

League 2024 - 1

Bulge: German

Clausewitz Panzer Sturm Company		German	LG469	23
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 Gun Platoon	LG478	6		
6x Sd Kfz 251 (7.5cm)	6			

Clausewitz Panzer Sturm Company		German	LG469	30
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 2cm FlaK Platoon	LG475	2		
3x Sd Kfz 251 (2cm)	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		52
Sd Kfz 250 SS Scout Troop	LG223	2		
2x Sd Kfz 250/9 (2cm)				
1x Sd Kfz 250 (MG)	2			
Volks 10.5cm Artillery Battery	LG415	7		
4x 10.5cm howitzer	7			
8.8cm Heavy AA Platoon	LG144	12		
4x 8.8cm AA gun	12			
Tiger II SS Tank Platoon	LG427	31		
2x Tiger II (8.8cm)	31			

Bulge: German Command Cards		German		0
Lucky		1		
Command Card Lucky	1			
Volks 8.8cm Artillery		3		
• Command Card Volks 8.8cm Artillery				
• Four Gun teams at +3 points:				
Kampfgruppe von Swoboda Luftwaffe 8.8cm FlaK		-4		
• Command Card Kampfgruppe von Swoboda Luftwaffe 8.8cm FlaK				
• Total 8.8cm AA gun at -1 point each: (4 selected)				

Bulge: German Unit Count: 16 Total Points : 105

Card List:

Kampfgruppe von Swoboda Luftwaffe 8.8cm FlaK
 Lucky
 Volks 8.8cm Artillery
 LG144 8.8cm Heavy AA Platoon
 LG223 Sd Kfz 250 SS Scout Troop
 LG415 Volks 10.5cm Artillery Battery
 LG427 Tiger II SS 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
 LG475 Clausewitz Armoured 2cm FlaK Platoon
 LG478 Clausewitz Armoured 7.5cm Gun Platoon
 LG480 Clausewitz StuG Assault Gun Platoon

Pick List:

4 10.5cm howitzer
 4 8.8cm AA gun
 10 MG42 team with Panzerfaust
 1 Sd Kfz 250 (MG)
 2 Sd Kfz 250/9 (2cm)
 7 Sd Kfz 251 (2cm)
 12 Sd Kfz 251 (7.5cm)
 4 Sd Kfz 251 (MG)
 3 Sd Kfz 251 (Triple 15mm)
 4 StG44 assault rifle team with Panzerfaust
 3 StuH (10.5cm)
 2 Tiger II (8.8cm)

KAMPFGRUPPE VON SWOBODA LUFTWAFFE 8.8CM FLAK

Kampfgruppe von Swoboda was built from anti-aircraft units pulled from various defence stations in Germany to support German troops against Allied Operation Market Garden.

This Unit has the following characteristics for -1 point per 8.8cm AA gun and may fire Artillery bombardments in addition to direct:

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER
8.8cm AA gun	88"/220cm	ARTILLERY		2	4+

MOTIVATION

RELUCTANT 5+

IS HIT ON

AGGRESSIVE 3+

SKILL

TRAINED 4+

Gun Assault **6**

You may take an additional 8.8cm Heavy AA Platoon with the above ratings if you have already taken a Support 2cm Light AA Platoon.

*German, Build, Unit
(8.8cm Heavy AA Platoon)*

0
POINTS

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VOLKS 8.8CM ARTILLERY

The Volks corps artillery used a number of heavy guns, including the 8.8cm FK43 (PaK43) gun.

This Unit has the following characteristics for +5 points for six Gun teams, or +3 points for four Gun teams, or +1 points for two Gun teams:

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

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER
8.8cm gun	88"/220cm	ARTILLERY		2	4+
or Direct Fire	48"/120cm	2	1	17	3+

*German, Build, Unit
(Volks 10.5cm Artillery
Battery), Limited*

0
POINTS

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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

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

WEAPON

Sd Kfz 250/9 (2cm)

RANGE 20"/50CM

3

2

5

5+

Self-defence AA

Sd Kfz 250 & 250/9 (MG)

RANGE 16"/40CM

3

3

2

6

Self-defence AA

NOTES

8.8CM HEAVY AA PLATOON

• GUN UNIT • GUN SHIELD • LARGE GUN •

IS HIT ON

CAREFUL 4+

SAVE

4+

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

WEAPON

8.8cm AA gun

RANGE 40"/100CM

2

1

14

3+

Self-defence AA

NOTES

SS

SD KFZ 250
SS SCOUT TROOP

SS

SD KFZ 250
SS SCOUT TROOP

2x 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

8.8CM HEAVY AA PLATOON

8.8CM HEAVY AA PLATOON

4x 8.8cm AA gun

2x 8.8cm AA gun

12 POINTS**6 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.

G144

SS

TIGER II

SS TANK PLATOON

SS

MOTIVATION

SS TIGER 2+

SKILL

TRAINED 4+

• TANK UNIT • STORMTROOPERS •



IS HIT ON

AGGRESSIVE 3+

ARMOUR

FRONT 16

SIDE 8

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)

RANGE

48"/120CM

ROF

2

ANTI-TANK POWER

17

FIRE POWER

3+

NOTES

Tiger II (MGs)

RANGE

16"/40CM

ROF

4

ANTI-TANK POWER

4

FIRE POWER

2

NOTES

Tiger II (MGs)

10.5CM ARTILLERY BATTERY

VOLKS

• GUN UNIT • GUN SHIELD • LARGE GUN •

IS HIT ON

AGGRESSIVE 3+

SAVE

4+



MOTIVATION

RELUCTANT 5+

Third Reich
Last Stand

SKILL

TRAINED 4+

Gun Assault 5+

TACTICAL

-

TERRAIN DASH

2"/5CM

CROSS COUNTRY DASH

4"/10CM

ROAD DASH

4"/10CM

CROSS

6

WEAPON

10.5cm howitzer
or Direct Fire

RANGE

72"/180CM

ROF

ARTILLERY

ANTI-TANK POWER

3

FIRE POWER

3+

NOTES

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

SS

TIGER II

SS TANK PLATOON

SS

SPECIAL RULES

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

TIGER II
SS TANK PLATOON

4x Tiger II (8.8cm)

3x Tiger II (8.8cm)

2x Tiger II (8.8cm)

62 POINTS

47 POINTS

31 POINTS

10.5CM ARTILLERY BATTERY

VOLKS

VOLKS
10.5CM ARTILLERY BATTERY

6x 10.5cm howitzer

4x 10.5cm howitzer

2x 10.5cm howitzer

11 POINTS

7 POINTS

4 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.

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.

G415

G427

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
Counterattack

6

5+

SKILL

VETERAN 3+

1 OR 2

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

IS HIT ON
CAREFUL 4+

Transport
Assault

5+

4+

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

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

IS HIT ON
CAREFUL 4+

SKILL

VETERAN 3+

1 OR 2

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

IS HIT ON
CAREFUL 4+



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

SKILL
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	GROSS COUNTRY DASH	16"/40CM	ROAD DASH	28"/70CM	CROSS	3+
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WEAPON	Sd Kfz 251 (Triple 15mm)	RANGE	20"/50CM	HALTED MOVING	5	3	5	ANTI-FIRE POWER	5+	NOTES	Dedicated AA
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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

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

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

G474

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	GROSS 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 MOVING	3 1	2 1	2 12	ANTI-FIRE POWER	6 5+	NOTES	Limited 2, Slow Firing
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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

7x MG42 team with Panzerfaust

4x Sd Kfz 251 (MG) half-track (I6471) **12 POINTS**

5x MG42 team with Panzerfaust

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 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

Sd Kfz 251 (7.5cm)

RANGE

24"/60CM

HALTED

2

MOVING

1

ANTI-TANK

9

FIRE-POWER

3+

NOTES

Forward Firing, HEAT

Sd Kfz 251 (MG)

RANGE

16"/40CM

HALTED

3

MOVING

3

ANTI-TANK

2

FIRE-POWER

6

NOTES

Forward Firing

CLAUSEWITZ ARMoured 2CM 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

Sd Kfz 251 (2cm)

RANGE

20"/50CM

HALTED

3

MOVING

2

ANTI-TANK

5

FIRE-POWER

5+

NOTES

Dedicated AA

CLAUSEWITZ ARMoured 7.5CM GUN PLATOON

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.

CLAUSEWITZ ARMoured 7.5CM GUN PLATOON	6 POINTS
6x Sd Kfz 251 (7.5cm)	4 POINTS
4x Sd Kfz 251 (7.5cm)	2 POINTS
2x Sd Kfz 251 (7.5cm)	

G478

CLAUSEWITZ ARMoured 2CM 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 2CM FLAK PLATOON	5 POINTS
6x Sd Kfz 251 (2cm)	2 POINTS
3x Sd Kfz 251 (2cm)	

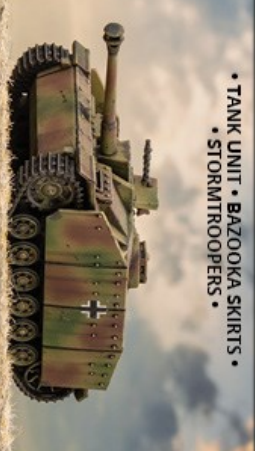
G475

CLAUSEWITZ STUG ASSAULT GUN PLATOON

MOTIVATION
RELUCTANT 5+

SP Gun
Counterattack
Protected Ammo
Remount
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	ROF		ANTI-TANK POWER	FIRE	NOTES
		HALTED	MOVING			
Stug (7.5cm)	32"/80CM	2	1	11	3+	Forward Firing
StuH (10.5cm) or Direct Fire	64"/160CM	ARTILLERY		3	3+	Forward Firing
		1	1	10	2+	Brutal, Forward Firing, HEAT, Slow Firing, Smoke
Stug & StuH (MG)	16"/40CM	3	2	2	6	

CLAUSEWITZ STUG ASSAULT GUN PLATOON

CLAUSEWITZ STUG ASSAULT GUN PLATOON

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.