGE	20"/50CM	HALTED	5	MOVING	3	ROF	5	ANTI-TANK	5+	FIRE-POWER	5+	NOTES	Dedicated AA
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CLAUSEWITZ ARMoured PANZERGRENADEIER PLATOON

• INFANTRY UNIT • STORMTROOPERS •

MOTIVATION
RELUCTANT 5+

SKILL
VETERAN 3+



IS HIT ON
CAREFUL 4+

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	MG42 team or Panzerfaust anti-tank	RANGE	16"/40CM 4"/10CM	HALTED	3 1	MOVING	2 1	ROF	2 1	ANTI-TANK	2 5+	FIRE-POWER	6 5+	NOTES	Limited 2, Slow Firing
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CLAUSEWITZ ARMoured 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 ARMoured TRIPLE 15MM FLAK PLATOON	6 POINTS
6x Sd Kfz 251 (Triple 15mm)	6 POINTS
3x Sd Kfz 251 (Triple 15mm)	3 POINTS

CLAUSEWITZ ARMoured 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 ARMoured PANZERGRENADEIER PLATOON	12 POINTS
7x MG42 team with Panzerfaust	12 POINTS
4x Sd Kfz 251 (MG) half-track (16471)	9 POINTS
5x MG42 team with Panzerfaust	9 POINTS
3x Sd Kfz 251 (MG) half-track (16471)	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.

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		MOVING		ANTI-TANK		FIRE-POWER		NOTES
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

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 8cm MORTAR SECTION

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		MOVING		ANTI-TANK		FIRE-POWER		NOTES
Sd Kfz 251 (8cm)		40"/100cm		ARTILLERY		3		3		1		4+
Sd Kfz 251 (MG)		16"/40cm		3		3		2		6		Forward Firing, Smoke Bombardment Self-defence AA

CLAUSEWITZ ARMoured 8cm MORTAR SECTION

CLAUSEWITZ ARMoured
8cm MORTAR SECTION

2x Sd Kfz 251 (8cm)

2 POINTS

SPECIAL RULES

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

Self-defence AA: Weapon can Shoot at Aircraft with ROF 1.

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.

G476

CLAUSEWITZ STUG ASSAULT GUN PLATOON

MOTIVATION

RELUCTANT 5+

SP Gun

Counterattack

Protected Ammo

4+

SKILL

VETERAN 3+

SP Gun

Assault

4+



- TANK UNIT • BAZOOKA SKIRTS •
- STORMTROOPERS •

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT 7

SLIDE & 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	ROF	ANTI-TANK	FIRE POWER	NOTES
Stug (7.5cm)	32"/80CM	2	1	11	3+	3+	Forward Firing
StuH (10.5cm)	64"/160CM	ARTILLERY		3	3+	3+	Forward Firing
or Direct Fire	24"/60CM	1	1	10	2+	2+	Brutal, Forward Firing, HEAT, Slow Firing, Smoke
Stug & StuH (MG)	16"/40CM	3	2	2	2	6	

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