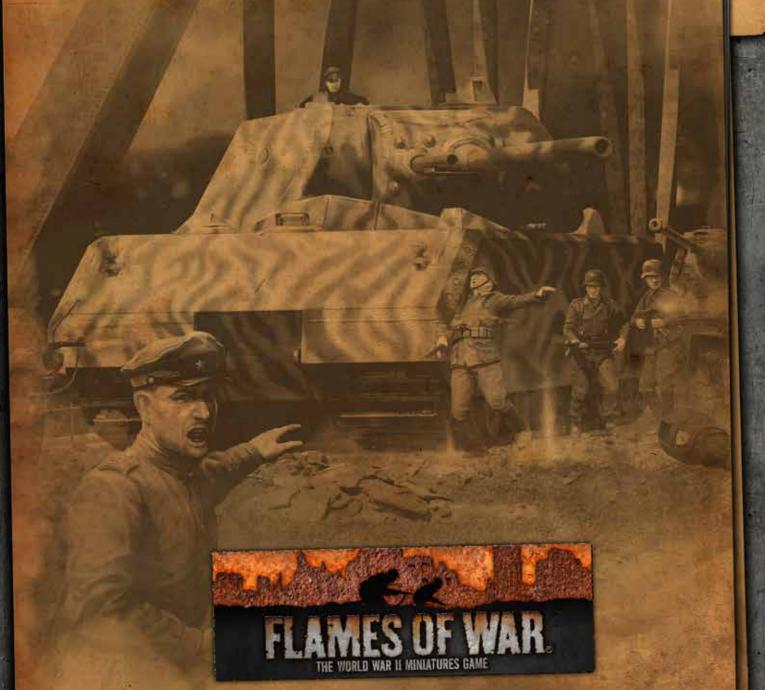
LATE-WAR. EVALUATIONS

FORCES IN EUROPE, 1945+



WHAT ARE LEVIATHANS?

During the course of World War II all the major powers were working on new and radical designs of weapons and equipment, the most famous of them being the German Wunderwaffen, Wonder-Weapons, like the Maus superheavy tank. The Allies were also busy developing the new designs incorporating lessons learned from the fighting as well as newly developed technology. Many of these new weapons were armoured vehicles like tanks and assault guns. Leviathans is our catch-all name for all of these weird and wonderful tanks and vehicles.

Sometimes new tanks were evolutionary steps to give the soldiers in the field better and more powerful equipment such as the U.S. M4 Sherman Easy Eight and Jumbo, or they were new developments like the M26 Pershing, or the T29 and T30 heavy tanks developed from it.

Other fighting vehicles were designed with specific tasks in mind such as the U.S. T28 assault tank and the British Tortoise. Both these assault guns were designed for the assault on the Siegfried Fortified Line on the Franco-German border. They were fitted with big guns able to penetrate heavy concrete bunkers and very thick armour to withstand anything the fortified guns could throw at them. Their powerful guns would prove to be equally good at punching through enemy tank armour.

The British had been busy designing a new universal tank to fill the two roles of cruiser and infantry tank their doctrine had divided their armoured forces between. The new Centurion universal tank had the armour and terrain crossing abilities of an infantry tank like the Churchill, and the firepower of a cruiser tank like the Comet or Challenger.

The Soviets had a prolific tank and armoured vehicle design program with rival bureaus producing a great number of designs from heavy tanks like the IS-3 and IS-7 to assault guns like the ISU-130, all further developments of successful vehicles like the IS-2 heavy tank and ISU-122 assault gun.

The Soviets also further improved on their very successful T-34 series, first with the T-43, then the T-44, which retained the mobility and firepower of the T-34/85 with much improved armour. This was developed further into the T-44/100 mounting a 100mm gun which then became the T-54-1 medium tank with further armour improvement and the firepower of the SU-100 assault gun.

The Germans designed a great number of improved and new armoured vehicles. The Maus mounted a powerful 12.8cm gun in a very heavily armoured turret and hull, giving it the ability to destroy almost any tank and be pretty much invulnerable from the front.

Several upgrade programs were also underway to further develop the Panther, resulting in a new narrow turret and plans to arm a variant of it with the same 8.8cm gun as the Tiger II.

LATE-WAR LEVIATHANS IS COMING

Clash of Steel is the exciting new game of armoured warfare where the mightiest tanks from World War II and beyond clash on the battlefield.

These mighty tanks will soon be joining *Flames Of War* battlefields with the release of *Late-War Leviathans* later this year.

This booklet gives you all the information that you need to rush your new wonder weapons to the front line early and turn the tide of battle.

All the Leviathans in this booklet are available now as part of the *Clash of Steel* range. For more information see our website.

www.GF9GAMES.com/CLASHofSTEEL



PLAYING LEVIATHAN GAMES

Late-War: Leviathans offers you the opportunity to play games of *Flames Of War* with some of the armoured vehicles that were in development at the end of World War II.

To play games with these Leviathans you can either;

- Play a normal Late-War Flames Of War game with your regular points total, or
- **2.** Play a game using the *Big Games with Leviathans* rules on pages 4 to 7.

MISSIONS

Whether you are using normal force building or *Big Games with Leviathans* any *Flames Of War* missions available can be played. However, it is worth noting that missions with Deep Reserves will limit the number of tank units you can start on the table with as a defender, so it might be worth avoiding these missions.

BIG GAMES WITH LEVIATHANS

Many of the heavy tanks in development at the end of World War II are heavily armoured and armed with powerful guns. These Leviathans are expensive, making it hard to get a large number of them in a standard Late-War *Flames Of War* game of around 100 points.

Big Games with Leviathans is a way to play games with a good number of these large expensive tanks, without running the risk of overwhelming your game with too many units of other types.

Both players should be planning to bring a sizable number of Leviathans for this game, otherwise a player without Leviathans would not be able to use all their allocated points.

POINTS

Big games with Leviathans has larger total force points than regular Flames Of War games, from 'small' 150 point games through to epic 400+ point games!

To stop the battlefield being flooded with hordes of cheap units, at least 75% of each players Force must be selected wholly from Leviathans units (see pages 5-6).

The remaining 25% of each player's Force may be Other Units, or even more Leviathans.

MINEFIELDS

In missions with Minefields, rather than the normal one Minefield per 25 points, take only one Minefield per 50 points.

RESERVES

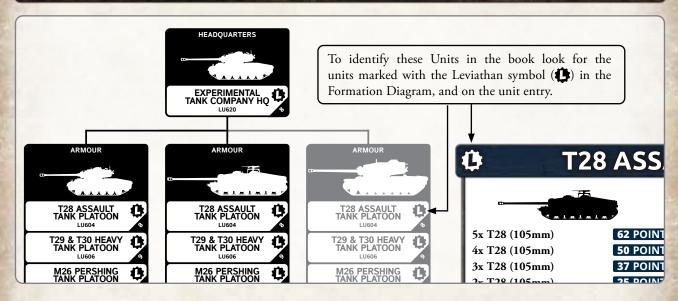
When calculating Reserves split your Reserves by the same proportion with at least 75% being Leviathans and up to 25% being other Units (See Big Games with Leviathans table below).

PLAYING WITH BATTLE PLANS

Feel free to use the Battle Plans mission selection system to play *Big Games with Leviathans*, but be aware that if either player picks Defend, the Defender may have to place most of their Tank Units in Deep Reserves, leaving only the non-tank units of your 25% of normal units starting the game on the table.

		BIG GAMES WIT	TH LEVIATHANS		
TOTAL	POINTS I	DIVISION	RESERVES PO	NTS DIVISION	TOTAL
FORCE POINTS	LEVIATHANS	OTHER UNITS	LEVIATHANS RESERVES	OTHER UNITS RESERVES	RESERVES POINTS
150	112-150	0-37	44-60	0-15	60
200	150-200	0-50	60-80	0-20	80
250	187-250	0-63	75–100	0-25	100
300	225-300	0-75	90-120	0-30	120
350	263-350	0-87	105-140	0-30	140
400	300-400	0-100	120-160	0-40	160

IDENTIFYING LEVIATHAN UNITS



The units in this book that are marked as Leviathans are also listed below to help identify which units count as Leviathans.

These units have been selected as Leviathans as they are very well-armed and armoured, making them expensive and difficult to field in large numbers without either; compromising your Force by having a lack of support, or compromising your Formation so you can add more support units to your Force.

AMERICAN LEVIATHAN UNITS

Experimental Tank Company HQ

M26 Assault Pershing Tank Platoon

T28 Assault Tank Platoon

T29 & T30 Heavy Tank Platoon

M26 Pershing Tank Platoon

T26 Super Pershing Tank Platoon

GERMAN LEVIATHAN UNITS

Wonder Weapons Tank Company HQ

Maus Heavy Tank Platoon

Tiger II Tank Platoon

Tiger Tank Platoon

Panther (8.8cm) Tank Platoon

Panther (late) Tank Platoon

BRITISH LEVIATHAN UNITS

Experimental Armoured Squadron HQ

Centurion 1 Armoured Troop

Centurion 3 Armoured Troop

Tortoise Assault Troop

Comet Armoured Troop

SOVIET LEVIATHAN UNITS

Special Purpose Tank Regiment HQ

IS-3 Guards Heavy Tank Company

ISU-130 Heavy SP Battery

T-54-1 Tank Company

T-44 Tank Company



LEVIATHANS FROM OTHER FORCES

In addition to the Leviathans Units in this book, these Units from other Late-war *Flames Of War* Forces also count as Leviathans when playing *Big games with Leviathans* on page 3.

BERLIN: GERMAN FORCE

Clausewitz Panther (IR) Tank Company HQ

Clausewitz Panther (IR) Tank Platoon

Clausewitz Jagdpanther (IR) Tank-hunter Platoon

Clausewitz Tiger Tank Platoon

Panther (Late) Panzer Battle Group HQ

Battle Group Panther (Late) Tank Platoon

BULGE: GERMAN FORCE

Tiger II SS Tank Company HQ

Tiger II SS Tiger Tank Platoon

Panther (late) SS Tank Company HQ

Panther (late) SS Tank Platoon

Tiger II Tank Company HQ

Tiger II Tank Platoon

Panther (late) Tank Company HQ

Panther (late) Tank Platoon

Jagdpanther Tank-hunter Company HQ

Jagdpanther Tank-hunter Platoon

Jagdtiger Tank-hunter Company HQ

Jagdtiger Tank-hunter Platoon

BAGRATION: GERMAN FORCE

Tiger Tank Company HQ

Tiger Tank Platoon

Panther Tank Company HQ

Panther Tank Platoon

Panzer IV/70 Tank Company HQ

Panzer IV/70 Tank Platoon

D-DAY: GERMAN FORCE

Tiger Tank Company HQ

Tiger Tank Platoon

Panther Tank Company HQ

Panther Tank Platoon

D-DAY: WAFFEN-SS FORCE

Tiger SS Tank Company HQ

Tiger SS Tank Platoon

Panther SS Tank Company HQ

Panther SS Tank Platoon

BULGE: BRITISH FORCE

Comet Armoured Squadron HQ

Comet Armoured Troop

BERLIN: SOVIET FORCE

IS-2 (late) Guards Heavy Tank Regiment HQ

IS-2 (late) Guards Heavy Tank Company

Hero IS-2 (late) Guards Heavy Tank Regiment HQ

Hero IS-2 (late) Guards Heavy Tank Company

BAGRATION: SOVIET FORCE

IS-2 Guards Heavy Tank Regiment HQ

IS-2 Guards Heavy Tank Company

Heavy SP Artillery Regiment HQ

SU-122 Heavy SP Battery

ISU-152 Heavy SP Battery

Medium SP Artillery Regiment HQ

SU-100 Tank-killer Battery



EXAMPLE FORCE FOR A LEVIATHANS GAME

Like any *Flames Of War* game, first you need to pick a Points Limit for your game. With this you pick the Formations and Units that will make up your Force up to the points limit. These Leviathans Formations do not come with a Force diagram so you are free to pick a Force from any Late-war Book of your chosen nation. This will also determine what command cards you can use. As usual you have to pick at least one Formation, and can pick as many as you want, as long as they fit into your points total. On top of this you can take the usual Support Units from the Force Diagrams and Black Box Formation Support Units. See pages 94 to 99 of the *Flames Of War* rulebook for more on choosing a Force.

Using the *Big Games with Leviathans* rules, Leviathans must make up at least 75% of your points total. The remaining 25% of your points total may be other units, or even more Leviathans. We have decided to play a game where our points total is 200 points. If we look that the Big Games with Leviathans table on page 4, your can see that gives us 150-200 points of Leviathans Units and 0-50 points of Other Units.

EXAMPLE FORCE

We have decided to build a *Berlin: German* Force with a German Wonder Weapons Tank Company (see page 18) as our Formation.

As we can see from the Leviathans symbols, the compulsory Black Box choices in the Formation are all Leviathans and will add to our Leviathans total.

First, we will take one Maus tank as our Headquarters for 24 points.

For our first compulsory platoon we will take a Maus Heavy Tank Platoon of two Maus tanks for 48 points.

Our second compulsory unit box has options for Maus, Tiger II, or Tiger tank platoons. We will add a Tiger II Tank Platoon of three Tiger II tanks for 53 points.

Our compulsory units have cost us 125 points, leaving us with 75 points left to spend. At least 25 of those points must be spent on more Leviathans.

To fill out our Formation we will select a Panther 8.8cm Tank Platoon of three Panther (8.8cm) tanks for 42 points from the optional grey box. This will come off my Leviathans total for a spend so far of 167 points.

This has taken me over my minimum Leviathans spend of 150 points, so the remaining 33 points can be spent on either Leviathans or Other Units.

Anti-aircraft is always handy, and the Ostwind AA Tank Platoon is also part of the Formation. I'll add three Ostwind AA tanks for 9 points.

Unlike the other units in the Formation so far, this Unit is not a Leviathan and comes from my Other Units total leaving me 24 points to spend.

Time to add some support from *Berlin: German* book.

First we will get a full-strength Clausewitz Panzersturm Platoon for 13 points as a Black Box compulsory Unit from the Clausewitz Panzersturm Company as a Support Unit.

Next, to counter any infantry and guns my opponent may bring, next I'll add a Wespe Artillery Battery of three guns for 9 points and a Panzer III OP for 1 point.

Finally, with our last point we will get a Lucky Command card. This gets us to our total of 200 points.

WONDER WEAPONS TANK COMPANY Leviathan Units Other Units 150-200 points 0-50 points MAUS HEAVY TANK COMPANY HQ 1x Maus (12.8cm) **24 POINTS** Available Points Remaining 126-176 points 0-50 points MAUS HEAVY TANK PLATOON 2x Maus (12.8cm) **48 POINTS** Available Points Remaining 78-128 points 0-50 points TIGER II TANK PLATOON 3x Tiger II (8.8cm) 53 POINTS Available Points Remaining 25-75 points 0-50 points PANTHER (8.8CM) TANK PLATOON 3x Panther (8.8cm) **42 POINTS** Available Points Remaining 0-33 points 0-33 points **OSTWIND AA TANK PLATOON** 3x Ostwind (3.7cm) 9 POINTS Available Points Remaining 0-24 points 0-24 points **CLAUSEWITZ PANZERSTURM PLATOON** 7x StG44 assault rifle team with Panzerfaust 4x Sd Kfz 251 (MG) **13 POINTS** Available Points Remaining 0-11 points 0-11 points **WESPE ARTILLERY BATTERY** 3x Wespe (10.5cm) 9 POINTS 1x Panzer III OP 1 POINT Available Points Remaining 0-1 points 0-1 points **COMMAND CARD** 1x Lucky 1 POINT Available Points Remaining 0 points 0 points

167 POINTS 33 POINTS

TOTAL POINTS

YOU CAN TAKE EXPERIMENTAL TANK COMPANIES AS FORMATIONS IN ANY AMERICAN LATE-WAR FORCE.







You must field the Formation HQ and one Combat Unit from each black box. You may also field one Combat Unit from each grey box.





T28 ASSAULT TANK PLATOON

M26 ASSAULT PERSHING TANK PLATOON LU602

M26 PERSHING TANK PLATOON LU619

T26 SUPER PERSHING TANK PLATOON



T28 ASSAULT TANK PLATOON

M26 ASSAULT PERSHING TANK PLATOON LU602

M26 PERSHING TANK PLATOON LU619

T26 SUPER PERSHING TANK PLATOON



T29 & T30 HEAVY TANK PLATOON

T28 ASSAULT TANK PLATOON

M26 ASSAULT PERSHING TANK PLATOON

M26 PERSHING TANK PLATOON

T26 SUPER PERSHING TANK PLATOON

WILDCARD



To get the most out of your American experimental tanks, try playing larger games using the Big Games With Leviathans rules on page 3.

0 **EXPERIMENTAL TANK COMPANY HQ**



2x M26 Pershing (90mm)

1x M26 Pershing (90mm) 10 POINTS

2x T29 (105mm) (LU606)

28 POINTS 1x T29 (105mm) (LU606) 14 POINTS

19 POINTS

22 POINTS

2x T28 (105mm) (LU604)

11 POINTS 1x T28 (105mm) (LU604)

The Experimental Tank Company has been sent into combat to test the capabilities of the new heavy tanks with an eye towards putting them into mass production.



T29 & T30 HEAVY TANK PLATOON



5x T29 (105mm) 4x T29 (105mm)

3x T29 (105mm) 2x T29 (105mm)

42 POINTS 28 POINTS

70 POINTS

56 POINTS

OPTIONS

Replace any or all T29 (105mm) with T30 (155mm) for +2 points each.

The T29 heavy tank is well-armoured, and wellarmed. Its 105mm gun is more than capable of knocking out most enemy tanks, and its thick armour can withstand most returning fire. It has a sophisticated range-finder for accurate fire and to deal with the big 105mm gun's two-part ammunition and an additional loader ensures the tanks rate-of-fire does not suffer.



The T30 shares many of the features of the T29, but is armed with the even larger 155mm gun. It too has two-part ammunition and comes with an additional loader. The 155mm gun does not have the range of the 105mm gun, but is more destructive once it penetrates an enemy vehicle.



T28 ASSAULT TANK PLATOON



5x T28 (105mm) 4x T28 (105mm)

3x T28 (105mm)

2x T28 (105mm)

m) 55 POINTS m) 44 POINTS m) 33 POINTS m) 22 POINTS

The T28 assault tank is even more protected than the M26 Assault Pershing and combines this with one of the most powerful anti-tank weapons in the American arsenal, the 105mm gun, and the low profile of a self-propelled gun.

CONFIDENT 4+		• TAN	IK UNIT		-		CARE	FUL	4+
SKILL TRAINED 4+ SP Gun Assault Yankee Ingenuity				414		SR	RONT IDE & EAR	RMOUR A A A	17 8 2
TACTICAL 8"/20cm	TERRAIN DASH 8"/20cm		OUNTRY DA	SH		DASH 25cm	inethro.	cross 2+	dw(to)
WEAPON	RANGE	RO	No. of Concession,		FIRE- POWER		NOTE	s	
T28 (105mm) T28 (.50 cal AA MG)	48"/120см 20"/50см	3	2	19 4	2+ 5+	Forward Fi	J.	/ Firing	



M26 ASSAULT PERSHING TANK PLATOON



5x M26 Assault Pershing (90mm)

4x M26 Assault Pershing (90mm)

3x M26 Assault Pershing (90mm)

2x M26 Assault Pershing (90mm) **56 POINTS**

45 POINTS

34 POINTS

22 POINTS

MOTIVATION CONFIDENT 4+	-	-	·T	ANK U	INIT •		CARE	FUL RMOUR	4+
TRAINED 4+ Yankee Ingenuity Tactics 3+			0		7	S.	RONT IDE REAR '	A •	16 6 2
TACTICAL	TERRAIN DASH	CROSS CO	OUNTRY DA	\SH	ROAD	DASH		CROSS	
8″/20см	12″/30см	14	″/35см		16"/-	40см		2+	
WEAPON	RANGE	RC HALTED	OF MOVING	ANTI- TANK	FIRE- POWER		NOTE	s	
M26 Assault Pershing (90mm)	36″/90см	2	1	14	3+				
M26 Assault Pershing (.50 cal AA MG)	20″/50см	3	2	4	5+	Self-defen	ce AA		
M26 Assault Pershing (MGs)	16″/40см	2	2	2	6				



M26 PERSHING TANK PLATOON



5x M26 Pershing (90mm)

49 POINTS

4x M26 Pershing (90mm)

39 POINTS

3x M26 Pershing (90mm)

29 POINTS

2x M26 Pershing (90mm)

19 POINTS

OPTIONS

- Replace any or all M26 Pershing (90mm) with T26 Super Pershing (90mm) (LUG10) for +2 points each.
- Replace one M26 Pershing (90mm) with a M26 Assault Pershing (90mm) (LU602) for +2 points.



The first twenty M26 'Pershing' tanks arrived on the front at the end of January 1945. Ten have been issued to the 9th Armored Division, while the other ten have been allocated to the 3rd Armored Division. Each divisional commander distributes them as they see fit.

T26 SUPER PERSHING TANK PLATOON



5x T26 Super Pershing (90mm)

56 POINTS

4x T26 Super Pershing (90mm)

45 POINTS

3x T26 Super Pershing (90mm)

34 POINTS

2x T26 Super Pershing (90mm)

23 POINTS

In an effort to match the firepower of the German Tiger II tank's powerful 8.8cm KwK 43 gun, the 90mm T15E1 gun was developed and mounted in a T26 in January 1945. This extra long gun (73 calibres) could penetrate 330mm of armour.



The men of the 3rd Armored Division's maintenance workshops further modified the tank by cutting out armour plates from German Panther tanks and welding them to it, creating the unique T26E1-1 'Super Pershing'.



LEVIATHAN: AMERICAN CATALOGUE

Clash of Steel is the exciting new game of armoured warfare where the mightiest tanks from World War II and beyond clash on the battlefield.

The following Late-war Leviathans are available from the Clash of Steel range.

CSU01



Contains:

3x T28 (105mm) Tanks

T28 ASSAULT PLATOON

CSU02



(

T29 SUPER-HEAVY PLATOON

CSU03



Contains:

3x T26E4 Super Pershing (90mm), or T26E5 Assault Pershing (90mm), or M26 Pershing (90mm) Tanks

(3)

PERSHING PLATOON

YOU CAN TAKE EXPERIMENTAL ARMOURED SQUADRONS AS FORMATIONS IN ANY BRITISH LATE-WAR FORCE.





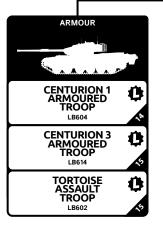
BRITISH EXPERIMENTAL ARMOURED COMPANY

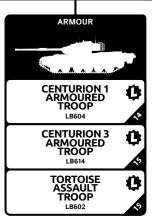


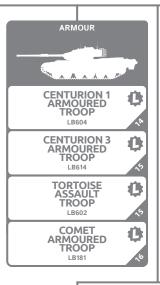
TANK FORMATION

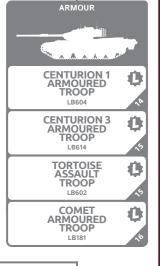
You must field the Formation HQ and one Combat Unit from each black box. You may also field one Combat Unit from each grey box.















WILDCARD

?

You may field a Combat Unit from a black box as a Wild Card Support Unit in Any Late-war British Force.

STABILISER - CENTURION 3

Weapons with Stabiliser suffer a +1 penalty To Hit if the Tank Moved in the Movement Step.

The main gun mount of the Centurion is fitted with gyrostabilisers, which keep the gun level while the tank is moving. This clever mechanism lets the gunner fire faster and more accurately, but shooting on the move is nevertheless still difficult.

To get the most out of your British experimental tanks, try playing larger games using the Big Games With Leviathans rules on page 3.

EXPERIMENTAL ARMOURED SQUADRON HQ



2x Centurion 1 (17 pdr)

20 POINTS

1x Centurion 1 (17 pdr)

10 POINTS

2x Centurion 3 (20 pdr) (LB614) 22 POINTS

1x Centurion 3 (20 pdr) (LB614) 11 POINTS

30 POINTS

2x Tortoise (32 pdr) (LB602) 1x Tortoise (32 pdr) (LB602)

15 POINTS

CONFIDENT 4+ Protected Ammo Remount 3+ SKILL TRAINED 4+ Rear MG Assault 3+	Quid	·TAN	NK UNIT	22. 1		SF	CARE	FUL RMOUR THE PROPERTY OF T	4+ 10 5 2
TACTICAL	TERRAIN DASH	CROSS CO	DUNTRY DA	ASH	ROAD	DASH		CROSS	
10"/25см	12″/30см	16	″/40 см		18"/	45см		2+	
WEAPON	RANGE	RO HALTED	OF MOVING	ANTI- TANK	FIRE- POWER		NOTE	s	
Centurion (17 pdr)	36″/90см	2	1	15	3+				
Centurion (20mm MG)	20″/50см	3	2	6	5+				

0

CENTURION 1 ARMOURED TROOP



4x Centurion 1 (17 pdr)

39 POINTS

3x Centurion 1 (17 pdr)

29 POINTS

2x Centurion 1 (17 pdr)

20 POINTS

The new Centurion 1 tank is a truly universal tank combining the good armour of an infantry tank with the firepower required to knock out enemy tanks through its excellent 17 pdr gun.





© CENTURION 3 ARMOURED TROOP



4x Centurion 3 (20 pdr)

44 POINTS

3x Centurion 3 (20 pdr)

33 POINTS

2x Centurion 3 (20 pdr)

22 POINTS

The Centurion 3 is a further improvement with the addition of the more powerful 20 pdr gun, giving it increased range and improved anti-tank capabilities. The stabilisation system on the gun further enhances the Centurion's ability to take the fight to the enemy, retaining its full rate-of-fire on the move while sacrificing some accuracy.





TORTOISE ASSAULT TROOP



3x Tortoise (32 pdr)

45 POINTS

2x Tortoise (32 pdr)

30 POINTS

The Tortoise is armed with the best British anti-tank gun, the 32 pdr, which fires an 84mm calibre projectile at high velocity letting it even penetrate the thick armour of the Tiger II or Jagdtiger. The gun is mounted on a turret-less hull in a fighting compartment where the gunner and commander are assisted by two loaders to handle its bulky two-part ammunition.





0

COMET ARMOURED TROOP



4x Comet (77mm)

28 POINTS

3x Comet (77mm)

21 POINTS

The Comet is still a formidable tank in the right circumstances. It has an excellent 77mm gun, good speed and manoeuvrability, and enough armour to give it a fighting chance against other medium tanks.





CHAFFEE RECCE PATROL



3x Chaffee (75mm)

10 POINTS

The Americans have supplied small numbers of their latest Chaffee light tanks to supplement the older Stuarts. Unlike the poorly-armed Stuart, the Chaffee mounts a 75mm gun giving it the firepower of a medium tank while retaining the speed and mobility of its predecessor.



CRUSADER AA TROOP



2x Crusader AA (Twin 20mm)

3 POINTS

Like all armoured regiments, those of the independent armoured brigades landed with Crusader AA tanks to protect them from marauding Stuka dive bombers.



LEVIATHAN: BRITISH CATALOGUE

Clash of Steel is the exciting new game of armoured warfare where the mightiest tanks from World War II and beyond clash on the battlefield.

The following Late-war Leviathans are available from the *Clash of Steel* range.

To field other units featured in this booklet use

BBX71 Comet Armoured Troop (Contains 5x Comet Tanks)

BBX75 Chaffee Recce Patrol (Contains 3x Chaffee Tanks)

BBX59 Crusader Armoured AA Platoon (Contains 2x Crusader Anti-aircraft Tanks)

CSB01





Contains:

3x Tortoise (32pdr) Tanks

1615

TORTOISE HEAVY PLATOON

CSB02





Contains:

3x Centurion 3 (20pdr) or Centurion 1 (17pdr) Tanks

CENTURION ARMOURED TROOP



YOU CAN TAKE WONDER WEAPONS TANK COMPANIES AS FORMATIONS IN ANY GERMAN LATE-WAR FORCE.



JL GERMAN WONDER WEAPONS TANK COMPANY

#

You must field the Formation HQ and one Combat Unit from each black box.

You may also field one Combat Unit from each grey box.











WILDCARD

7

You may field a Combat Unit from a black box as a Wild Card Support Unit in Any Late-war German Force.

GERMAN SPECIAL RULES

The following special rules are characteristic of Bulge: German forces, reflecting their own style of equipment, tactics, and approach to battle.

ACCURATE

Accurate weapons do not suffer the usual +1 to hit penalty if the targeted Team is more than 16"/40cm away and the Shooting Team did not Move.

Weapons with advanced range finders or sights are very accurate at long range, but need time to use properly.

INFRA-RED (IR)

A Unit with Infra-Red rolls two dice on the Night Visibility Table and chooses the highest score.

Infra-red equipment allows troops to see further at night, using a spectrum of light not seen with the naked eye. This equipment allowed panzers to launch local spoiling attacks at night.

To get the most out of your Wonder Weapons, try playing larger games using the *Big Games With Leviathans* rules on page 3.

OWNORMAL WEAPONS TANK COMPANY HQ



2x Maus (12.8cm)

48 POINTS

1x Maus (12.8cm)

24 POINTS

2x Panther (8.8cm) (LG604)

28 POINTS

1x Panther (8.8cm) (LG604)

14 POINTS

24 POINTS

A company of Maus heavy tanks is an unstoppable force. However, production of the Maus is slow and they are often found fighting alongside Tiger II, Tiger I, and Panther tanks.



MAUS HEAVY TANK PLATOON



 4x Maus (12.8cm)
 96 POINTS

 3x Maus (12.8cm)
 72 POINTS

 2x Maus (12.8cm)
 48 POINTS

1x Maus (12.8cm)

The Maus is a major feat of engineering, with massively thick all round armour, a powerful 12.8cm main gun, all weighing in at 188 tonnes. Often the only thing stopping the advance of a Maus is a bridge that cannot handle its weight.





O **TIGER II TANK PLATOON**

36 POINTS



4x Tiger II (8.8cm)

70 POINTS **53 POINTS** 3x Tiger II (8.8cm)

2x Tiger II (8.8cm)

In 1944, the Tiger II promised to return the German heavy panzer to the early days of 1943 when the original Tiger I E tank dominated the battlefield.





0 **TIGER TANK PLATOON**



4x Tiger (8.8cm)

3x Tiger (8.8cm)

2x Tiger (8.8cm)

48 POINTS **36 POINTS** 24 POINTS

Although the Tiger is a tough and deadly beast, it is no longer as invulnerable as it had been when it was first introduced. The elite tankers have to make proper use of cover and tactics to destroy the enemy without unnecessary casualties.

CONFIDENT 4+	• TANI	K UNIT • :	STORMT	ROOPE	RS•		CARE	FUL	4+
Tiger Ace Last Stand 2+		. 22.22			-		AR	MOUR	
Tiger Ace Remount 2+	10 日本			1		F	RONT	A	9
VETERAN 3+	Land Salvan	2.0		1		S &	IDE REAR ◆		8
						Т	ОР	•	2
TACTICAL	TERRAIN DASH	CROSS CC	UNTRY DA	SH	ROAD	DASH		CROSS	
10"/25см	12"/30см	18	′/45см		20"/	50 см		2+	
WEAPON	RANGE	RC HALTED	F MOVING	ANTI- TANK	FIRE- POWER		NOTES	;	
Tiger (8.8cm)	40″/100см	2	1	14	3+				- 1
Tiger (MGs)	16"/40см	4	4	2	6				

PANTHER (LATE) TANK PLATOON 0



4x Panther (late 7.5cm) 3x Panther (late 7.5cm)

47 POINTS 35 POINTS

The best tank available to the Heer panzer divisions is the Panther G tank. It combines excellent armour with a powerful gun and good mobility.

MOTIVATION CONFIDENT 4+	• TANI	(UNIT •	STORMTI	ROOPE	RS •		CAR	FUL	4+
Third Reich Last Stand 3+	m = =		The same of	-			FRONT	Mour	10
VETERAN 3+	TOTAL			in)			SIDE & REAR	4	5
	Chara		diese s	-	-		ТОР	\Phi	1
TACTICAL	TERRAIN DASH	CROSS CO	OUNTRY DA	SH	ROAD	DASH		CROSS	
10"/25см	14"/35см	20	"/50 см		24"/	60 см		2+	
WEAPON	RANGE	R(HALTED	OF MOVING	ANTI- TANK	FIRE- POWER		NOTE	s	POR AUG
Panther (late) (7.5cm)	40″/100см	2	1	14	3+				
Panther (late) (MGs)	16″/40см	4	4	2	6				

PANTHER (8.8cm) TANK PLATOON 0



4x Panther (8.8cm)

55 POINTS **42** POINTS

3x Panther (8.8cm)

2x Panther (8.8cm)

28 POINTS

The Panther, armed with the 8.8cm gun, combined the same powerful guns as the Tiger II in a newly designed turret. This makes for a powerful combination that places the Panther at the top of the medium tank food chain.





WIRBELWIND AA TANK PLATOON



4x Wirbelwind (Quad 2cm) 9 POINTS

3x Wirbelwind (Quad 2cm) 2x Wirbelwind (Quad 2cm)

7 POINTS

The Wirbelwind (Whirlwind) anti-aircraft tank is fitted with an armoured turret mounting quadruple 2cm FlaK38V guns, giving it a high rate-of-fire for fending off attacking aircraft.



OSTWIND AA TANK PLATOON



4x Ostwind (3.7cm)

12 POINTS 9 POINTS

3x Ostwind (3.7cm) 2x Ostwind (3.7cm)

6 POINTS

The Ostwind (East Wind) is fitted with a hexagonal turret armed with a 3.7cm FlaK43 anti-aircraft gun, which gives it better range and hitting power than the Wirbelwind.



LEVIATHAN: GERMAN CATALOGUE

Clash of Steel is the exciting new game of armoured warfare where the mightiest tanks from World War II and beyond clash on the battlefield.

The following Late-war Leviathans are available from the *Clash of Steel* range.

To field other units featured in this booklet use

GBX178 Tiger II Heavy Tank Platoon (Contains 3x Tiger II Tanks)

GBX140 Tiger Heavy Tank Platoon (Contains 5x Tiger I Tanks)

GBX166 Armoured AA Tank Platoon

(Contains 4x Wirbelwind or Ostwind Anti-aircraft Tanks)

CSG01





Contains:

2x Maus (12.8cm) Tanks

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MAUS HEAVY PLATOON

CSG02





Contains:

5x Panther (8.8cm), or Panther (7.5cm), or Jagdpanther (8.8cm) Tanks

H

PANTHER PLATOON



YOU CAN TAKE SPECIAL PURPOSE TANK REGIMENTS AS FORMATIONS IN ANY SOVIET LATE-WAR FORCE.





SOVIET SPECIAL PURPOSE TANK REGIMENT



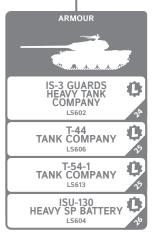
TANK FORMATION

You must field the Formation HQ and one Combat Unit from each black box. You may also field one Combat Unit from each grey box.













WILDCARD



You may field a Combat Unit from a black box as a Wild Card Support Unit in Any Late-war Soviet Force.



To get the most out of your Soviet experimental tanks, try playing larger games using the *Big Games With Leviathans* rules on page 3.

SPECIAL PURPOSE TANK REGIMENT HQ



1x IS-3 (122mm)

1x T-54-1 (100mm) (LS613)

1x T-44 (85mm) (LS606)

9 POINTS

7 POINTS

Soviet tank development was ongoing with new designs and upgrades being introduced throughout the war. In 1945 two new tanks were ready for combat, the IS-3 and T-44, and an upgrade of the T-44 mounting the powerful 100mm gun was being prepared. T-44/100 would eventually lead to the first T-54.

CONFIDENT 4+ Assault Tank		• TANK F	ORMATIO	ON•		A	IS GGRE	HIT ON	3+
Counterattack 3+	-		-	1	35			RMOUR	
Last Stand 3+	-4	1777	EL MAN	-	2	- The second	RONT		14
TRAINED 4+	Barrier W.		-	J. Trans		SI &	DE REAR ⋖		9
Crafty Tactics 3+				MIX.	AOD	TO	OP	\Phi	2
TACTICAL	TERRAIN DASH	CROSS CO	UNTRY DA	SH	ROAD	DASH		CROSS	
10"/25см	12"/30см	16	′/40см		18"/	45см		3+]
WEAPON	RANGE	R(HALTED	F MOVING	ANTI- TANK	FIRE- POWER		NOTES	s	
IS-3 (122mm)	28"/70см	1	1	14	2+	Brutal, Slow	v Firing		l
IS-3 (12.7mm AA MG)	20″/50см	3	2	4	5+	Self-defence	e AA		
IS-3 (MG)	16"/40см	1	1	2	6				



IS-3 GUARDS HEAVY TANK COMPANY



5x IS-3 (122mm)

4x IS-3 (122mm)

3x IS-3 (122mm)

2x IS-3 (122mm)

43 POINTS

34 POINTS

26 POINTS

17 POINTS

The IS-3 mounted the proven 122mm gun on a up-armoured IS hull in a new revolutionary hemispherical turret. The combination of thick armour with the curves and angles of the turret and hull makes for a heavy tank that is superior to its predecessor with very little in increased weight, retaining much of the speed and mobility of the IS-2. The appearance the IS-3 started a number of US and British gun and heavy tank developments to counter it.



0 **T-44 TANK COMPANY 61 POINTS** 10x T-44 (85mm) 9x T-44 (85mm) **55** POINTS 8x T-44 (85mm) 49 POINTS 42 POINTS 7x T-44 (85mm) 6x T-44 (85mm) **36 POINTS** 5x T-44 (85mm) **30 POINTS** 4x T-44 (85mm) 24 POINTS 3x T-44 (85mm) **18 POINTS**

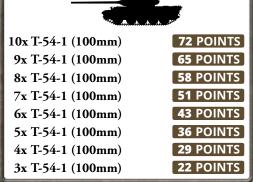
The T-44 is the evolutionary development of the T-34 medium tank. It combined the excellent mobility of the T-34 with well-designed sloped



armour that improved its effective protection well beyond that of it predecessor. It mounted a similar turret with the same effective 85mm gun.



T-54-1 TANK COMPANY 0



The T-54-1 shares much with the T-44, with its hull being much the same, with a minor changes to take its wider turret that mounts its powerful 100mm gun. Though the turret is larger and has more armour than the T-44, the 100mm gun has

CONFIDENT 4+ Not One Step Back Last Stand 3+	45	• TAN	IK UNIT		9	A	GGRE	HIT ON SSIVI	3+
SKILL GREEN 5+	1000	C)				SI &	RONT IDE REAR® OP	↑	12 8 2
THE RESIDENCE OF THE PARTY OF T		No case of the		Name and	Manager 1948	POTANCICIA ROM	SERVICE A	CONTRACTOR AND	
TACTICAL	TERRAIN DASH	CROSS CC	DUNTRY DA	SH	ROAD	DASH		CROSS	
TACTICAL 12"/30cm	TERRAIN DASH 14"/35cm		OUNTRY DA "/50cm	SH		DASH 60cm		cross 4+	
			"/50 см	ANTI- TANK		60см	NOTE	4+	No.
12"/30см	14"/35см	20'	"/ 50 см DF	ANTI-	24"/	60см		4+	. Sec.
12"/30cm Weapon	14"/35cm RANGE 32"/80cm	20'	"/ 50 см DF	ANTI- TANK	24"/	60см		4+	

a long one-piece round that is hard to handle in the confined space of the turret limiting the crews ability to keep up a high rate-of-fire. Its additional armour and large gun means it loses some of the speed of the T-44 in favour for better protection and more destructive power.

0

ISU-130 HEAVY SP BATTERY



5x ISU-130 (130mm) 4x ISU-130 (130mm) 3x ISU-130 (130mm) 28 POINTS

2x ISU-130 (130mm)

21 POINTS

14 POINTS

The search for a more powerful gun to fit to the ISU assault gun series has lead to the ISU-130. This is armed with a modified version of a naval/coastal gun with a high velocity and a large projectile that gives it an armoured penetration that eclipses that of either ISU-122 or ISU-152. The 130mm gun can destroy all but the heaviest super tanks.





ZSU M17 ANTI-AIRCRAFT PLATOON

3x ZSU M17 (Quad .50 cal MGs) 3 POINTS

Each tank brigade had a company of up to nine anti-aircraft machine-guns. Units sometimes received ZSU M17 MGMC lend-lease half-tracks fitted with quad .50 cal machine-guns. These light anti-aircraft weapons were often enough to deter the few remaining German tank-busting aircraft that roamed the skies over the front.



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IS-3 HEAVY COMPANY







T-54-1 COMPANY