

Fortress Europe: German Force

Using Dynamic Points

Berlin Battle Group			German	LG527	34
Berlin Battle Group HQ	LG527	4			
2x StG44 assault rifle team with Panzerfaust		4			
Hitlerjugend Platoon	LG529	6			
7x Panzerfaust anti-tank team		6			
Hitlerjugend Platoon	LG529	6			
7x Panzerfaust anti-tank team		6			
Hitlerjugend Platoon	LG529	6			
7x Panzerfaust anti-tank team		6			
sMG42 SS Machine-gun Platoon	LG209	4			
4x sMG42 HMG		4			
8cm SS Mortar Platoon	LG210	8			
6x 8cm mortar		8			

Support			German		40
HS 129 Battle Flight	LG147	6			
2x Hs 129 (3cm)		6			
Ferdinand Tank-hunter Platoon	LG128	13			
1x Ferdinand (8.8cm)		13			
15cm Nebelwerfer Battery	LG137	9			
3x 15cm Nebelwerfer		9			
Motorised Rifle Platoon (Romanian Allied Unit)	LR110	12			
7x ZB30 MG team		8			
• Equip ZB30 MG teams with Panzerfaust anti-tank for +2 points.					
• Add one 60mm mortar for +1 point.					
• Add one Panzerschreck anti-tank team for +1 point.					

Bagration: German Formation Support			German		17
Ostfront Armoured SS Panzergrenadier Platoon	LG285	17			
7x MG42 team with Panzerfaust					
4x Sd Kfz 251 (MG) half-track (LG286)		15			
• Add up to three Panzerschreck anti-tank teams for +2 points each. (1 selected)					

Berlin: German Formation Support			German		9
Hetzer Training Platoon	LG513	9			
4x Hetzer (7.5cm)		9			

Fortress Europe	Unit Count: 12	Reserves Split - on:60 / off:40	Total Points : 100
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Card List:

LG128 Ferdinand Tank-hunter Platoon
 LG137 15cm Nebelwerfer Battery
 LG147 HS 129 Battle Flight
 LG209 sMG42 SS Machine-gun Platoon
 LG210 8cm SS Mortar Platoon
 LG285 Ostfront Armoured SS Panzergrenadier Platoon
 LG286 Ostfront Sd Kfz 251 SS Half-track
 LG513 Hetzer Training Platoon
 LG527 Berlin Battle Group HQ
 LG529 Hitlerjugend Platoon
 LR110 Motorised Rifle Platoon

Pick List:

3 15cm Nebelwerfer
 1 60mm mortar
 6 8cm mortar
 1 Ferdinand (8.8cm)
 4 Hetzer (7.5cm)
 2 Hs 129 (3cm)
 7 MG42 team with Panzerfaust
 21 Panzerfaust anti-tank team
 1 Panzerschreck anti-tank
 1 Panzerschreck anti-tank team
 4 Sd Kfz 251 (MG) half-track
 4 sMG42 HMG
 2 StG44 assault rifle team with Panzerfaust
 7 ZB30 MG team

15cm NEBELWERFER BATTERY

• GUN UNIT • LARGE GUN •

MOTIVATION
CONFIDENT 4+
*Third Reich
Lost Stand*

SKILL
VETERAN 3+
*Gun
Assault*



IS HIT ON
CAREFUL 4+

SAVE
4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
2"/5cm	2"/5cm	4"/10cm	6"/15cm	5+

WEAPON	RANGE	ROF	ANTI-TANK POWER	NOTES
15cm Nebelwerfer	64"/160cm	SALVO	2	4+
				<i>Forward Firing, Smoke Bombardment</i>

15cm NEBELWERFER BATTERY



15cm NEBELWERFER BATTERY

6x 15cm Nebelwerfer
3x 15cm Nebelwerfer

18 POINTS
9 POINTS

SPECIAL RULES

Forward Firing: Weapon can only hit targets fully in front of the Team.
Large Gun: Cannot be placed in a building. Cannot be placed from Ambush within 16"/40cm of the enemy.
Salvo: This weapon is an Artillery weapon that uses a 10"/25cm square Salvo Template rather than the normal 6"/15cm Artillery Template. A Salvo Template may not be placed within 6"/15cm of a friendly Team.
Smoke Bombardment: Once per game can fire a Smoke Bombardment.

G137

FERDINAND

TANK-HUNTER PLATOON

• TANK UNIT • STORMTROOPERS •

MOTIVATION
RELUCTANT 5+
*Third Reich
Lost Stand*

SKILL
VETERAN 3+
*SP Gun
Assault*



IS HIT ON
AGGRESSIVE 3+

AMMOUR
FRONT 16
SIDE & REAR 7
TOP 2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	10"/25cm	14"/35cm	16"/40cm	4+

WEAPON	RANGE	ROF	ANTI-TANK POWER	NOTES
Ferdinand (8.8cm)	48"/120cm	2	1	17
				3+
				<i>Forward Firing</i>

FERDINAND

TANK-HUNTER PLATOON



**FERDINAND
TANK-HUNTER PLATOON**

4x Ferdinand (8.8cm)
3x Ferdinand (8.8cm)
2x Ferdinand (8.8cm)
1x Ferdinand (8.8cm)

52 POINTS
39 POINTS
26 POINTS
13 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.

G128

SS SMG42 SS MACHINE-GUN PLATOON SS

MOTIVATION
FEARLESS 3+

SKILL
TRAINED 4+
Heavy Weapon Assault

IS HIT ON
AGGRESSIVE 3+

SAVE
3+
Infantry

- INFANTRY UNIT • HEAVY WEAPON •
- STORMTROOPERS •



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
SMG42 HMG	24"/60CM	6	2	2	6

SS SMG42 SS MACHINE-GUN PLATOON SS

SMG42 SS MACHINE-GUN PLATOON

4x sMG42 HMG
2x sMG42 HMG

4 POINTS
2 POINTS

SPECIAL RULES

Heavy Weapon: Team cannot Charge Into Contact.
Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

G209

HS 129 BATTLE FLIGHT

MOTIVATION
CONFIDENT 4+

SKILL
VETERAN 3+

IS HIT ON
FLYING TANK 4+

SAVE
2+
Aircraft

- AIRCRAFT UNIT •



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
	UNLIMITED			AUTO

WEAPON	RANGE	ROF	ANTI-TANK	FIRE-POWER	NOTES
Hs 129 (3cm)	8"/20CM	-	3	7	5+

HS 129 BATTLE FLIGHT



HS 129 BATTLE FLIGHT
2x Hs 129 (3cm)
6 POINTS

G147

55 SS PANZERGRENADEIER PLATOON

OSTFRONT ARMOURED
• INFANTRY UNIT • STORMTROOPERS •

MOTIVATION
FEARLESS 3+

SKILL
VETERAN 3+
Deadly Assault



IS HIT ON
CAREFUL 4+

SAVE
3+
Infantry

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF	HALTED MOVING	ANTI-TANK POWER	FIRE-POWER	NOTES
MG team or Panzerfaust anti-tank	16"/40CM 4"/10CM	3 1	2 1	2 12	6 5+	Limited 1, Slow Firing
OPTIONAL Panzerschreck anti-tank	8"/20CM	1	1	11	5+	Assault 3+, Slow Firing

55 SS PANZERGRENADEIER PLATOON

OSTFRONT ARMOURED
• INFANTRY UNIT • STORMTROOPERS •

MOTIVATION
FEARLESS 3+

SKILL
VETERAN 3+
Deadly Assault



IS HIT ON
CAREFUL 4+

SAVE
3+
Infantry

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF	HALTED MOVING	ANTI-TANK POWER	FIRE-POWER	NOTES
MG team or Panzerfaust anti-tank	16"/40CM 4"/10CM	3 1	2 1	2 12	6 5+	Limited 1, Slow Firing
OPTIONAL Panzerschreck anti-tank	8"/20CM	1	1	11	5+	Assault 3+, Slow Firing

55 OSTFRONT ARMOURED SS PANZERGRENADEIER PLATOON

- 7x MG42 team with Panzerfaust
- 4x Sd Kfz 251 (MG) half-track (IG288)
- 15 POINTS
- 5x MG42 team with Panzerfaust
- 3x Sd Kfz 251 (MG) half-track (IG288)
- 12 POINTS

- OPTIONS**
- Add up to three Panzerschreck anti-tank teams for +2 points each.
 - Replace one Sd Kfz 251 (MG) half-track with Sd Kfz 251 (3.7cm) half-track (IG288) at no cost.

SPECIAL RULES

Assault 3+: Team hits on 3+ in Assaults.
Limited 1: Each time this Unit Shoots, one Team may Shoot as a Panzerfaust. Each time this Unit rolls To Hit in an Assault, one Team 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.

IG 285

55 8CM SS MORTAR PLATOON

• INFANTRY UNIT • HEAVY WEAPON •

MOTIVATION
FEARLESS 3+

SKILL
VETERAN 3+
Heavy Weapon Assault



IS HIT ON
AGGRESSIVE 3+

SAVE
3+
Infantry

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
6"/15CM	8"/20CM	8"/20CM	8"/20CM	AUTO

WEAPON	RANGE	ROF	HALTED MOVING	ANTI-TANK POWER	FIRE-POWER	NOTES
8cm mortar	40"/100CM	ARTILLERY	1	4+	Smoke Bombardment	

55 8CM SS MORTAR PLATOON



8CM SS MORTAR PLATOON

- 6x 8cm mortar
- 4x 8cm mortar
- 2x 8cm mortar
- 8 POINTS
- 5 POINTS
- 3 POINTS

SPECIAL RULES

Heavy Weapon: Team cannot Charge Into Contact.
Smoke Bombardment: Once per game can fire a Smoke Bombardment.

IG 210



HETZER

TRAINING PLATOON



• TANK UNIT • STORMTROOPERS •

MOTIVATION
CONFIDENT 4+
SP Gun
Counterattack

SKILL
GREEN 5+
SP Gun
Assault



IS HIT ON
AGGRESSIVE 3+

AMMOUR
FRONT 7

SIDE & REAR 3

TOP 1

TACTICAL	10"/25CM	TERRAIN DASH	12"/30CM	CROSS COUNTRY DASH	16"/40CM	ROAD DASH	20"/50CM	CROSS	5+
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WEAPON	HETZER (7.5cm)	ROF	2	1	11	3+	Forward Firing, Overworked	
	HETZER (MG)	RANGE	16"/40CM	HALTED	2	2	6	Forward Firing



HETZER

TRAINING PLATOON



HETZER TRAINING PLATOON

4x Hetzer (7.5cm)
3x Hetzer (7.5cm)
2x Hetzer (7.5cm)

11 POINTS
8 POINTS
6 POINTS

SPECIAL RULES

Forward Firing: Weapon can only hit targets fully in front of the Team.
Overworked: +1 To Hit for Moving ROF.
Stormtroopers: Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.

G513



SD KFZ 251 SS HALF-TRACK



SD KFZ 251 SS HALF-TRACK



OSTFRONT TRANSPORT

MOTIVATION
FEARLESS 3+
Transport
Counterattack

SKILL
VETERAN 3+
Transport
Assault

MOUNTED ASSAULT
3+

MOUNTED ASSAULT
1 OR 2 PASSENGERS
4+ **3+**



• TRANSPORT ATTACHMENT •
• PASSENGERS 3 • UNIT TRANSPORT •
• MOUNTED ASSAULT •
• STORMTROOPERS •

IS HIT ON
CAREFUL 4+

AMMOUR
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 (MGs)	RANGE	16"/40CM	ROF	4	4	2	6	Self-defence AA	
	SD Kfz 251 (3.7cm)	RANGE	24"/60CM	HALTED	2	1	1	6	4+	Forward Firing

SPECIAL RULES

Forward Firing: Weapon can only hit targets fully in front of the Team.
Mounted Assault: Team has Assault 4+ and Counterattack 3+ with one Passenger and Assault 3+ and Counterattack 3+ with two or three Passengers.
Passengers 3: Team 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.

G286

HITLERJUGEND PLATOON

• INFANTRY UNIT • LOCAL MILITIA •

FEARLESS 3+

GREEN 5+

IS HIT ON
RECKLESS 2+

SAVE
3+
Infantry



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	ROF	ANTI-TANK POWER	NOTES
K98 rifle team or Panzerfaust anti-tank Panzerfaust anti-tank team	16"/40cm	1	2	Slow Firing
	4"/10cm	1	12	Limited 2, Slow Firing
	4"/10cm	1	12	Slow Firing

HITLERJUGEND PLATOON



HITLERJUGEND PLATOON

- 6x K98 rifle team with Panzerfaust **6 POINTS**
- 5x K98 rifle team with Panzerfaust **4 POINTS**
- 7x Panzerfaust anti-tank team **6 POINTS**
- 5x Panzerfaust anti-tank team **4 POINTS**

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.

Local Militia: A Hitlerjugend Platoon always begins the game on the table. Hitlerjugend Platoons count as being worth 0 points when calculating Reserves.

Slow Firing: +1 To Hit for Moving ROF.

G529

BERLIN BATTLE GROUP HQ

• INFANTRY FORMATION • OLD HAND •
• STORMTROOPERS •

FEARLESS 3+
Third Reich
Lost Standard

VETERAN 3+

IS HIT ON
CAREFUL 4+

SAVE
3+
Infantry



TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	ROF	ANTI-TANK POWER	NOTES
StG44 assault rifle team or Panzerfaust anti-tank	8"/20cm	3	3	Pinned ROF 1
	4"/10cm	1	1	Slow Firing, Limited 1

BERLIN BATTLE GROUP HQ

BERLIN BATTLE GROUP HQ

FORMATION CONTAINS:

- 1 Berlin Battle Group HQ (G527)
- 2-3 Panzergranadier (late) Platoon (G396)
or Ardennes SS Panzergranadier Platoon (G442)
or Panzergranadier Training Platoon (G516)
or Berlin Fallschirmjäger Platoon (G452)
or Volksturm Platoon (G528)
or Hitlerjugend Platoon (G529)
or Volksgrenadier Assault Platoon (G405)
- 0-1 7.5cm Gun Platoon (G126)
or 7.5cm SS Gun Platoon (G12)
or 15cm Gun Platoon (G127)
or 15cm SS Gun Platoon (G213)
- 0-1 7.5cm Tank-hunter Platoon (G131)
or 7.5cm SS Tank-hunter Platoon (G15)
- 0-1 sMG34 Machine-gun Platoon (G122)
or MG42 SS Machine-gun Platoon (G209)

BERLIN BATTLE GROUP HQ

- 2x StG44 assault rifle team with Panzerfaust **4 POINTS**

SPECIAL RULES

Pinned ROF 1: ROF when Pinned Down. Team may Shoot as a Panzerfaust. Each time this Unit rolls To Hit in an Assault, one Team may use a Panzerfaust.

Old Hand: Units from this Formation whose Unit Leader is within 6"/15cm of this Formation Commander have Tactics 3+.

Slow Firing: +1 To Hit for Moving ROF.

- 0-1 8cm Mortar Section (G116)
or 8cm SS Mortar Platoon (G210)

G527



MOTORISED RIFLE PLATOON



• INFANTRY UNIT •

MOTIVATION CONFIDENT 4+ <i>Peasant Army Last Stand</i>	4+	SAVE 3+
SKILL TRAINED 4+ <i>Defend the Homeland Assault</i>	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
		HALTED	MOVING			
ZB30 MG team	16"/40CM	3	2	2	6	
OPTIONAL Panzerfaust anti-tank	4"/10CM	1	1	12	5+	Limited 1, Slow Firing
OPTIONAL Panzerschreck anti-tank	8"/20CM	1	1	11	5+	Assault 4+, Slow Firing
OPTIONAL 60mm mortar	32"/80CM	ARTILLERY		1	4+	Assault 4+, Heavy Weapon



MOTORISED RIFLE PLATOON



MOTORISED RIFLE PLATOON

9x ZB30 MG team **11 POINTS**

7x ZB30 MG team **8 POINTS**

5x ZB30 MG team **6 POINTS**

- OPTIONS**
- Equip ZB30 MG teams with Panzerfaust anti-tank for +2 points.
 - Add one 60mm mortar for +1 point.
 - Add one Panzerschreck anti-tank team for +1 point.

SPECIAL RULES

Assault 4+: Team hits on 4+ in Assaults.

Heavy Weapon: Team cannot Charge into Contact.

Limited 1: Each time this Unit Shoots, one Team may Shoot as a Panzerfaust. Each time this Unit rolls To Hit in an Assault, one Team may use a Panzerfaust.

Slow Firing: +1 To Hit for Moving ROF.

R110