

Using 2025.3 Dynamic Points

Heavy Tank Training Company	German	LG500	81
Heavy Tank Training Company HQ (Porche' Tiger II (Early)) LG500 (16 points)			15
1x Tiger II (8.8cm) ☠️ Porche' Tiger II (Early) Tank (-1p)			
Porche' Tiger II (Early) Training Platoon LG501 (27 points)			25
2x Tiger II (8.8cm) ☠️ Porche' Tiger II (Early) Tank (-2p)			
Panther (Late) Training Platoon LG505 (20 points)			20
3x Panther (late) (7.5cm)			
Panzergrenadier Training Platoon LG516 (10 points)			10
7x MG42 team with Panzerfausts			
4x Sd Kfz 251 (MG) half-track (LG471)			
Panzergrenadier Training Platoon LG516 (10 points)			11
7x MG42 team with Panzerfausts			
4x Sd Kfz 251 (MG) half-track (LG471) • Add a Panzerschreck anti-tank team for +1 point. (1p)			

Berlin: German Support	German	10
Wespe Artillery Battery LG134 (9 points)		9
3x Wespe (10.5cm)		
Panzer III OP Observation Post LG183 (1 points)		1
1x Panzer III OP (MG)		
Hetzer Training Platoon LG513 (9 points)		9
4x Hetzer (7.5cm)		









COMMAND CARDS

'Porche' Tiger II (Early) Tank	All Tiger II tanks in this unit have the following characteristics for -1 point per Tiger II					-1 POINTS	-2 POINTS	FRONT	14
	TACTICAL	TERRAIN DASH	CROSS C. DASH	ROAD DASH	CROSS				
	8"/20cm	12"/30cm	14"/35cm	16"/40cm	3+				

ARSENAL

Image	TACT.	TERR. DASH	CROSS C. DASH	ROAD DASH	CROSS	MOTIVATION	SKILL	ARMOUR/SAVE	
LG500	☠️ Heavy Tank Training Company HQ (Porche' Tiger II (Early)) ☠️ Tank Formation, Old Hand, Stormtroopers	8" / 20cm	12" / 30cm	14" / 35cm	16" / 40cm	3+	CONFIDENT 4+ VETERAN 3+	CAREFUL 4+ FRONT 14 SIDE & REAR 8 TOP 2	
LG501	☠️ Porche' Tiger II (Early) Training Platoon ☠️ Tank Unit, Stormtroopers	8" / 20cm	12" / 30cm	14" / 35cm	16" / 40cm	3+	CONFIDENT 4+ GREEN 5+	AGGRESSIVE 3+ FRONT 14 SIDE & REAR 8 TOP 2	
LG505	☠️ Panther (Late) Training Platoon ☠️ Tank Unit, Stormtroopers	10" / 25cm	12" / 30cm	18" / 45cm	20" / 50cm	2+	CONFIDENT 4+ GREEN 5+	AGGRESSIVE 3+ FRONT 10 SIDE & REAR 5 TOP 1	
LG516	☠️ Panzergrenadier Training Platoon Infantry Unit, Stormtroopers	8" / 20cm	8" / 20cm	12" / 30cm	12" / 30cm	AUTO	CONFIDENT 4+ GREEN 5+	AGGRESSIVE 3+ INFANTRY 3+	
LG134	☠️ Wespe Artillery Battery ☠️ Tank Unit, Stormtroopers	10" / 25cm	12" / 30cm	18" / 45cm	20" / 50cm	3+	FEARLESS 3+ SP Gun Counterattack 6	VETERAN 3+ SP Gun Assault 5+	CAREFUL 4+ FRONT 1 SIDE & REAR 1 TOP 0
LG183	☠️ Panzer III OP Observation Post ☠️ Tank Unit, Independent, Observer, Scout, Stormtroopers	10" / 25cm	12" / 30cm	18" / 45cm	20" / 50cm	3+	CONFIDENT 4+ Scout Last Stand 5+ Observer Counterattack 6	VETERAN 3+	CAREFUL 4+ FRONT 5 SIDE & REAR 3 TOP 1
LG513	☠️ Hetzer Training Platoon ☠️ Tank Unit, Stormtroopers	10" / 25cm	12" / 30cm	16" / 40cm	20" / 50cm	5+	CONFIDENT 4+ SP Gun Counterattack 5+	GREEN 5+ SP Gun Assault 6	AGGRESSIVE 3+ FRONT 7 SIDE & REAR 3 TOP 1
LG471	☠️ Clausewitz Sd Kfz 251 Half-track Transport Attachment, Passengers 3, Unit Transport, Mounted Assault, Infra-Red (IR), Stormtroopers	10" / 25cm	10" / 25cm	16" / 40cm	28" / 70cm	3+	RELUCTANT 5+ Transport Counterattack 6 Transport Remount 6	VETERAN 3+ Transport Assault 5+	CAREFUL 4+ FRONT 1 SIDE & REAR 1 TOP 0

WEAPONS

Image	Weapon	Range	Halted ROF	Moving ROF	Anti Tank	Firepower	Notes
	Tiger II (8.8cm)						
	Tiger II (8.8cm)	48"/120cm	2	1	17	3+	
	Tiger II (MGs)	16"/40cm	4	4	2	6	
	Panther (late) (7.5cm)						
	Panther (late) (7.5cm)	40"/100cm	2	1	14	3+	
	Panther (late) (MGs)	16"/40cm	4	4	2	6	
	MG42 team with Panzerfausts						
	MG42 team	16"/40cm	3	2	2	6	
	or Panzerfausts anti-tank	4"/10cm	1	1	12	5+	Limited 2, Slow Firing
	Sd Kfz 251 (MG) half-track						
	Sd Kfz 251 (MGs)	16"/40cm	4	4	2	6	Self-defence AA
	Panzerschreck anti-tank team						
	Panzerschreck anti-tank	8"/20cm	1	1	11	5+	Assault: base Skill+1, Slow Firing
	Wespe (10.5cm)						
	Wespe (10.5cm)	72"/180cm	ARTILLERY		3	3+	Forward Firing, Smoke Bombardment
	Wespe (10.5cm) or Direct Fire	24"/60cm	1	1	9	2+	Brutal, Forward Firing, Slow Firing, Smoke
	Wespe (MG)	16"/40cm	3	2	2	6	
	Panzer III OP (MG)						
	Panzer III OP (MG)	16"/40cm	3	3	2	6	Forward Firing
	Hetzer (7.5cm)						
	Hetzer (7.5cm)	32"/80cm	2	1	11	3+	Forward Firing, Overworked
	Hetzer (MG)	16"/40cm	2	2	2	6	Forward Firing

RULES

Old Hand	An Old Hand Formation Commander gives Units from their Formation whose Unit Leader Is within 6"/15cm of the Formation Commander a Tactics rating same as the formation Commander
Stormtroopers	The Unit may attempt a second Movement Order after succeeding in its first Movement Order. The second Movement Order must be different from the first.
Independent	Independent units can use the Mistaken Target rule (see page 58) to reassign hits to nearby Units, but cannot Charge into Contact (page 73), nor take an Objective (page 102), and are ignored for Victory Points (page 101).
Observer	An Observer Team can Spot for any friendly Artillery Unit
Scout	Scouts are Gone to Ground unless they Shoot or Assault. This means that if they are Concealed, the enemy will suffer an additional +1 penalty to hit them.
Infra-Red (IR)	A Unit with Infra-Red rolls two dice on the Night Visibility Table and chooses the highest score. (Berlin: German p5)
Mounted Assault	This Team has Assault -1 and Counter attack -1 with one Passenger and Assault -2 and Counterattack -1 with two or three Passengers. This is shown on the Transport Unit card as an additional motivation and skill column. (D-Day: German p3)
Passengers 3	Team can carry three Infantry Team as Passengers.
Transport Attachment	Infantry and Gun Units containing Transport Teams as a Tank Attachment (ore vice versa) are split into two Units, an Infantry or Gun Unit and an Transport Unit (each with their Unit Leader). Both parts of the Unit operate independently as seperate Units, supporting each other, although they deploy as a single Unit. ()
Unit Transport	Unit Leader must end the Movement Step within 6"/15cm of the Unit Leader of its Passenger Unit while on table.
Limited 2	Each time this Unit shoots, two of its Teams my shoot as the limited weapon rather than its usual weapons. Each time this Unit rolls To Hit in an assault, two of its Teams may attack with a as the limited weapon rather than its usual weapons. (D-Day: German p3)
Slow Firing	Slow-firing weapons add +1 to the score needed To Hit when moving.
Self-defence AA	Self-defence AA weapons can Shoot at Aircraft with ROF 1.
Assault: base Skill+1	The Assault rating is one worse than the normal skill rating (ie. VETERAN 3+ becomes Assault 4+) independant of rest of the units Assault rating
Forward Firing	Forward-firing weapons can only target Teams fully in front of the shooting Team, and can only fire an Artillery Bombardment if the Aiming Point is fully in front of the shooting Team.
Smoke Bombardment	Smoke Bombardment weapons can fire a Smoke Bombardment once per game (page 71).
Brutal	Infantry, Gun, and Unarmoured Tank Teams (including when Passengers) re-roll successful Saves against Brutal Weapons.
Smoke	Smoke weapons can Shoot Smoke ammunition (page 65).
Overworked	Overworked weapons add +1 to the score needed To Hit when moving.

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