

# BERLIN KAMPFGRUPPE

BERLIN INFANTRY BATTLEGROUP

INFANTRY COMPANY

POINTS 1800

PLATOON	QTY	UNIT	POINTS
<b>HEADQUARTERS</b>			
Berlin Kampfgruppe HQ (SS) p.15 <b>FEARLESS VETERAN</b>	2	Cmd Panzerfaust SMG team	75
<b>COMBAT PLATOONS</b>			
Fallschirmjäger Platoon p.17 <b>FEARLESS TRAINED</b>	1 6	Cmd Panzerfaust MG team Panzerfaust MG team	225
Fallschirmjäger Platoon p.17 <b>FEARLESS TRAINED</b>	1 6	Cmd Panzerfaust MG team Panzerfaust MG team	225
Panzergranadier Platoon (SS) p.15 <b>FEARLESS VETERAN</b>	1 4	Cmd Panzerfaust MG team Panzerfaust MG team	210
<b>WEAPONS PLATOONS</b>			
Panzergranadier Machine-gun Platoon (SS) p.18 <b>FEARLESS VETERAN</b>	1 2	Cmd Panzerfaust SMG team MG42 HMG	95
Panzergranadier Infantry Gun Platoon (SS) p.20 <b>FEARLESS VETERAN</b>	1 1 2	Cmd Panzerfaust SMG team Observer Rifle team 7.5cm PaK50 gun	95
Panzergranadier Anti-tank Gun Platoon (SS) p.20 <b>FEARLESS VETERAN</b>	1 3	Cmd Panzerfaust SMG team 7.5cm PaK40 gun	190
<b>SUPPORT PLATOONS</b>			
Panzer Platoon (Heer) p.22 <b>CONFIDENT VETERAN</b>	2 2	Tiger I E Assault Rifle Tank Escort	430
Bedbug Platoon p.24 <b>FEARLESS TRAINED</b>	3	Kleinpanzer Wanze	65
Hitlerjugend Platoon p.16 <b>FEARLESS CONSCRIPT</b>	1 6	Cmd Panzerfaust SMG team Panzerfaust team	85
Rocket Launcher Battery (Heer) p.29 <b>CONFIDENT VETERAN</b>	1 1 3	Cmd SMG team Observer Rifle team 15cm NW41	105

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>	
<b>TANKS</b>					
Tiger IE	Slow Tank	9	8	2	Co-ax MG, Hull MG, Protected ammo, Wide tracks.
<i>8.8cm KwK36 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	<i>Slow traverse.</i>
<b>TANK-HUNTERS</b>					
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>

## GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket Launcher, Smoke bombardment.
MG42 HMG	Man-packed	24"/60cm	6	2	6+	ROF 3 when pinned down or moving.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
7.5cm PaK50 gun	Medium	24"/60cm	2	10	3+	Gun shield.
Firing bombardments		64"/160cm	-	3	6+	

## INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Assault Rifle Tank Escort	8"/20cm	1	1	6+	
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.
Rifle team	16"/40cm	1	2	6+	
SMG team	4"/10cm	3	1	6+	Full ROF when moving.

## 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.

### **Panzer Platoon (Heer)** - p.22

A Panzer Platoon with Tiger I E tanks **does not** use the Tiger Aces special rules.

### **Panzergranadier Anti-tank Gun Platoon (SS)** - p.20

Panzergranadier Anti-tank Gun Platoons may make Combat Attachments to Panzergranadier Platoons.

### **Panzergranadier Infantry Gun Platoon (SS)** - p.20

Panzergranadier Infantry Gun Platoons may make Combat Attachments to Panzergranadier Platoons.

### **Panzergranadier Machine-gun Platoon (SS)** - p.18

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

### **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.