

BERLIN KAMPFGRUPPE

BERLIN INFANTRY BATTLEGROUP

INFANTRY COMPANY

POINTS 1720

PLATOON	QTY	UNIT	POINTS
HEADQUARTERS			
Berlin Kampfgruppe HQ (SS) p.15 FEARLESS VETERAN	2	Cmd Panzerfaust SMG team	110
	1	Panzerschreck team	
COMBAT PLATOONS			
Panzergrenadier Platoon (SS) p.15 FEARLESS VETERAN	1	Cmd Panzerfaust MG team	335
	6	Panzerfaust MG team	
	4	Sd Kfz 251/1 half-track	
Volkssturm Platoon p.17 RELUCTANT CONSCRIPT	1	Cmd Panzerfaust Rifle team	105
	8	Panzerfaust Rifle team	
Hitlerjugend Platoon p.16 FEARLESS CONSCRIPT	1	Cmd Panzerfaust SMG team	85
	6	Panzerfaust team	
WEAPONS PLATOONS			
Volkssturm Machine-gun Platoon p.18 RELUCTANT CONSCRIPT	1	Cmd Panzerfaust Rifle team	65
	4	MG34 HMG team	
SUPPORT PLATOONS			
Schwere SS-Panzer Platoon p.22 FEARLESS VETERAN	1	Königtiger (Henschel)	385
Tank-hunter Platoon (Heer) p.25 CONFIDENT VETERAN	3	Waffenträger (8.8cm)	315
Bedbug Platoon p.24 FEARLESS TRAINED	3	Kleinpanzer Wanze	65
Hitlerjugend Platoon p.16 FEARLESS CONSCRIPT	1	Cmd Panzerfaust SMG team	85
	6	Panzerfaust team	
Rocket Launcher Battery (Heer) p.29 CONFIDENT VETERAN	1	Cmd SMG team	105
	1	Observer Rifle team	
	3	15cm NW41	
Luftwaffe Light Anti-aircraft Gun Platoon p.30 RELUCTANT TRAINED	1	Cmd SMG team	65
	3	3.7cm Flak43 gun	

Berlin Book - German Late-War - Platoon Count: 10

ARSENAL

TANK TEAMS

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	

TANKS

Königstiger (Henschel)	Slow Tank	15	8	2	Co-ax MG, Hull MG, Overloaded.
<i>8.8cm KwK43 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>16</i>	<i>3+</i>	<i>Slow traverse.</i>

TANK-HUNTERS

Kleinpanzer Wanze	Half-tracked	0	0	0	
<i>Panzerschreck rockets</i>	<i>8"/20cm</i>	<i>3</i>	<i>11</i>	<i>5+</i>	<i>Hull mounted, Full ROF when moving, Multiple Panzerschreck.</i>
Waffenträger (8.8cm)	Slow Tank	1	0	0	AA MG, Awkward layout.
<i>8.8cm PaK43 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>16</i>	<i>3+</i>	

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
3.7cm FlaK43 gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Gun shield, Turntable.
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket Launcher, Smoke bombardment.
MG34 HMG team	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
MG team	16"/40cm	3	2	6+	ROF 2 when pinned down.
Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6. Cannot shoot in the Shooting Step if moved in the Movement Step.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

TRANSPORT TEAMS

Vehicle	Mobility	Front	Side	Top	Equipment and Notes
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ARMoured PERSONNEL CARRIERS

Sd Kfz 250/1 or 251/1 half-track	Half-tracked	1	0	0	Hull MG, Passenger-fired AA MG.
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VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.

SPECIAL RULES

Bedbug Platoon - p.24

At the start of the game, place a Full Salvo marker with each Kleinpanzer Wanze tank-hunter in a Bed Bug Platoon. Remove this marker from each tank-hunter after firing.

If a Kleinpanzer Wanze tank-hunter does not have a Full Salvo marker when it fires, roll a Skill Test. Only those that pass the Skill Test can fire their Panzerschrecks. Place a Full Salvo marker on a Kleinpanzer Wanze tank-hunter that is not Bailed Out or Bugged Down at the end of any Shooting Step in which it was able to fire, but did not.

Berlin Kampfgruppe HQ (SS) - p.15

A Berlin Kampfgruppe (page 14) does not use the German Kampfgruppe special rule on page 242 of the rulebook. Heer, Luftwaffe, and SS platoons fight as one army, ignoring the Reich Divided special rule (see page 242 of the rulebook).

A Berlin Kampfgruppe (page 14) uses all of the normal German special rules on pages 249 to 252 of the rulebook (except for Kampfgruppe). In addition they also use the Battlegroup Berlin and Enjoy the War special rules.

When you need to take a Platoon Morale Check, instead of rolling a Motivation Test for the entire platoon, roll a die for each team in the platoon and any teams that have Joined the platoon.

- On a result of 3+ a team with Motivation rated Confident continues to fight on
- On a result of 2+ a team with Motivation rated Fearless continues to fight on.
- On any other roll the team is Destroyed and is removed from the table.

If the platoon is required to take a sole survivor Motivation Test (see page 176 of the rulebook) it automatically fails the test and the platoon is Destroyed.

Company and Higher Command teams cannot re-roll a result for other teams using Enjoy the War, however they may re-roll their own result.

Teams with Motivation rated Reluctant do not use the Enjoy the War Special rule.

Hitlerjugend Platoon - p.16

Panzerfaust teams from a Hitlerjugend Platoon that moved in the Movement Step can shoot in the Shooting Step, unlike other Panzerfaust teams.

Luftwaffe Light Anti-aircraft Gun Platoon - p.30

A Luftwaffe Light Anti-aircraft Gun Platoon may choose to begin the game in Prepared Positions

Panzergranadier Platoon (SS) - p.15

A Panzergranadier Platoon equipped with Sd Kfz 251/1 half-tracks may use the Mounted Assault special rule on page 243 of the rulebook.

Rocket Launcher Battery (Heer) - p.29

At the start of the game, place a Full Salvo marker with a platoon equipped with 30cm NW42 Super-heavy Rockets. Remove this marker after firing an Artillery Bombardment.

If a platoon with Super-heavy Rockets does not have a Full Salvo marker when it fires an Artillery Bombardment, roll a Skill Test for each Rocket Launcher able to fire in the Bombardment. Only those that pass the Skill Test can fire as part of the Bombardment.

Place a Full Salvo marker on a platoon with Super-heavy Rockets at the end of any Shooting Step in which every Rocket Launcher in the platoon was able to fire an Artillery Bombardment, but none did so.

Schwere SS-Panzer Platoon - p.22

A Schwere SS-Panzer Platoon uses the Tiger Aces special rules on page 244 of the rulebook.

Volkssturm Machine-gun Platoon - p.18

Local Militia

Volkssturm Platoons do not use the German Stormtroopers, Mission Tactics, or Enjoy the War special rules. Instead, a Volkssturm Platoon always begins the game on the table. Ignore all Volkssturm Platoons in your force when determining how many platoons to be held in Reserve.

In addition, a Volkssturm Platoon always begins the game in Prepared Positions.

Volkssturm Machine-gun Platoons may make Combat Attachments to Volkssturm Platoons.

Volkssturm Machine-gun Platoons use the Local Militia special rule on page 17.

Volkssturm Platoon - p.17

Local Militia

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In addition, a Volkssturm Platoon always begins the game in Prepared Positions.