

For SQUADS & LEADERS

BERLIN

Fall of the 3rd Reich

4033

CRITICAL HIT



B3R. BERLIN—FALL OF THE 3rd REICH

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INTRODUCTION:

Welcome to BERLIN—FALL OF THE 3RD REICH™, the beginning of a two product depiction of the Battle of Berlin. This game is designed specifically for the student of military history wishing to use his ASLRB and game system to explore this fascinating time and place in military history, with new VARIANT counters, rules and scenarios that use Critical Hit's ASLComp presentation. If your interest lies in the study of history through the simulation metaphor, we trust you will appreciate the depth of research in this creative work.

Our presentation of The Battle of Berlin is presented in two editions. The first is referred to using the acronym, 'B3R', for BERLIN—FALL OF THE 3RD REICH™. It contains a two-piece 36" x 48" map and includes the Reichstag as its central locale. This map is referred to as "B1" in all the scenarios provided. Note, ALL scenarios in this product utilize the historical maps. A second map will be provided in the expansion BERLIN 1945—TYRANT'S LAIR™, and will include the infamous Führerbunker, as well as the Reich Chancellery. The expansion product will include additional scenarios and variant rules and any references to its map will use the moniker "B2" and the acronym, 'BTL' for rules specific to that game.

The BTL expansion map links directly to the B1 map, creating an unprecedented simulation of the battle for downtown Berlin at 50 yards scale, with a map area of almost 4" x 6"!

All infantry, SW, gun and vehicle VARIANT counters needed to play the SCENARIOS contained herein are provided. You will need to provide your own marker counters, including armor leaders, emplacements, etc. as well as additional German and Russian infantry and vehicles to play the B3R CG. All rules references herein are for the ASLRB 2nd Edition unless preceded by 'BVR' (for overall Berlin I and II rules), or 'B3R'/'BTL' (for rules used only on the Berlin I/Berlin II maps).

HISTORICAL SUMMARY:

During the 1932 elections more Berliners voted for the Communist Party than they did for Hitler and the Nazis. Yet, in a cruel twist of fate Adolf Hitler chose to make his last stand in the capital city of Berlin. While the western Allies chose to forsake the capture of Berlin, Stalin would have nothing less than the head of his enemy and relentlessly drove his Marshals Zhukov and Konev to compete for Hitler's last bastion.

On May 2nd General der Artillerie Helmuth Weidling, the final German commander of Berlin, surrendered the city. Just days earlier, on April 22nd, a befuddled Adolf Hitler condemned Weidling to death by firing squad. The general survived this mishap, only to die in 1955 as a Russian prisoner of war.

The same day Weidling surrendered the city, Russian photographer Yevgeny Khaldey staged the now-famous photo of the Red Flag being raised over the Reichstag. A day after Germany formally capitulated, May 8th, Stalin had another formal surrender signed in Berlin, at Russian headquarters, leading to the USSR's own version of VE Day, celebrated on May 9th every year.

B3R.1 THE BATTLEFIELD: The following is an overview of the Berlin I map. Unless otherwise noted, all descriptions also apply to the Berlin II map.

Levels: There are only two GROUND levels on the map, Level 0 (most of the map; painted in a light brown) and Level -1 (near the railroad yards). Map levels for ground and some terrain features are marked in white circles (e.g., hex L13). When using the B1 map to play using the ASLRB, simply remove a zero for the corresponding level (e.g., -10 = Level -1).

The landforms on the Berlin map are quite limited. Almost all of the terrain is flat, at Level 0. A slight depression leads to the Humboldt Turning Basin (hexrows S-V in hexes numbered 7-14) and the railroad yards west of the Lehrter Station.

The Spree River bisects the map and flows from hexes A26-27 to CCC18-19. Virtually everything else found on the map is man-made (or destroyed by man, e.g., rubble).

Terrain Forms: The urban landscape of the Berlin I map is bisected by the Spree River, and further divided by the Humboldt Turning Basin (Humboldt Hafen). Unlike any other CH VARIANT battlefield to date, it contains additional locations depicting the S-Bahn, the raised railway that crosses the map, and, most interestingly the U-Bahn, the underground electric railway. Note, a portion of the underground rail system, which leads to Station #1563 (hex NN34), actually represents the underground State Railway System. In both cases the subway system is depicted using thick dashed gray lines (e.g., hex XX28). Entrances to this subterranean level are found in hexes like WW6 and WW25.

The section of the city north of The Spree and east of the Humboldt Hafen is heavily built up. Narrow streets like Marien Strasse (EX: Hex JJ19) snake between densely built-up neighborhoods. Wider boulevards serve to further cross-section this portion of the battlefield, specifically Luisen Strasse and Friedrich Strasse, each leading to an important Spree River crossing (the Marschall and Weidendamm Bridges in hexes II26 and WW19-20 respectively).

Along the Spree River can be found some massive piles of rubble, depicting smashed buildings along Karl Ufer Strasse.

Directly to the south, across the above-mentioned bridges is an equally built-up section of the city. More rubble, some of it blocking narrow streets, is found. As one heads across the Marschall Bridge, to Neue Wilhelm Strasse, the gaunt remaining trees of the once beautiful Unter Den Linden comes into view. Directly across this tree-lined boulevard, more stark rubble-piles and building remains hove into view.



If one turns west, toward the Pariser Platz (hex EE34), the famed Brandenburg Gate comes into view. The road runs beneath the building depicted in hexes DD03 and DD04 and once one passes under, to reach the modern Hitlerian highway, the Charlottenburger Chaussee. A turn to the right (north) brings into view the massive Reichstag.

The Reichstag sits on a rise in a surprisingly open, paved and tree-lined area directly east of a low-lying area flooded by the Nazis for defensive purposes. There are only two hexes that may be used to enter the Reichstag, hexes Z27 and DD27. That is unless the Russians are prepared to blast their way in using high explosive, in which case they may enter at any hex duly breached.

Continuing west along the highway brings one to the northern extreme of the wooded Tiergarten. In game terms the woods are represented by orchard terrain to depict the thinned-out trees following fire from previous bombings. Directly north is another focal point of the attack, the Ministry of the Interior, known to the Soviets as 'Himmler's House'. The soldiers of the Reichsführer SS Heinrich Himmler would rally around this place, despite their non-German nationalities and the utter desperation of the situation.

The nearby Kroll Opera House, actually two separate building complexes, was also an important and fiercely defended locale.

Crossing the Spree at the Moltke Bridge brings one into an extensive railroad yard west of the Lehrter Station. The Lehrter Strasse Prison is found just north of the station, both situated along Lehrter Strasse. A running track is found, circled around hex A2. It is part of a sports complex found just off map.

A second map has been prepared and links to map B1 along its south edge. The resulting map area will require a playing surface of approximately 4' x 6'. Laid out in prototype form, the combined map area is startling in its scope—spanning the entire downtown portion of Berlin—recreated circa 1945. A campaign game, combining both maps, will be included in the follow-on product BERLIN 1945—TYRANT'S LAIR™.

1. SS LEADERS



1.1 Specially marked SS leaders are provided in the counter-mix to separate them from non-SS leaders. They are treated normally with the following exception. In addition to the normal Leadership (A10.7-72) functions, an SS leader attempting to rally a non-SS unit is treated in the same manner as a Commander (A25.22).

2. TANK HUNTER TEAMS



2.1 SS tank hunters are represented by 3-3-8 HS. They are always considered to Possess 1PP of PFs (a PF check is still required). They may not recombine into squads and are marked with Panzerfausts on their counter. All SS rules apply unless otherwise noted.

They do not suffer ELR replacement. SS TH Teams receive the following benefits:

- -1 DRM to any PF check.
- -1 TH DRM with either a PF or PSK.
- In CC with an AFV apply a -1 DRM on the PAATC DR AND a -1 DRM on the CC DR.

2.2 SCENARIO TOTAL: PF fired by SS TH Teams do not count against the total number allowed for the German player in a scenario.

2.3 BPV: Each SS tank hunter HS has a BPV of 8. For SW allocation each team is counted as a regular HS except for PSK availability. For every 2 SS tank hunter teams the German player receives one PSK.

2.4 VOLKSSTURM AND VOLKSSTURM TANK HUNTER

TEAMS: Volkssturm squads/HS use Conscript (A19.2-3) rules normally with the following exception. Volkssturm HS receive the benefits of being Tank Hunters and are represented by 2-3-6 HS. These HS are always considered to Possess 1PP of PFs (a PF check is still required). If they recombine into squads they lose the PF check DRM applied to Tank Hunters (as well as their Broken morale of '5'). Volkssturm TH Teams are also provided in scenario OBs. Volkssturm TH HS apply the following:

- -1 DRM to any PF check.

2.5 SCENARIO TOTAL: Each OB-provided (only) Volkssturm TH Team adds 4 PF to the total allowed for the German player in a scenario.

2.6 DY0: The BPV for each Volkssturm TH Team 1. For SW allocation, each team is counted as a HS (Exception: for PSK allocation they are counted as Elite HS).

3. RED BANNER INFANTRY



3.1 Special 'Red Banner' infantry are represented by 6-2-9 squads/3-2-9 HS. They are considered Elite (A1.25) and are considered to Possess a 1PP 'red banner' at all times. Red Banner squads/HS are

not subject to ELR replacement. They may not give up Possession of a red banner. If a Red Banner squad suffers Casualty Reduction (A7.302) the surviving HS is considered to Possess the banner. If a Possessing squad/HS is eliminated the banner is subject to random SW elimination (A9.74). If it survives place a Red Banner counter in the Location.

3.2 FANATICISM: Red Banner squads/HS are always considered Fanatic (A10.8) (but use the ML of '9' as printed on the counter).



3.3 RED BANNER HEROES: If a red banner squad/HS breaks the Russian player may opt to make an immediate 4TC. If this TC is passed a Red Banner Hero is created in the

Location. Replace the Red Banner squad/HS with a normal broken 6-2-8/3-2-8 (it is no longer treated as Fanatic). There is no additional effect for failure of the TC. A Red Banner Hero takes Possession of the Red Banner from the broken unit and may continue moving using any remaining MF.

3.31 RECOMBINING: A Red Banner Hero may Recombine (A1.32) with a Good Order 6-2-8/3-2-8. Replace the 6-2-8/3-2-8 with a 6-2-9/3-2-9 Red Banner squad/HS.



3.4 RED BANNER USE: Red Banner infantry in a rooftop Location of the Reichstag (building AA26) may attempt to place the banner. A Red Banner may ONLY be placed in a rooftop Location. A placing attempt is announced as the first

action of the friendly MPH and the placing unit is marked TI. Attempting to place a Red Banner is considered Hazardous Movement (A4.62). A unit in a Level 3 Location may move to an ADJACENT rooftop Location as part of making a placement attempt. Once a placement attempt is announced the placing unit is also marked with a Berserk counter (Exception: It is not required to move toward an enemy unit). If the placing squad/HS/Hero survives all Defensive Fire the banner is considered to be placed and a Red Banner counter is placed in the Location. Replace the placing Red Banner squad/HS with a 6-2-8/3-2-8 and a Red Banner Hero with a normal 1-4-9 Hero.

3.41 RED BANNER EFFECTS: Once a Red Banner counter has been placed in a rooftop Location of the Reichstag all German infantry (EXC: SS/Fanatic/Hero are exempt) that have a LOS to the Red Banner Location and are within 16 hexes MUST take an immediate Red Banner MC. If the RBMC is failed the unit suffers the effects per rule 3.42. If the unit taking an RBMC contains an SS unit in the same Location apply a -2 DRM to the MC (i.e., in addition to any leadership DRM). Units that



move into the LOS of a placed Red Banner must take a RBMC as soon as they have an LOS to the Red Banner. After the first turn a Red Banner is placed an RBMC must be taken at the beginning of the Russian PFP for all eligible units until the Red Banner is removed.

3.42 RBMC FAILURE: MMC that fail an RBMC it suffer Casualty Reduction (A7.302). SMC that fail an RBMC are eliminated.

3.43 REMOVAL: A red banner may be eliminated if a Good Order German unit is the sole occupant of the Location or if the Location is hit by HE/AP fire and the result is a KIA/K or MC if the red banner fails the MC. A red banner has a Morale of 7. If a red banner fails a MC and a Good Order Russian unit is in the Location with the red banner the red banner is not eliminated if the Russian unit passes a MC. Only one MMC may attempt this MC but any number of SMC may try. All units that attempt this MC are marked with a PIN marker.

4. RUSSIAN LIBERATED PRISONERS (LP)



4.1 DESCRIPTION: Russian soldiers liberated from the Lehrter Strasse Prison are represented by 3-3-8 squads/1-3-8 HS marked as "LP" on the front of their counters. They are not considered Elite and

treat all SW as Captured (A21). LP squads/HS receive a +4 DRM on the HOB Table and treat all surrender results as berserk. If Battle Hardened they become Fanatic. They may use H-t-H CC and are considered Lax. Multi-Location FG that contain a LP unit must add a +1 DRM to any fire attack made unless all LP squads/HS in the Firegroup are stacked with a Good Order leader.

4.2 GUARDING PRISONERS: LP squads/HS may not take Prisoners. If they are serving as Guards (A25.2) they must pass a NTC during the Rally Phase of the Russian player turn. If the NTC is not successful than the prisoners are Massacred (A20.4) and the LP unit is marked with a Prep Fire marker.

4.3 LOOTING: Whenever a LP squad/HS enters a building (but not rubble) Location without any non LP units AND there are no friendly Good Order infantry in the Location AND the Location is not in the LOS of Known (A12.11) enemy unit the LP unit(s) must take an immediate +2 TC. If this TC is failed mark the LP unit(s) with a TI marker. TI remains in force until either a friendly leader enters the Location or a Known enemy unit enters the LP's LOS AND is within 6 hexes.

4.4 CG RECOMBINING: During the Refit Phase of a CG each surviving LP HS may Recombine with either a 2-3-7 or 2-4-8 HS to create a 4-4-7 squad OR with a 2-2-7/3-2-8 HS to create a 5-2-7 squad. LP HS may never be recombined to form LP squads.

5. GERMAN REFUGEES

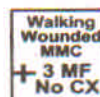


5.1 DESCRIPTION: German Refugees are represented by [1]-0-6 MMC and are considered squads for stacking/transport. They have no Portage (A4.4) capabilities. Refugee units that fail any MC are eliminated.

5.2 MOVEMENT RESTRICTIONS: Refugees may not move towards a Known Armed enemy unit unless moving with a friendly leader or as Passengers in a vehicle.

5.3 NO FP: Refugees have no inherent FP and are captured if an Armed enemy unit enters their Location. If the enemy unit chooses to Massacre instead, all friendly units with LOS to the Location and within 6 hexes become Fanatic. Russian LP units must pass a TC to AVOID Massacre of Refugees. Once this TC is passed the guarding LP unit does not have to take it again as long as it is guarding one or more Refugee units. Refugees may use MG by adding both Non Qualified (A21.13) AND Captured Use (A21) penalties. Any friendly unit in the same Location as a Refugee unit may take Possession of any SW Possessed by a Refugee unit if the SW was Unpossessed.

6. CG GERMAN WALKING WOUNDED



6.1 DESCRIPTION: Since the German force is surrounded and there is no facility for evacuating the wounded (and prospects for treatment by the enemy was considered to be minimal) German, and SS troops especially, felt they had nothing left to lose continued to fight even after being wounded. German MMC that are eliminated (Exception: not eliminated due to a KIA/in CC) may be returned to the OB during the Refit Phase of a Campaign Game. For every TEN eliminated SS squads (or TWENTY non-SS squads) a DR is made on the table below. The results are the number of squads/HS and walking wounded HS that are returned to the German OB.

6.2 GERMAN WALKING WOUNDED TABLE:

DR	Squads	HS	Walking Wounded HS
2	4	2	4
3	3	2	4
4	3	1	3
5	2	2	4
6	2	1	3
7	1	2	3
8	1	1	2
9	-	1	3
10	-	1	2
11	-	-	2
12	-	-	1

6.3 A separate DR is made for SS squads and for regular German squads. SS squads are returned as 6-5-8 squads or 3-4-8 HS. Regular German units are returned as 4-3-6 squads or 2-3-6 HS.

6.4 LEADERS: During the refit phase wounded leaders are removed on a dr of 6 and are returned unwounded on a dr of 1 and remain in the game wounded on a dr or 2-5.

6.5 MARKERS: Walking wounded are marked with a Walking Wounded marker and receive the following penalties:

- 3 MF (and this may not be increased by moving with a leader or via CX).
- PP capacity of 2PP.
- +1 DRM for all CC attacks, while a -1 DRM for all attacks made against it.

6.6 RECOMBINING: If a Walking Wounded HS recombines with an unwounded HS the resulting squad is considered to be Walking Wounded.

7. RUSSIAN PANZERFAUST CAPABILITIES



7.1 Elite Russian MMC may use PF as if they are 1945 Germans. There is no +1 dr if a Russian unit is firing at German infantry in a Fortified building Location.

8. BEDSPRING SUPPLEMENTAL ARMOR



8.1 DESCRIPTION: All Russian tanks/CT SP-guns had additional armor added in the form of mattresses and bedsprings. This added armor caused HEAT rounds to detonate prematurely. Bedspring armor is found on the front and side HULL of tanks and the front and side HULL and UPPER SUPERSTRUCTURE of SP-guns. The effects of Bedspring armor can have varying results but are ONLY applied if the protected facing (EX: Hull of a tank; hit location needs to be determined first) is hit by HEAT (C8.3). Treat these vehicles and facings when making a To Hit/To Kill DR as follows:

- +1 TH DRM.
- A CH (C3.7) occurs on a Original TH DR of ≤ 3 .
- A Dud (C7.35) results on a TK DR of ≥ 11 .



If the vehicle enters a building or woods Location Bedspring Armor is removed. Mark the vehicle with a 'No Bedspring Armor' counter. Bedspring Armor may also be removed if the vehicle is hit by HE/HEAT. The Bedspring Armor suffers a Specific Collateral Attack(D.8) and is treated as having a ML 9. A KIA/K or failed MC results in removal of the Bedspring Armor.

9. BERLIN ZOO FLAK TOWER



9.1 DESCRIPTION: The Zoo Flak Tower (*flakturm*) was a large anti aircraft structure located near the Berlin Zoo. It mounted four twin-barreled 128L AA guns and a number of 20L quad mounts (out of effective range and not represented in the game; only three 128mm guns have an LOS to the game map and are represented by counters). The Red Army was unable to silence these guns until the surrender of 2 May 1945.

9.2 AVAILABILITY: The Zoo Flak Tower is available via CG purchase or by scenario Special Rule and may be used for indirect or direct fire as OBA. Counters are provided to depict the *flakturm* guns and FFE.

9.3 LOCATION AND CA: The Zoo Flak Tower is located off the west edge but for on-map fire purposes range is counted and spotted for blind hex purposes from hex A30 (with a range of 40 hexes) on the Berlin I map and hexes V36/V62 on the Berlin II map with ranges of 55/60 hexes respectively. The *flakturm* is considered to be at Level 6. Place the three 128LL gun counters on the play aid, one each in hexes 49, 50, and 52 on the gun mount depictions and place all markers normally (EX: Prep Fire) on the gun counters.

9.4 DIRECT FIRE: If used for direct fire the Zoo Flak Tower is treated as THREE 128L AA guns with a ROF of 3 (with AP and HE ammo available, IF is NA). EACH gun may engage separate targets and the entire map area of both maps is considered within the CA of each gun. At the German player's option any HE fire may be considered to use Air Bursts (B13.3; i.e., as if a mortar were firing) in NON building hexes (but including rubble).



9.5 INDIRECT FIRE EFFECTS: If used for indirect fire the Zoo Flak Tower is treated as a 150+mm OBA module with Plentiful Ammo (C1.211) and a unique draw pile of seven black/three red. The OBA module is not eliminated for drawing two red chits and after each draw (red or black) the chit is placed back in the deck. The Zoo Flak Tower OBA module automatically receives an Offboard Observer (C1.63) at Level 6. LOS is traced in the same manner as used for direct fire OR the module it may be directed by an onboard Observer (C1.2), in which case one radio/phone is added to the German OB (any portion, German player's choice). A new Fire Mission must be started after direct fire is used if the type of

observer is changed (i.e., from onboard to Offboard or vice-versa). After an Artillery Request is placed (but before accuracy is rolled for) the German player may elect to place an FFE in place of a Spotting Round. The Zoo Flak Tower may fire as normal OBA or use the blast pattern and LOF restriction used for NOBA (G14.6). If the Zoo Flak Tower is spotting with its Offboard Observer and firing as NOBA it is accurate on a dr of 1-3 and receives a -2 DRM to the Extent of Error dr (with a minimum error of one hex). The German player may choose to have the Fire Mission resolved using Air Bursts against NON-building (but including rubble) terrain.

9.6 IMMUNITY FROM ATTACK: The Zoo Flak Tower may not be attacked in any way nor is it subject to Breakdown. A radio or field phone directing the fire from the Zoo Flak Tower is subject to Breakdown normally.

9.7 OPTIONAL AREA FIRE ONLY: Recent research indicates that the Zoo Flak Tower guns would only have been capable of firing the equivalent of using Area Fire as their only mode of direct fire. Players may optionally restrict their use accordingly.

10. GESTAPO INFANTRY



10.1 GESTAPO LEADERS: These SMC are represented by 10-0/9-0/6+1/5+2 leaders that have a swastika on their counters. In addition to the normal leader functions, Gestapo leaders function as Commissars (A25.22) for all German infantry. A Gestapo leader is always considered the highest ranking leader in a Location but no penalties are applied to non-Gestapo troops for Gestapo Leader loss.



10.2 GESTAPO MMC: These units represent units of Nazi headquarters personnel and are represented by 4-4-8 squads/2-3-8 HS. They use all the rules for SS troops A25.11. They have a +2 DRM on the HOB DR and any result of surrender results in BERSERK instead. Non-SS or non-Gestapo leaders treat these units as Allied troops for all purposes. Gestapo troops do not suffer ELR failure.

10.3 DYO: The BPV for each Gestapo squad/HS is 8/4. They are considered Elite for leader generation but are only provided Gestapo leaders. They are treated as Conscripts for SW generation.

11. HITLER YOUTH INFANTRY



11.1 HITLER YOUTH LEADERS: These SMC are represented by 9-0/8+1 leaders. In addition to the normal leader functions, Hitler Youth leaders function as Commissars (A25.22) for Hitler Youth infantry ONLY and do NOT serve as leaders for any other German infantry. No penalties are applied to non Hitler Youth troops for Hitler Youth Leader loss.

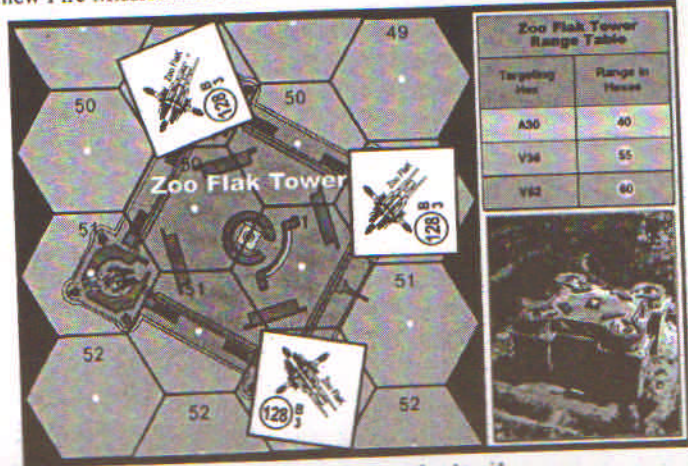


11.2 HITLER YOUTH MMC: These units represent fanatic die-hard Nazi teenagers and are represented by 4-2-7 squads/2-2-7 HS. They use all the rules for SS troops (A25.11). They receive a +3 DRM on the HOB DR and any result of surrender results in BERSERK instead. Non-Hitler Youth/SS/Gestapo leaders treat these units as Allied troops for all purposes. Hitler Youth troops do not suffer ELR failure and may Self Rally (A10.63).

12. NAZI POLITICAL LEADERS



12.1 DESCRIPTION: The limited presentation of the presence of Hitler and Bormann in the infamous bunker complex behind the Reich Chancellery is provided solely because these individuals were present on the battlefield depicted by the Berlin II game map. In no way does Critical Hit, Inc. condone any person or firm embracing Nazism or neo Nazism and it is the intent of the publisher to see the lair of this cardboard tyrant, and every living tyrant, rooted out and destroyed



EX: The three 128L Zoo Flak Tower guns set up on the play aid.



for the benefit of mankind.

12.2 ADOLF HITLER: The aged Nazi tyrant is represented by a 6-0 leader that is treated normally with the following exceptions:

- Hitler may never be used more than 3 MF during a MPH.
- Hitler may only Self Rally or be Rallied by Bormann.
- Hitler must pass a NTC to exit Führerbunker/Vorbunker locations.
- Hitler may Rally SS SMCs, Hitler Youth/Gestapo infantry and Bormann *only* in the same manner as a Commissar (A25.22).
- If Hitler is eliminated by enemy fire/SAN or captured, a CG immediately ends with a Russian victory.

12.3 MARTIN BORMANN: The Führer's final and most persuasive confidant, Martin Bormann is represented as a 7-0 leader that is treated normally with the following exceptions:

- Bormann may only attempt to Rally Hitler.
- Bormann may Self Rally or be Rallied by SS/Gestapo leaders *only*.
- Bormann may not direct fire of any type.

13. H-t-H CC/NO QUARTER

13.1 Hand-To-Hand CC (J2.31) is available for both sides. No Quarter (A20.3) is in effect.

14. SOFT-SKINNED VEHICLES

14.1 RECALL: Any empty unarmed vehicle that is not Towing a Gun or carrying Passengers, and is not within two hexes of a FRIENDLY Gun/Infantry unit, is immediately Recalled.

15. BOOBY TRAPS

Germans always have a Level C Booby Trap capability [EXC: During CGs they may be increased to Level A or B by CP expenditure]. Booby Traps are always active over the entire Berlin map, but are only activated by appropriate Russian TC. Mine factors may not be exchanged for Booby Traps.

16. RUSSIAN STEALTH/DEPLETION

16.1 All Good Order Russian elite Infantry are Stealthy. All Russian Depletion #'s are one higher than listed on their counters.

17. GERMAN ELR

17.1 For all scenario/CG firefights, the ELR for all German units are as follows: SS MMC, SS SMC use the number given before the slash; all other German units use the number given after the slash.

18. SNIPERS

18.1 Due to the large playing area and widespread sniper activity, each side in the PL Berlin 1 & 3 CG, and Scenario 8 (Gottterdammerung), and Scenario 15 (Breakout from Hell), must place two Sniper counters on the map at the start of each scenario. Both friendly snipers must set up as per the first two sentences of A14.2, with ≥ 15 hexes apart between them (or as far apart as possible if they cannot set up 15 hexes apart). When a Sniper attack can occur, make a dr to determine which Sniper attacks; on a dr of ≤ 3 one of the two sniper counters attacks (owning player states which sniper counter the roll applies to prior to rolling). The SAN is never altered by the presence of two friendly Snipers in play simultaneously. Any result (e.g., Pin) affecting a Sniper counter affects both friendly Snipers simultaneously.

19. TRENCHES

19.1 Trenches (including A-T Ditches) are considered to "connect" (as per B30.8) to (but not *through*) all ADJACENT building/rubble Locations [EXC: Not to a Location that is rubble during play of that scenario]. Infantry enter-

ing such a building/rubble Location need not pay an extra MF to leave the trench in that Location, but must still pay applicable building/rubble COT. Infantry leaving such a building/rubble Location need not pay an extra MF to enter a "connecting" trench. Infantry may not enter such a trench while using Bypass Movement; nor may they use Bypass Movement while in such a trench; nor may they exit such a trench to directly use Bypass Movement. A unit entering/leaving a building/rubble Location via a "connecting" trench is not subject to a Snap Shot as it does so. A vehicle must pay the appropriate MP-costs/penalty to cross such a trench while using VBM; hence those vehicle types not allowed to cross a trench may not do so while using VBM. Infantry may enter a Fortified Building Location as if that Location were not Fortified provided they enter it from a trench/A-T Ditch that is "connected" to that building Location.

20. ON BOARD ROCKETS



20.1 DESCRIPTION: These rules are used for a new ordnance type, on board Rockets. On board rocket counters use the acronym RCT. Two types of on board RCT ordnance are provided in BERLIN—FALL OF THE 3RD REICH™.

20.2 DIRECT FIRE: RCT ordnance uses direct fire rules except where modified below. Treat as an RCL Gun in all other respects. All rocket launchers are considered to have all tubes loaded at the scenario start unless otherwise noted via scenario Special Rule.

20.3 ROF/ROCKET TUBES: The ROF on a RCT counter represents the number of tubes the rocket launcher has available. During the PFPh/DFPh a RCT may fire in one of two manners. It may launch a 'salvo' equal to the total number of tubes it contains. When firing a Salvo, a RCT is considered to use its entire ROF to fire on the same target. If the ROF is followed by an '*' the RCT counter is capable of direct firing one rocket at a time, considered to represent the firing of one rocket. It may fire individual rockets up to its ROF. A side record must be kept for each RCT that has launched one or more of its rockets individually. Once a RCT has fired all of its rockets it is marked with a No Ammo marker.

20.4 TARGETS: A RCT attack may use any target type on the TH Table. Add a +2 Rocket TH DRM for any non-Area Target Type attack. An attack that does NOT use the Area Target Type and misses, but would have hit the hex using the Area Target Type, is considered to still land in the hex. It is resolved as if an Area attack had been made instead. A missed rocket TH attempt that would ALSO miss if it was using Area fire will still land, but in another hex. A Random Location DR is made for direction and extent of error. However, the extent of error may only be one hex for every range group on the TH Table or the amount rolled that exceeded the final Area Target Type TH DR made. If the direction of error DR results in the rocket landing in a hex that is out of LOS of the launcher the rocket lands in the hex that contains the obstacle to the LOS unless the distance from the obstacle to the final landing hex is greater than the height of the obstacle. If the obstacle is Woods/Orchard the attack is resolved against the hex containing the obstacle (Air Bursts are applied). If the obstacle is a building the attack is resolved against an upper level of the building. Attack the level that is equal to the distance from the obstacle the hex that the rocket would have landed in if the building was not there. If the obstacle is a hill the rocket lands at the level of the hill of the obstacle hex. A rocket that lands in a hex other than its target attacks all occupants of the hex it lands in as Area fire.

Example: A rocket is fired at target hex 14 hexes away and has a final Area Target Type To Hit number of 6. If the final TH DR is an 8 the final target hex may be up to two hexes away since the DR is two greater than the DR needed to hit. If the final TH DR is a 10 then the maximum extent of error is 3 hexes since a range of 14 hexes is in the third range category.



Trench



20.5 BACKBLAST: When a rocket fires back blast is created as if a Recoilless Rifle (RCL) was fired. A rocket may not be fired from a building. RCT artillery may be set up using HIP but loses all concealment if it fires. During the next enemy fire phase that a RCT fires the crew may be attacked without any protection from the gun's emplacement. They may use a foxhole or trench that is in the hex as long as overstacking does not occur if the crew occupies the fortification. In addition to backblast, a normal +3 ordnance Smoke counter is placed in the RCT's hex and in each hex opposite its covered arc whenever it fires. Only one smoke counter is placed in each hex regardless of the number of rockets fired.

20.6 BREAKDOWN: A rocket that is fired and rolls a 12 does not launch; it is considered to suffer Breakdown normally (and the entire counter is affected). If the counter has a RED B#, a TH attempt that results in breakdown eliminates the RCT counter (and any rockets remaining in it). The crew is unaffected.

20.7 RELOADING: Towed RCT artillery (and vehicles equipped with RCT capabilities if they have been assigned ammo vehicles) may be reloaded. A crew may reload a RCT artillery counter by declaring that it is doing so and being marked with a TI marker. A reloading crew may not perform any other actions during that game turn and is considered to be using Hazardous Movement while reloading. A crew may load IPP of rockets per turn for each MF spent reloading. Leader MF bonus may be added to the number of MF available to the crew but a crew may not be CX, or go CX, to reload. Up to two HS (or one squad) may assist a single crew in reloading one RCT artillery piece but there must be at least one crew involved in the reloading effort. In order to reload from an ammo vehicle, the ammo vehicle and the RCT armed vehicle must be in the same or ADJACENT hexes.

20.71 LESS THAN FULL RELOAD: The MF costs for reloading are spent during the MF and if the entire ROF of the RCT cannot be reloaded a side record must be kept for the number of tubes reloaded. All units involved in the reloading process are considered to be moving as a stack and are subject to First Fire as they spend MF to reload. The rockets being reloaded by a MF expenditure are considered to be reloaded only if the units loading them remain in Good Order the turn of reloading. The PP cost for each type of rocket is listed on the back of the launcher counter. If a '0' is listed the launcher is not capable of being reloaded.

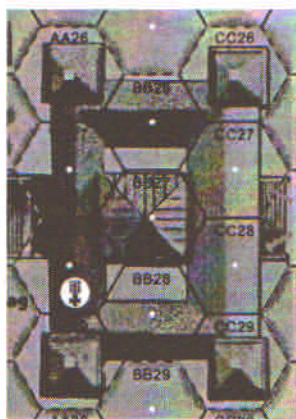
20.72 JAMMED TUBES: If a rocket was fired with a TH DR of 12 that rocket must be removed from the launcher at triple the normal loading cost AND a DR must be made. If the result of this roll is a 12 the rocket has exploded in the process of removal, eliminating the launcher and all infantry involved in the loading procedure. The only DRM applied to this DR are for Captured/Non Qualified use. If a crew is directing the reloading effort Non-Qualified Use penalties do not apply during reloading.

20.8 RANGE LIMITS: RCT artillery has a minimum and maximum range printed on the counter. Any rockets that land off target that either exceed the maximum range or are less than the minimum range have their error DR re-rolled until the resulting hex is within the printed range. Rocket launchers may use spotted fire but only on the Area Target Type. Add a +2 TH DRM and increase the range group by one for Extent of Error distance DR.

21. BERLIN BUILDINGS:

21.1 All Building (B23) rules apply normally on the B1 map except as modified below.

22. THE REICHSTAG



EX: Hex BB27, in the center of the Reichstag, is the Assembly Hall.

22.1 DESCRIPTION: Building AA represents the Reichstag, seat of the German Parliament until the infamous fire of 1934. Hitler never ordered the damage to be repaired and instead all entrances and windows were bricked up. Regardless, to Stalin and the Red Army the Reichstag was a symbol of the height of Nazi power and had to be captured as a symbol of Russian victory.

22.2 LEVELS: The Reichstag has a cellular and ground level Location in each hex. All hexes have a first and second level Location except BB-27. Hexes AA-29, CC-26 and CC-29 have third level locations.

22.3 FORTIFIED BUILDING DRM/LOS: All Locations in the Reichstag receive a +5 TEM to fire coming from outside the building AND are considered Fortified Building (B23.9) Locations relative to fire/entry from outside the building. (The dashed red line is a reminder of the building special TEM.) This TEM is reduced to +4 if the fire crosses a Breach (B9.541) marker when entering the target Location. In order for Locations in the Reichstag to be considered fortified from attack/entry from inside the building an additional fortified marker must be placed on the Location. This fortified marker does not change the TEM for fire originating from outside the building but does allow guns to be placed on upper levels. All fire between ADJACENT Locations in the Reichstag are considered to be internal fire (and thus +3 TEM - unless Fortified by additional marker) from attack regardless of LOS possibility showing otherwise.

EX: Fire from hex AA28 to BB28 is considered to be only affected by a TEM, despite an LOS depiction of crossing partial open ground outside each building hex.

22.4 RUBBLE CREATION: Apply a +3 drm to any Rubble checked caused by HE/OBA attack or a non-Set DC attack.

22.5 ROOFTOP GUNS: AA guns of ≤ 40 mm may be set up during scenario/CG firefight in the rooftops locations of hexes AA26, AA27, CC26 and CC29 without the levels beneath being Fortified. These guns may be Emplaced but not be moved during the scenario.

22.6 ENTRY RESTRICTIONS: Ground level Locations of the Reichstag may only be entered from hexes Z27 and DD27. The Reichstag is considered to be Upslope (P2.2, Q3.2) and 1/2 levels above normal ground level. No vehicles may enter a Reichstag hex (including VBM) unless ALL Locations/levels of a hex have been reduced to rubble.

22.7 CLIMBING: Any Location of the Reichstag may be entered using the rules for Climbing (B11.4) if a Breach exists in the Location being entered on the hexside being climbed.

22.8 BREACH CREATION: Breaches may be created as per B23.92 or by any HE CH.

22.9 ASSEMBLY HALL: Hex BB27 represents the Assembly Hall and is treated as a Factory (B23.74) hex except as follows. Hex BB27 has a limited Rooftop Location and has a TEM of 0 vs. indirect fire. Fire that enters BB27 from hexes BB26 and BB28 receives a TEM of +4. Fire that enters BB27 from ground level Locations of AA27, AA28, CC27 and CC28 receives a TEM of +1 unless the units in BB27 could apply W Advantage (B9.32) Vs. the firing units, in which case a TEM of +3 is applied for firing and target units (EXC: Unless one or both of the locations is Fortified). Any fire that enters BB27 from a higher elevation receives a TEM of 0. Hex BB27 may not be fortified.



22.10 ROOFTOP: Hex BB27 has a Rooftop Location with a stacking capacity of 2 squads and a TEM of 0. Any unit that fails a MC while occupying this Rooftop Location must make another MC, and failure of this second MC results in Casualty Reduction AND the immediate removal of any Possessed SW (and no SW may be in this Location unless Possessed). Units in the BB27 Rooftop Location are considered to be at Level 4. This Location costs 4 MF to enter and 2 MF to exit and is a +1 Hindrance to fire traced though it from Level 3 or 4 Locations to targets at the same or higher elevations.

22.11 REICHSTAG CELLARS: Cellar Locations may only be entered from the exterior or from the stairwells in hexes AA26, AA29, CC26, and CC29). Fire may not be directed between locations in the Reichstag and the cellar from locations that are not considered ADJACENT. Before play the German player may secretly designate the Location of a tunnel that connects the cellar of the Reichstag with one cellar Location of building EE28. This tunnel has a maximum length of 5 hexes, including the two entrance Locations. All other tunnel (B8.6) rules apply normally.

22.12 SMOKE/FIRE: Interior fire from within a Reichstag Location to an ADJACENT (non-rubble) interior Location is not effected by Smoke that might otherwise be in the hex [EXC: Smoke grenades]. 5/8" Smoke Counters in Reichstag hexes are considered to have a height of Level 3. All flame/kindling/spreading fire attempts/results receive a -2 DRM in Reichstag Locations.

22.13 FANATIC NAZIS: All German units in any Reichstag Location are Fanatic. The symbol in hex AA28 is simply a reminder of such.

23. KROLL OPERA HOUSE



EX: Hexes N25-26-27 are marked with unique center-dots to remind players of their rules.

23.1 Buildings N25 and N28 represent the Kroll Opera House complex.

23.2 LEVELS: All ground level hexes of building N25 are considered factory hexes and occupy the ground and first level locations of these hexes. Hexes N25, N26 and N27 also contain second level locations and contain an inherent stairwell in each hex that costs 2 MF to move from the ground level to the Level 2 there is no Level 1 Location in these hexes. The second level of these hexes may be Fortified without fortifying the lower level and may contain guns as per 23.93. Building N28 has a ground level Location only and neither building has Cellars.

24. LEHRTER STATION

24.1 DESCRIPTION: Building P10 represents the Lehrter Station. Building P10 represents the Lehrter Railroad Station and contains ground, 1st, and 2nd level locations, but no Rooftops or Cellar Locations. Upper level locations are reached via the stairwells in hexes N10, N14, P10 and P14. The gray depiction in hex O14 is a normal continuation of the building and is treated normally in every way (EX: 2 MF to enter from O13). It has ground, 1st, and 2nd level Locations, but no Rooftops or Cellar Locations.

24.2 TRAIN SHED: The hexes in the center of the station represent the train shed (EX: Hex O11). Train shed hexes are treated as Roofless Factory Hexes (O5.4) but do not contain Debris nor receive a +2 TEM.

24.3 LEHRTER STATION ELEVATED PLATFORMS: There are Platform Locations in hexes M9/M10/N9/O9/O19/P9 (denoted by gray 'bands' alongside the elevated railway). Platform locations are treated as Two Lane Stone Bridges except as noted below. Platforms are Level 1 locations and cost infantry 1 MF to enter if entered from another platform or S-Bahn locations (i.e., from hexes L9 or R9). A platform is

considered Concealment terrain and has a +1 TEM to fire from any hexes except L9/R9. Vehicles may not enter a platform location and the locations below the platform are considered to be the other terrain in the hex. Platforms may only be entered from another platform/S-Bahn Location or from Level 1 building locations in hexes N10, O10 and P10 or the ground level Locations of hexes N9 and P9 at a cost of 1 MF. Each platform Location is considered to be a +1 hindrance to LOS at the level of the platform but does not affect LOS below (unless firing unit and target are on the same level and the LOS crosses the platform).

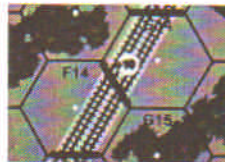
Example: If the firer/target are on different elevations—firer unit at Level 1: target at Level 2; firer level 1: target Level 0—the LOS is not blocked. There is a +1 TEM (EXC: From hexes L9 or R9), and any hindrances that apply are added normally.

24.4 STATION BRIDGE: Hex O10 is a building that spans over the tracks below and uses the Marketplace (B23.73) rules.

25. SECONDARY STATIONS

25.1 DESCRIPTION: In addition to the major station at Lehrter Strasse there are other stations scattered throughout the city (EX: Hex UU24). These Locations use the platform rules and may be entered from the ground level at any Location containing a stairwell, denoted by a large white center-dot (EX: hexes N9, P9, UU24).

26. S-BAHN



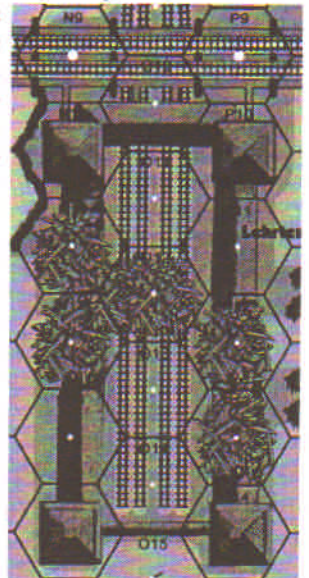
26.1 DESCRIPTION: The S-Bahn Berlin's inner-city elevated mass transit system, situated on stone viaducts throughout the city (EX: Hex G14). Mines may be set up in ground level S-Bahn Locations (but not on Platforms).

26.2 The S-Bahn is considered to be a Level 1 stone bridge with a railroad on the upper level. The upper level is considered to be at Level 1 regardless of the elevation of the ground level below. All railroad rules apply to units on the upper level. The Stone bridge adds no TEM to units on the upper level except any allowed for height advantage. No vehicles or guns may be placed on the upper level of an S-Bahn Location (EXC: DM 81/82mm MTR). Infantry may enter the upper level of an S-Bahn Location from another S-Bahn upper level Location or from ground level at any Location crossed by road, at a station platform Location, or by using the Climbing rules. Access to the upper level at a road hex costs 2MF.

26.3 Ground level Locations represent the space under the viaduct arches which was converted into storage/retail space. The ground level Location of an S-Bahn hex is considered to have a +2 TEM and a one level LOS obstacle. The lower level Location may be cleared as if it were a Roadblock. Place a Breach marker in a cleared Location. If the Location is Breached the TEM is considered to be 0 and the Location receives a +1 Hindrance TEM to fire through it. Vehicles may drive through non-Road Breaches but entry by vehicles is otherwise NA. Once Breached, treat an S-Bahn hex as COT for entry purposes (usually Open Ground).

Note: Infantry and vehicles may Bypass ground-level S-Bahn Locations during movement, just as if they were wooden buildings.

26.4 Black bars are treated as Rowhouse hexsides (EXC: Fire is allowed



EX: Above is Lehrter Station. Hex N9 is an Elevated Platform. Hex O11 is a Train Shed hex.

Schlacht um Berlin



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to a Location on the opposite side of the black bar with a +3 TEM unless the target road location contains a water obstacle [EX: LOS from hex Q22 to RR22], in which case the target hex receives no TEM).

26.5 S-BAHN/BUILDING HEXES: A hex containing both a building and S-Bahn depiction (EX: Hex ZZ24) is considered to be a building Location. A unit is considered to be in the building unless it is placed on top of a bridge marker.

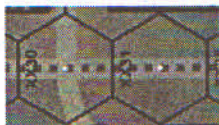
Note: The Infantry MF cost to enter a ground-level S-Bahn location where the +2 TEM "roadblock" applies is 2 MF, just like a building.

26.6 RUBBLE/DESTRUCTION: An HE/DC attack that would destroy a bridge can only destroy a maximum of two S-Bahn locations. If an S-Bahn Location is destroyed it is replaced by a stone rubble marker. A Set DC may be used attempt to Breach a black bar (lower level) of an S-Bahn Location or destroy the upper level location but the Breach DR will also destroy the bridge location on an Original DR of 2.

27. U-BAHN BERLIN SUBWAYS:

27.1 DESCRIPTION: The Berlin subway system consists of three terrain types: subway tunnel locations; station Locations and station entrances. Each subway Location is separate from the above-ground Locations in a hex and are not considered ADJACENT unless containing a subway station entrance in the hex. Night rules apply to all units in subway and subway station Locations except as noted below. When in a subway Location neither side is considered to be the scenario attacker or defender for night rule advantages or limitations. A unit in the subway system is placed under a Cellar marker and is considered to be Concealed and the contents of the stack may not be examined by the opponent. The only fortifications that may be placed in a subway Location are roadblocks, mines, wire and Set DC. The only units that may enter a subway Location are infantry and SW/DM mortars. A mortar may not be fired in a subway Location except for a subway station entrance if the unit is under a crest marker. A subway is considered to be Rally terrain only if the Location is out of the LOS of a Known enemy unit. Units in subway Location are considered out of LOS to any units above and immune to any 'above grade' (i.e., above) fire except from units in crest status in subway entrances/subway craters and hexes that suffer a roof collapse creating a subway crater.

27.2 ROADBLOCK: A Roadblock blocks the subway at the point it is placed for both movement and LOS until it is cleared or Breached. It is treated in the same manner as a black bar hexside in an upper level Rowhouse hex. An HE/DC attack that results in a KIA is considered to have cleared an opening in the Roadblock large enough to allow infantry to cross it at a cost of 1 additional MF and the side with wall advantage may fire though it and is subject to return fire as if it were a stone cellar Location. Mines and wire are treated normally except that the clearance DR for mines is subject to a -2 DRM. A Set DC attack that would normally create stone rubble causes the roof of the subway to collapse, eliminating all units/SW in the subway Location AND creates a Subway Crater in the hex. Any units on the surface are subject to a 150mm HE attack (treat in the same manner as an OBA attack). Any vehicle(s) eliminated in this manner are removed with no wrecks placed (and crew survival is NA). A vehicle attempting to spend a MP in a hex that has had a Subway Crater created (and survived the attack) must first pass a Bog check with a +1 DRM for each MP expended in the hex (as well as all other normal BOG DRM). Apply a -2 DRM if the hex is a boulevard.



27.3 TUNNELS: Subway tunnels are represented by a gray dashed line. Most are found in road hexes (EX: Hex XX32). A subway tunnel is considered to be open ground with an NVR of 1 hex. LOS may be traced along a subway tunnel and is blocked at the point the tunnel turns. Units firing at a Known enemy unit

in a subway tunnel will also attack any other units, both friendly and enemy, in the tunnel in front of or behind the targeted unit as area fire out to the normal range of the firing unit(s). If the unit that fired is eligible to place residual FP it is also placed in the other hexes along the LOS but at 1/4 strength of the base attack (instead of 1/2). A MG may place a Fire Lane in a subway tunnel, even if there is no Known enemy unit in the LOS of the firing unit. In this specific case the firing unit must continue to place the Fire Lane during every fire phase it is eligible to fire until a Known enemy unit enters its LOS in a Location other than the Fire Lane, it becomes broken, or it is stacked with a leader and passes a NTC to discontinue firing (during any fire or movement phase).

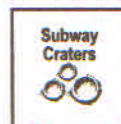


27.4 STATIONS: Subway station locations are found in hexes marked with a white 'S' in a gray circle (e.g., hex WW24) AND wherever the S-Bahn and U-Bahn intersect. Treat Station hexes that have intersecting S-Bahn/U-Bahn as 'U' hexes

ALSO. 'S' hexes are also considered Stations, but have no stairwell to the street level. Hexes NN34 and OO34 represent 'subway station 1563', and BOTH hexes are treated as a 'continuous' station. The only other subway locations containing stations are ENTRANCE hexes. Subway stations use the same rules as subway tunnels except as noted below. A station Location is considered to be illuminated (treat as if a Flare in each of its hexes [at Level -1, i.e., NOT at 'street' level 0]), and units that are not moving are not subject to the 1/4 Residual Fire/Fire Lane rules for units in tunnel Locations.



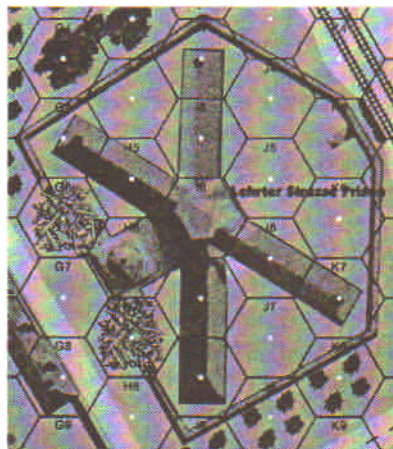
27.5 ENTRANCE: A subway entrance is found in each hex marked with a white 'U' in a gray circle (e.g., hex WW25). An Entrance is considered to contain a stairwell to the subway tunnel AND also a station in the subway Location. Up to 1 MMC (and any SMC/SW) unit in the base level location of a subway station entrance may be placed on a crest marker. All rules governing crest status apply to such units. Note: The difference between an 'S' and a 'U' hex is units may ENTER the subway (and be placed under a Cellar marker) ONLY in 'U' hexes. Hexes marked with 'S' simply denote underground, illuminated subway tunnel locations for game purposes.



27.6 SUBWAY CRATERS: New counters are provided depicting Subway Craters. In addition to Set DC being set off in the subway Location an OBA attack of 150mm or greater that would normally create stone rubble causes the roof of the subway to collapse. Any units in the subway Location are eliminated and a subway crater marker is placed in the Location. The subway Location is considered to have stone rubble in it that blocks LOS across it in the subway tunnel. An infantry unit may enter/exit a subway Location through a crater as a Minimum Move (A4.134). A unit entering the crater from ground level may gain Crest status at the cost of 1 MF in addition to any MF expended to enter the hex. A unit in the subway Location may gain crest status in the crater using a Minimum Move. Units in a subway crater that are not in crest status are subject to OBA/Mortar fire and fire from adjacent hexes. Units in a crater Location are not considered to be subject to night rules unless the current scenario is a night scenario. Units in a crater Location are considered to be in an Illuminated (E1.9) Location except during a night scenario. Units in the subway locations ADJACENT to the crater Location are subject to attack by OBA/Mortar fire that attacks the crater Location, as Area Fire. They may be attacked/attack units adjacent to the subway crater that are not in the above ground Location above the subway Location being attacked. Once a subway crater is created vehicles may not enter the hex and infantry must enter the hex using Bypass movement unless they enter the subway Location or gain Crest status in the crater. Printed B2 map Subway craters are subject to these rules.



28. LEHRTER STRASSE/MOABIT PRISON



EX: Hex H6, I6 and K5 contains a Guard Tower. Hex J6 is an example of a Cellblock hex. The wall along hexsides like J7/I8 is 1 level high and can only be crossed via the Climbing rules. The Prison may only be entered from G7 to H6.

28.1 DESCRIPTION: Building I5 represents a Prison. With the exception of Climbing, and entering rubble hexes like G6 and H7, the Prison may only be entered/exited from the ground level of hex G7 to H6. All stone building rules apply except as modified below.

28.2 PRISON WALL HEXSIDES: The light gray wall around the prison (EX: Hexside F4/G5) represents the prison wall and is a one level obstacle to LOS. It may only be crossed by infantry using the rules for Climbing (B11.4). Any HE/DC attack resulting in a KIA will place a Breach marker along the hexside.

28.3 CELLBLOCKS: The four two-hex long building depictions (EX: Hexes G5-H5) are considered to be Cellblocks. These locations receive a +4 TEM to fire coming from outside of the building and may only be entered from outside the building if the hexside being crossed to enter the hex contains a Breach. Otherwise, entry/changing levels may only take place from the corresponding level of hex I6. Cellblock Locations contain both a ground and first level but do not have an inherent stairwell. Treat Cellblock locations in the same manner as Factories (B23.74) but instead of Debris, treat interior hexes as Open Ground as follows:

- Units moving in a cell block Location not using assault movement may be fired on with a final TEM of -1 from either an adjacent same level cellblock/any level guard house Location.
- An LOS exists between the two interior levels of a Cellblock hex.

28.4 GUARD HOUSE: Hex I6 contains a Guard House in its ground and level one locations. Guard House locations are treated as Fortified building locations. LOS exists between all Guard House locations and all Cellblock locations. A special hex center-dot is used to remind players of these special rules. No rooftops or cellar Locations exist in hex hex I6.

Note: Hex I6 also contains a Guard Tower location at Level 2.

28.51 GUARD TOWER: Hexes H6, I6 and K5 each contain a 'Guard Tower' location at Level 2. Hexes H6 and K5 are not treated as a Guard House. They are treated as normal stone buildings in their ground and Level 1 locations.

28.52 Stacking: Guard Tower locations have a stacking limit of one squad-equivalent in Level 2.

Note: In hex K5 the BUILDING portion of the hex is considered to be INSIDE the prison wall. Units in the ground level of hex K5 may ONLY enter adjacent hexes within the 'prison yard' (i.e., they may not exit to hexes K4 or L4; moving to J4, J5, and K6 is allowed). The intent of the rule referring to hex K5 was to imply that there are no exits from the prison through hex K5. No jail breaks will happen out of hex K5 unless someone rubbles the hex. Normally entrance to/from the prison could only happen through hex H6 into G7 (or vice-versa) except that the adjacent parts of the prison wall were turned into rubble, so egress to or from the prison is greatly simplified.

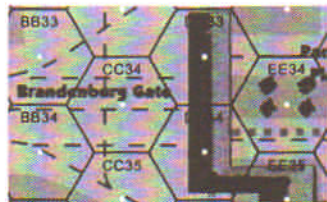
28.52 BLIND HEX IMMUNITY: The Level 2 locations of the Guard House AND Guard Towers are immune to the rules for Blind Hexes in ALL hexes within and adjacent to the High Wall of the prison (i.e., it has

an LOS to NON cellblock hexes adjacent to the prison's wall, e.g., H4; H3; J5; etc.)

28.53 Hex I6 is considered to be a normal building that is Fortified at ground and 1st levels.

28.54 No prison hex contains a cellar and rooftop locations may only be entered from the guard tower (hex I6) by using Climbing.

29. THE BRANDENBURG GATE

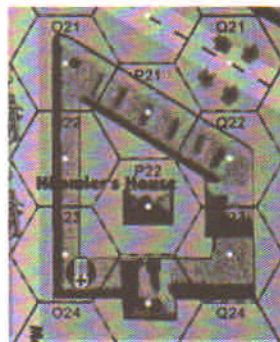


29.1 DESCRIPTION: Hexes DD33 and DD34 represent the Brandenburg Gate. All stone building rules apply except as modified below.

29.2 Hexes DD33/DD34 contain ground level Locations only but are a LOS hindrance to a level 0 LOS traced along the east/west boulevard and a 2 level LOS obstacle to LOS traced to/from other Locations and/or levels. It is treated as Open Ground to all fire into the hex.

29.3 ROADBLOCKS: The Brandenburg Gate begins all scenarios/CG firefights with a Roadblock placed at the ground level in each hex along all Boulevard hexsides. They may be removed using the Clearance rules (B29.5) with a +4 DRM and may only be cleared by HE fire/set DC with a result of a 3 KIA or greater.

30. HIMMLER'S HOUSE



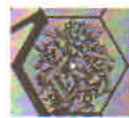
30.1 DESCRIPTION: Building O21 represents the German Ministry of the Interior Headquarters, known to the Russians as 'Himmler's House.' All SS and Hitler Youth units (but not Gestapo) in any Location of building O21 are Fanatic (the symbol in hex O23 is simply a reminder of such) and all building Locations are considered to be Fortified to outside fire/entry (only) in the same manner as the Reichstag (EXC: Only +4 TEM for outside fire). No vehicles may enter a Himmler's House hex (EXC: VBM) unless ALL Locations/levels of a hex have been reduced to rubble. Mortars/ Rockets may be fired from hex P22 as if it were an open ground hex. Manning crews for mortars/rockets in P22 are considered to be in open ground and may be emplaced. Hex P22 is treated as a stone building normally for all other purposes (inc. being non-Fortified/non-Fanatic).

31. BERLIN CUSTOMS HOUSE



31.1 DESCRIPTION: Building J21 represents the Berlin Customs House (when combined with building I20 the area represents the Customs Yard). Hexes H22, I22, and J21 have a GROUND level ONLY. The remainder of the building is treated as a Two Story House (B23.22) normally (i.e., ground level, 1st level, and Cellars; inherent stairwell in every hex).

32. PRINTED RUBBLE



32.1 DESCRIPTION: Printed Rubble (B24, O3) rules apply normally to hexes like P7. There are three building types on the Berlin maps that contain Printed Rubble:

- Hexes that are treated as Printed Rubble (B24, O3) normally (EX: hex P7).
- Hexes that are treated as Partially Collapsed Buildings [PCB] (V5.2-3) that have a normal Printed Rubble.



depiction and one or more Rowhouse (B23.71; black bar) hexsides (EX: hex Y14).

- Hexes that are treated as Partially Destroyed Buildings, a form of PCB that has its rubble remain within the building outline, allowing for LOS (but not VBM) to pass through the remaining portion of the hex (EX: hex NN13) and may or may not have Rowhouse (B23.71; black bar) hexsides.



EX: Hex NN13 is a PDB hex.

32.2 PARTIALLY DESTROYED BUILDINGS (PDB): Hexes like NN13 and TT31 represent damaged buildings that have had their floors and roofs destroyed, but exterior and bearing walls remain standing. A Partially Destroyed Building is a Printed Rubble hex with no portion of the Rubble art leaving the building's outline. PDB hexes may contain one or more black bar hexsides.

32.21 BYPASS MOVEMENT: PDB are not considered inherent terrain but VBM may not be used in the hex. Infantry Bypass (A4.3) may be used.

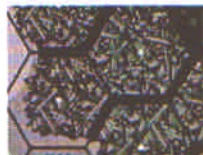
32.22 HEIGHT: The rubble portion of a PDB is a normal Half-level obstacle to LOS. The height of the building wall depiction in hexes like NN13 and the black bar depiction in hexes like TT31 is based on the normal obstacle height the building hex represents if it were not replaced by Printed Rubble.

EX: The building outline in a multi-hex PDB that lacks a level 2 stairwell hex anywhere within the building is a 1 1/2 level obstacle to LOS. If there is a stairwell in any hex of the building, it is considered to be a 2 1/2 level high LOS obstacle.

32.23 AFV ENTRY: ACTAFV may enter the a PDB as if it was a rubble location. However, a dr of 6 on the colored die of the Bog check results in the remaining portion of the building collapsing and the terrain being marked with a rubble marker. The vehicle is destroyed with no possibility of crew survival and no wreck is left in the hex. This collapse may also result in Falling Rubble (B24.12).

32.24 RUBBLE CREATION: A PDB location is replaced by a rubble marker from any result that would normally create Rubble (B24.11). Falling Rubble is NA in a PDB location that has newly created Rubble.

32.25 VICTORY CONDITIONS: A Partially CB location is considered to be one building location for victory purposes and no basement or rooftop locations exist in these hexes.



EX: Hex Y14 is a Partially Collapsed Building.

32.26 PARTIALLY COLLAPSED BUILDINGS (PCB): Some Printed Rubble hexes (EX: hex Y14) contain Rubble that is not restricted to the building outline in the hex. These hexes are treated as Partially Collapsed Buildings (V5.2) and differ from PDB in that their Rubble is considered inherent terrain.



EX: Hex UU32 is a PCB hex while the adjacent hexes TT31, VV31 and UU31 are PDB. A variety of LOS situations present themselves in this building.

32.27 COMBINATION HEXES: Some buildings contain combinations of PDB, PCB, and normal building hexes. In these cases a unit in a Level 1 location of a normal (i.e., non Rubble) building hex has an LOS over an adjacent Half-level PCB hex. However, note that this LOS situation will be blocked by the exterior walls (i.e., the outline of the building art) through a PDB hex.

EX: A squad in the Level 1 location of hex VV32 has an LOS through hex UU32, but it is blocked by the black bar hexsides TT31/UU32 and VV31/UU32, and by the exterior wall of the PDB in hex UU31.

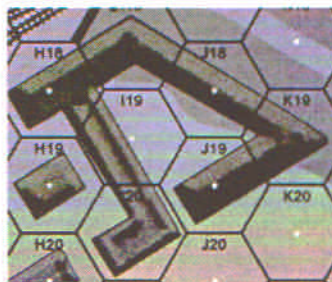
33. CELLARS AND ROOFTOPS

33.1 ALL buildings on the BERLIN—B1/B2 maps have CELLAR (B23.8, O6), and ROOFTOP (B23.82) Locations (EXC: Partially Destroyed/Collapsed Buildings and those specified as lacking rooftops in their special rules [EX: Lehrter Strasse Station, Lehrter Strasse/aka Moabit Prison]). See A26.14 for the effect of Controlling a Rooftop location as it applies toward Controlling a building hex.

34. HIP INTERIOR WALL BREACHES

In addition to normal Breach creation (B23.711, O5.33) in the course of play, any hex containing an interior wall that begins within a side's set up area before a scenario, may begin with a hidden breach secretly recorded by that side. Such a breach is not revealed until movement across such a hexside is performed by the creating side, or an enemy unit enters a hex where such a breach is located.

35. SPLIT-LEVEL BUILDINGS

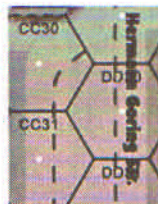


35.1 DESCRIPTION: Building K19 is an Split Level Building (B23.72). Each hex of this building has a Celar, ground, first level, second level, and rooftop locations, with accessible stairwells in hexes I18, I20, and K19.

35.2 HEIGHT: Ground level hexes in building K19 are at level 0 in hexes I18, J18, and K19, and level -1 in

hexes H18, I19, I20, and J19. The obstacle heights of each hex rise from the ground level normally.

36. BOULEVARDS



36.1 DESCRIPTION: Boulevards are represented by wide roads with a dashed line in the center: Example hexes B13 and B33. All runway rules apply to boulevard hexes (B7). Street Fighting (A11.8) and Dash (A4.63) are NA in Boulevard hexes on the Berlin maps.

36.2 VEHICLE/GUN STACKING: A boulevard hex may contain up to 3 vehicles/guns and the vehicles/guns do not suffer the +1 TH DRM for overstacking (VEHICLES must all have the same VCA/TCA; Guns may set up without CA restriction). All other overstacking penalties apply. Units do not have to leave the road if the hex contains a wreck and may use the road movement rate to move through the hex +1 MP for the wreck.

36.3 OPEN GROUND: The stacking rules in 36.2 also apply to open ground hexes on the B1 and B2 maps.

36.4 TREE LINED BOULEVARDS: All rules for Boulevards (B7) apply along with the rules for Orchard Roads (B14.6).

37. NARROW STREETS



37.1 Numerous building/road hexside combinations are found on the B1 and B2 maps (EX: B1 - GG15/GG16). These use Narrow Street (B31.1) rules normally with the following exceptions:

- Vehicle Stop TCA restriction of B31.121 are NA (i.e., there is no need for vehicles with MA \geq 50mm and barrel length greater than '*' to have TCA identical to VCA in order to Stop in a Narrow Street hex).

- VCA Change restrictions of B31.122 are changed as follows: Any vehicle larger than very small may change its VCA by expending 2/3 of its printed MP and may change its VCA as part of a Motion attempt by taking a Bog Check with a +1 DRM.



37.2 BUILDINGS WITH ROADS: Some Roads are in the same hex as a Building, but not directly along a hexside (e.g., hex HH15 on the B1 map). In such cases, normal vehicle movement and VBM are altered as follows. A unit may move along such Roads, moving from one Road hex to another, without entering other terrain in the hex. Place a one-lane counter (B31.11) next to the unit, as a reminder of this in-hex Location status.

37.3 LOS: LOS is traced to non moving units normally. If the LOS hits any obstacle terrain in the hex shared by the hexside Road before it touches the Road art depiction in the hex, it is blocked. Treat a LOS directly along a hexside as touching a Road that crosses any part of a hexside it is connected to.

37.4 ENTRY AND EXIT: A unit entering by a Building with Road to enter a new hex (i.e., instead of entering the other terrain in the hex) may only enter a new hex across a hexside physically touched by the Road. A unit exiting a hex along a hexside Road may only enter new hexes connected to the Road.

37.5 DEFENSIVE FIRE: When using Defensive Fire at a unit newly entering a hex along a hexside Road or Road + Building Road, a LOS is valid if any part of the Road art can be touched on a hexside the unit moved across to enter the hex before hitting any terrain that would block it.

37.6 VEHICLE MOVEMENT: Vehicles pay ONE MP instead of HALF a MP (this cost is NOT doubled if a vehicle is BU) for entering along a Building with Road hex. They make all VCA changes normally when entering hexes with hexside Roads. They must pay to change VCA to follow the hexside Road. The facing hit when a vehicle is fired at is determined normally as if the hex contained no terrain. LOS may be blocked by terrain in the hex sharing the hexside, however, and is based on where the vehicle entered the hexside in relation to where the building is in the hex. Vehicles may end the MPH in Building with Road locations and may remain in Motion on them.

37.7 VEHICLES ENTERING IN-HEX TERRAIN: A vehicle may not enter in-hex terrain once it moves along a Building with Road Location of that hex. It must exit the hex first.

37.8 LIMITATIONS: No more than ONE vehicle may be in the Road Location of a Building with Road hex. Any vehicle with a Gun Size of 75mm or greater, and an 'LL' Gun Size may ONLY move along the hexside if its TCA is facing toward the FRONT or REAR VCA. All movement along a Building with Road hex is NA if another vehicle/wreck in the road portion of the hex. A Blaze counter and/or Rubble counter in the hex also prevents such movement along the road. No wreck (or Immobile vehicle) on such a road may be removed per D10.4.

37.9 INFANTRY MOVEMENT: Infantry units may move along the Building with Road portion of a hex that has NO enemy unit in its Ground level. An infantry unit may not voluntarily END the MPH in the road portion of such a hex. An infantry unit moving along a hexside Road may enter the terrain in the hex by paying the appropriate MF cost normally (unlike a vehicle). An infantry unit that must end its movement involuntarily is considered IN the terrain.

38. ADMIRAL SCHEER BRIDGE



38.1 DESCRIPTION: Hexes R14, S15, T14, U15 and V14 represent the partially collapsed Admiral Scheer Bridge. Hex T14 depicts the partially submerged road deck. It may be entered by infantry

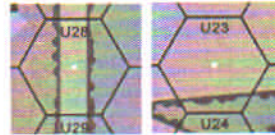
ONLY at the cost of 3 MF. Hexes S15 and U15 contain bridge locations at Level 0 that may only be entered by infantry at a cost of 2 MF. Hexes R14 and V14 contain normal bridge locations at Level 0.

39. THE SPREE RIVER

39.1 The Spree river is considered to be deep and all canal rules apply B21.11. The water level elevation is considered to be Level -1 and is at the same elevation as the Level-1 locations. These rules also apply to the Humboldt turning basin and canal Hexes U8 and X4.

39.2 The stream in hex I36 is considered to be Shallow (B20.42).

40. FLOODED TERRAIN



40.1 DESCRIPTION: Hitler ordered construction to start on a new government center in Berlin. The direction of the war halted this project and the remaining excavation soon flooded.

40.2 FLOODED TRENCH: Hexes like U28 are treated as Deep Streams (B20.43).

40.3 FLOODED EXCAVATIONS: Hexes like U23 are considered to be fordable rivers (B21.41).

Note: Ignore the water portion of hexes like R23. If the hex center dot is in the water portion (blue), the hex is considered to be a Flooded Excavation.

41. GENERAL WATER OBSTACLE NOTES

41.1 DESCRIPTION: While any hex with a center-dot in 'blue' terrain is considered a water obstacle, the Spree River ALWAYS consists of at least ONE water hex or impassable water hexside between two land hexes), making it impassable except via bridges. If the center-dot of a hex barely touches NON water terrain, the hex is considered 'land' unless it would lead to ZERO water hexes at any point of the river. Thus, hex M18 is land, not water. So are hexes C25, JJ26, UU20, AAA19, CCC19, AA21, and HH25 (and HH26, but no movement is allowed BETWEEN these hexes).

42. PEDESTRIAN BRIDGE



42.1 DESCRIPTION: The bridge located in hex QQ23 is a pedestrian bridge. This Location is considered to be One Lane Stone Bridge (B6.43) (EXC: It may only be entered by infantry units or double small vehicles at a cost of 4 MF/MP).

43. RUNNING TRACK

42.1 Hex B1 contains a running track and is considered an Open Ground hex. The oval track map art has no impact on play.

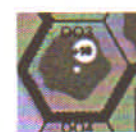
44. ORCHARD HEXES

44.1 All orchards are out of season (B14.2). Each orchard hex provides a +1 hindrance to same level fire AND to fire from higher levels. If the fire is coming from a higher level than any orchard hex that would normally block LOS results in a hindrance DRM instead.

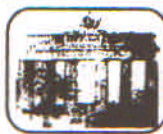
45. SLOPED RETAINING WALLS:

45.1 DESCRIPTION: A new brown wall hexside terrain is used to depict a sloped masonry retaining wall between two levels (e.g., hexside Q14/R14). All rules for Abrupt Elevation Changes (B10.5) apply to these hexsides (i.e., no vehicle may pass over this hexside; Despite it being one crest line, treat it as a double-crest, i.e., no vehicles may pass over hexside) except the difference in elevation across such hexsides is only 1 level. These hexsides are NOT treated as Walls for movement or TEM purposes. No HD is allowed for vehicles behind such Walls.

46. COAL PILES



46.1 DESCRIPTION: The Level 1 Hill terrain in hexes OO2; OO3 and PP1; PP2 represents coal piles. They are treated as Level 1 Hills in all respects, but which no vehicle may enter (EXC: Only fully-tracked AFVs may enter, but must take a Bog Check DR [D8.21]).



47. ELEVATION MAP NOTES FOR ASLComp CONVERSION

47.1 When referencing hex level elevation numbers, such as '-10, +10' (e.g., hexes K14, L13), ignore the '0' following the first digit. These are references to Critical Hit's ATS version of this game.

48. HEDGES

48.1 See rule B9 (e.g., hexside R20/U20).

49. WALLS

49.1 See rule B9 (e.g., hexside G10/H9).

50. WOODS

50.1 See rule B13 (e.g., hex F13).

51. CLIFFS

51.1 See rule B11 (e.g., hexside L12/M13).

52. BERLIN ROADBLOCKS



52.1 DESCRIPTION: Any Roadblock used on a Berlin map is subject to the following rules. As long as the Germans begin a scenario (and remain in) Control of both hexes on either side of a roadblock hexside, a German vehicle may cross through a roadblock at the cost of 8MP. This cost is reduced to 4MP if a friendly, Good Order MMC in either hex is marked TI and declares that it is assisting in vehicle passage. As soon as a Russian unit enters either hex, this special passage rule becomes NA, and normal roadblock rules (B29; BVR9.2) are in effect. A German vehicle using this special passage rule is not HD while moving across this hexside.



52.2 HEAVY TANK ROADBLOCK CLEARANCE: In addition to the normal rules for Clearance, the following vehicles may be used to attempt to clear the Roadblocks: IS-II/IS-2m/ISU 152/ISU 122/PzKfW VG/VI/PzKfW VIB. The AFV must begin the MPH ADJACENT to a ROADBLOCK in its VCA and the owning player must announce it will be attempting clearance. The clearance attempt uses all of the vehicle's MP except 1 MP to start (if it is not in Motion) AND 1 MP to stop. An AFV attempting clearance is not considered a moving target but is considered HD to any fire that is traced across the Roadblock. The AFV is considered to have moved for Advancing Fire purposes. If the AFV remains mobile (including non Shocked) after all First Fire, a Bog check DR is made, applying a +4 DRM. If the roll is successful the Roadblock is removed and the AFV is placed in the hex on the other side of the Roadblock with its VCA facing in a direction of the owning player's choice. If the Bog check fails, the AFV is Bogged and remains in its starting hex (and the Roadblock is NOT removed). The AFV may attempt to remove a Bog marker during the next MPH. If successful, it may immediately make another attempt to clear the Roadblock. An AFV that suffers a Bog result following a clearance attempt is subject to Underbelly Hits across the Roadblock hexside as long as it is so-marked. Use a Heavy Tank Clearance marker to denote this form of Bog.

53. GENERAL BUILDING NOTES

53.1 Hexes like I19 in which the building art 'barely' misses touching a center-dot are still treated as normal building hexes. Tiny portions of building art that touch hexsides do NOT block LOS. Nor do they affect hexside road movement. As always, disputes should be resolved per A6.1.

Example: LOS exists from hex J29 to L29; and from hex V18 to W20 (despite the black bar touching the vertices).

53.2 The creators of the map have tried in all instances to make the difference between ENTIRE hex rubble and Partially Collapsed Buildings clear. If a microscopic piece of rubble art escapes the building outline the building is still considered Partially Collapsed, not Printed Rubble.

54. ADDITIONAL ROAD NOTES

54.1 All road rules apply to the added road types except as noted below.

54.2 Mines may be placed in paved road hexes that also contain shellholes, as well as in normal paved road hexes [EXC: Boulevards are NA]. In normal paved road hexes minefield attacks will only occur versus units moving across non-road hexsides.

Example: 6AP mine factors are in hex J25. An infantry unit moving/advancing from hex K26 into J25 would undergo a minefield attack. A unit using Bypass Movement to move from hex K25 along the J25-K26 and J25-J26 hexsides to move into hex I26 would not undergo any minefield attack. A unit moving/advancing from hex K25 into hex J25 (and not using an interior wall breach to do so) would undergo an attack as they leave the confines of the building and pass through the K25-K26-J25 vertices.

55. BERLIN—FALL OF THE 3RD REICH™ CAMPAIGN SR

55.1 INTRODUCTION: Berlin CGs use the Platoon Leader™ Campaign Game rules available from Critical Hit, Inc.

55.2 OPTIONAL RG: IN addition to the normal RG Chart, the German player may purchase units from three optional Reinforcement Groups. For every 10 CPs purchased from each OPT group (FRU) the Russian player may make a DR for a 'breakthrough'. Add a +1 DRM for every fraction of 10 CP purchased from each OPT RG Chart. These DRM are *not* cumulative, and apply only for the roll required for purchases from that table. The German player may use an a number of OPT CP limited only by the MAX Firefight purchase limits for each RG (listed below), and by CG Maximum limitations for purchases listed on the German RG Chart.

55.3 The German player has 3 OPTIONAL reinforcement groups available and RGs purchased from each group must enter along the entry areas assigned to that group. The entry areas defined below represent the PL FME for each group. The groups are as follows:

- **Elements 9th Fallschirmjäger Division:** enter along the north edge on the Berlin I map, on/east of hexrow X.
- **Elements of Panzer Division Munchenberg:** enter along the east edge within the listed German FME.
- **A one-time purchase of a 'Panzer Group' for 18 CP may be made.** Make a DR: a roll of 2-7 = 3x Pz IV J (German RG Chart note L applies); DR: 8-12 = 2x Pz V G (German RG Chart note L applies). This group may enter along any listed German FME.
- **Elements of SS Divisions Nord and Charlemagne:** enter along the south edge of the Berlin I map, on/east of hexrow EE (and/or the west edge of the Berlin II map in CG 4).

If a 'breakthrough' (see 55.4, below) occurs along one of these entry areas then these entry areas now become Controlled by the Russian player and may be used by the forces that have made the breakthrough. German breakthrough forces purchased per 1.3.1 must set up in hexes within five hexes of the now Russian entry area.

55.4 BREAKTHROUGHS: At the end of any CG firefight that the German player has purchased optional reinforcements the Russian player may make a DR for each optional RG that has units purchased from it. On a final DR of ≥ 13 a breakthrough has taken place and both players become entitled to additional reinforcements. Each optional reinforcement group is checked separately for a breakthrough and the DRM for units purchased by the German player apply to each group individually and are not combined with other groups.

55.41 After a breakthrough has taken place the German player may make one DR and multiply the result by 10. This is the number of CP that are available to purchase units from the optional RG that has just suffered the breakthrough. This DR is modified by -1 for each number that the Russian breakthrough DR exceeded the number needed to achieve



BERLIN VARIANT ORDNANCE LISTING:

Name	Type	CSze	Tube/Rld	B#	TSz	Rnge	M#	Dates	BPV	RF	Notes
203mm (B-4)	ART	203*	IF NA	12	-1	1-320	-4	32-45	50	1.4	B1
31cm M-40	RCT	310**	4/0	11	+1	1-70	11	42-45	23	1.3	B2
Wurfkörper	RCT	300***	1/0	x11	+1	1-53	11	40-45	7	1.3	B3

a breakthrough. After units from the optional RG are purchased using these points no further purchases may be made from that optional RG.

55.42 The Russian player than rolls 3 dice and multiplies the total by 10 and this is the number of CP that are available for purchase by the breakthrough force. The basic Russian RG chart is used for this force but the units purchased are not counted against the total number of RG that may be purchased in the CG Max column. RG I3, I5, M1 and M2 may not be purchased for breakthrough forces. On the following CG date the Russian player makes a DR and multiplies the result by 10 for the number of CP available. On following dates the Russian player makes a DR and multiplies the result by 5.

EX: The German player has spent a total of 50 CP from the Panzer Division Muneberg optional reinforcement group. The Russian player is entitled to make a breakthrough DR with a +5 DRM. The Russian player rolls an original 11 that is modified to a final DR 16 resulting in a breakthrough. The German player than makes a DR with a -4 DRM. The DR is an 8 that is modified to a 4 multiplied by 10. This is the number of CP that the German player may use to buy units from the Panzer Division Muneberg. After these units are purchased the German player may not purchase any more units from the Panzer Division Muneberg. The Russian player than rolls 3 dice with a result of 13 resulting in the Russian player gaining 130 CP that may be used to purchase additional forces. These forces must enter the game using the east edge that was formerly the Panzer Division Muneberg entry area. The German units purchased from the Panzer Division Muneberg may set up in any German controlled area within five hexes from the east edge.

55.5 GERMAN AMMUNITION SHORTAGE: During the Refit Phase the German player makes a dr for each unit that has any special ammo depleted or malfunctioned/disabled armament. If the date of the CG firefight takes place on the 28th than the dr needed to repair the armament or replace the ammo is a 6 and a +1 DRM is added on the 29th and a +4 DRM is added on the 30th. There is an additional +1 DRM if the weapon is disabled. Units that do not repair a disabled MA are not recalled but the German player may voluntarily destroy the vehicle and automatically scrounge any allowable weapons and with automatic crew survival.

55.6 GERMAN FUEL SHORTAGE: On any CG date after April 28th the German player must make a DR (during the Refit Phase) for each mobile vehicle on board. On an DR of ≥ 12 the vehicle has run out of fuel and may not be moved from the Location occupied at the end of the preceding firefight. There is a +1 DRM if the vehicle is a heavy tank and there is a +1 DRM for a CG firefight taking place on/after April 30, 1945. The German player may choose to immobilize another vehicle by placing it in the same or an ADJACENT Location to the vehicle that has run out of fuel. The vehicle being used must be in the same set up area as the vehicle that has run out of fuel. If the vehicle that has run out of fuel is a heavy tank than 2 other vehicles must be used to refuel it. The German player may choose to destroy a vehicle that has run out of fuel or has been used to refuel another one. The crew if any automatically survives along with any weapons that may be scrounged.

55.7 Bore sighting is NA but any gun that has a target acquisition marker may convert it to an area acquisition if it sets up in the same Location as it ended the previous firefight with the same VCA/TCA.

55.8 SPREE BRIDGES: The Germans may Set a DC in any Spree River bridge hex in an attempt to destroy it during CGs PLBER1-2. Players may OPTIONALLY ignore this rule by mutual agreement.

55.9 BURNING DOWN THE REICHSTAG: Kindling may not be used in any hex of the Reichstag during a CGs PLBER1-2. Players may OPTIONALLY ignore this rule by mutual agreement.

55.10 CG MAX: The CG Max column for both sides is formatted for PLBER1/PLBER2/PLBER3. Note: PLBER3 has not been published yet and is not included with this product.

55.11 LEADERSHIP DRM: Unless stated otherwise on the RG Chart, use the Leadership DRM listed on the table found on page 17.

55.12 FME: See the FME listed for each side (in the Initial OB box on the CG page). Use the listed FMEs for Reinforcements (EXC: The entry areas listed for the OPTIONAL German RGs supersede those listed on the CG page for the Germans).

56. ADDITIONAL TYRANT'S LAIR SNIPER RULES

56.1 Due to the large playing area and widespread sniper activity, each side in CG 4, and scenarios #6 (Breaking Berlin), must set up two Sniper counters. Both friendly snipers must set up as per the first two sentences of A14.2, with ≥ 15 hexes apart between them (or as far apart as possible if they cannot set up 15 hexes apart). When a Sniper attack can occur, make a dr to determine which Sniper attacks; on a dr of ≤ 3 one of the two sniper counters attacks (owning player states which sniper counter the roll applies to prior to rolling).

56.11 SCENARIO #12 (THE DOWNFALL): Use BTL 56.1 for this scenario with the following change: Each player sets up FOUR Sniper counters and dr of 1, 2, 3, or 4 is used to select each (reroll die rolls of 5-6 for this purpose). Sniper Checks are NA for this scenario and enemy Snipers may never be targeted via SAN attack.

56.2 SAN RESULTS: The SAN is never altered by the presence of two friendly Snipers in play simultaneously. Any result (e.g., Pin) affecting a Sniper counter affects both friendly Snipers simultaneously.

BERLIN VARIANT MULTI-APPLICABLE VEHICLE AND ORDNANCE NOTES:



B1. 203mm Howitzer (B-4): First deployed in 1932 this heavy howitzer uses a tracked chassis and was transported in two sections. The gun itself is not self-propelled, instead, the tracks served to distribute the weight when being used on soft ground or ice. The tracks limited towing speed to 15 MPH. Organized in super-heavy artillery regiments of six guns each, these guns were typically assigned at the Army and Front level and used to support offensive operations. Six versions of this gun were built during the war with minor differences, irrelevant in game terms. Many of these weapons were captured by the Germans and used against their previous owners as the 20.3cm H 503(r). Along with the traditional role played by heavy artillery the Red Army also used this howitzer in a direct fire role to reduce fortified positions and during urban warfare late in the war. The tracked chasses limits the towing speed on roads to 15



hexes per turn but the additional +1 DRM required for Bog checks is NA.

Note: The 203* AP Basic To Kill number is "22".



B2. 31cm M-40 Frame: First produced in 1942 this was a copy of the German Schwere Wurfgerät 40/41 and was usually used for set-piece attacks to fire barrages on set targets. It was also used for direct fire against fortified strong-points. The M-40 cannot be fired remotely. Due to

the large warhead the hex hit is attacked with the FULL firepower of the attack at 36 (with a -2 DRM) and adjacent hexes are attacked with 16 FP when a salvo is fired. If one rocket is fired, 24 FP attack the target hex only. If a salvo is fired as Area Fire, the attack is resolved as 16 (-1 DRM) on the target hex hit and 8 FP on adjacent hexes.



B3. 30cm Wurfkorper M FL 50: First used in 1940 these rockets were fired from a variety of launchers and could also be fired directly from their shipping crates. The counter represents the rockets being used singly from packing crates.

The crate had hinged legs on the front to allow for elevation, or the crate could be placed on a mound of earth and pointed at the target. Used by engineer units to destroy strong-points its accuracy was poor but its large warhead could demolish a large area. This unit must add an additional +1 DRM to any To Hit DR made. It could also be set up in ambush positions and be fired remotely. If used in this manner the rocket and its crew may be set up using HIP the crew must be set up within two hexes of the launcher and may control up to four counters. The HIP Gun may be set up so even in non-concealment terrain. The target hex for each counter must be pre-designated at the time of set up. If the crew is in Good Order it may fire any of the rocket counters it controls during any fire phase that it could otherwise normally fire. Rockets fired using this method do not have to add the +1 To Hit DRM. The crew and remaining launchers remain hidden when this type of attack is used; only the counters that are fired are revealed. If the crew wants to change the target of the launcher it must enter the launcher's hex and gain Possession of the launcher. It may then fire in the next allowable fire phase. If the crew moves more than two hexes away from a rocket under its control that rocket may not until a crew gains Possession of it. Due to the size of the large warhead the hex hit is attacked with the full firepower of the attack, 36 -2, and all adjacent hexes are attacked with 12 FP.



B4. S65: First built in 1932 as the S60 this tractor is a direct descendant of the American-made Holt tractor. It was built in large numbers in the Soviet Union, used as both an agricultural tractor and artillery prime mover.

Many were not available to their assigned artillery units at the beginning of the war as they were being used on collective farms. Since the tractor did not have the ability to carry either the gun's ammunition or its crew it was of limited value as an artillery prime mover (but was useful as a recovery vehicle). Both the Finns and the Germans captured large numbers of these tractors and they were put to use in rear-area roles. The game piece also represents the earlier S60 tractor and various agricultural tractors that were pressed into military service. Due to the tractor's slow speed it pays 1 MP for each road hex entered but does not pay any additional MP for towing a gun on a road or in open ground. A total of 106,623 of both types were produced. The Red Army had 35,000 tractors of all types in service at the end of the war. The non trailer version of this vehicle may not carry a crew. Counters for both trailer and non trailer versions are provided.



B5. STZ-5: The STZ-5 was an improved version of the S65, designed specifically for military use. It had improved running-gear and a more powerful engine, providing more mobility. The driver's cab was moved to the front of the vehicle and an open bed was added, providing the ability to carry a crew and ammunition, while also towing a gun. About 11,000 of this vehicle (and the earlier STZ-3) were produced and production continued until 1952 when over 210,000 had been manufactured, making it one of the most popular prime-movers ever built. The STZ-5's chassis was also used to produce many improvised tank and self-propelled mounts for Katyusha rocket-launchers. The game piece also represents the earlier STZ-3.



B6. Ya-12: During 1944 a new line of artillery tractors was developed to replace the now aging pre-war tractors and civilian tractors that had been commandeered by the Red Army. The result was the Ya-12. This tractor used the chassis of the T-70 tank, with an unarmored body. Conventional in design the vehicle would serve the Red Army well into the 1960s.



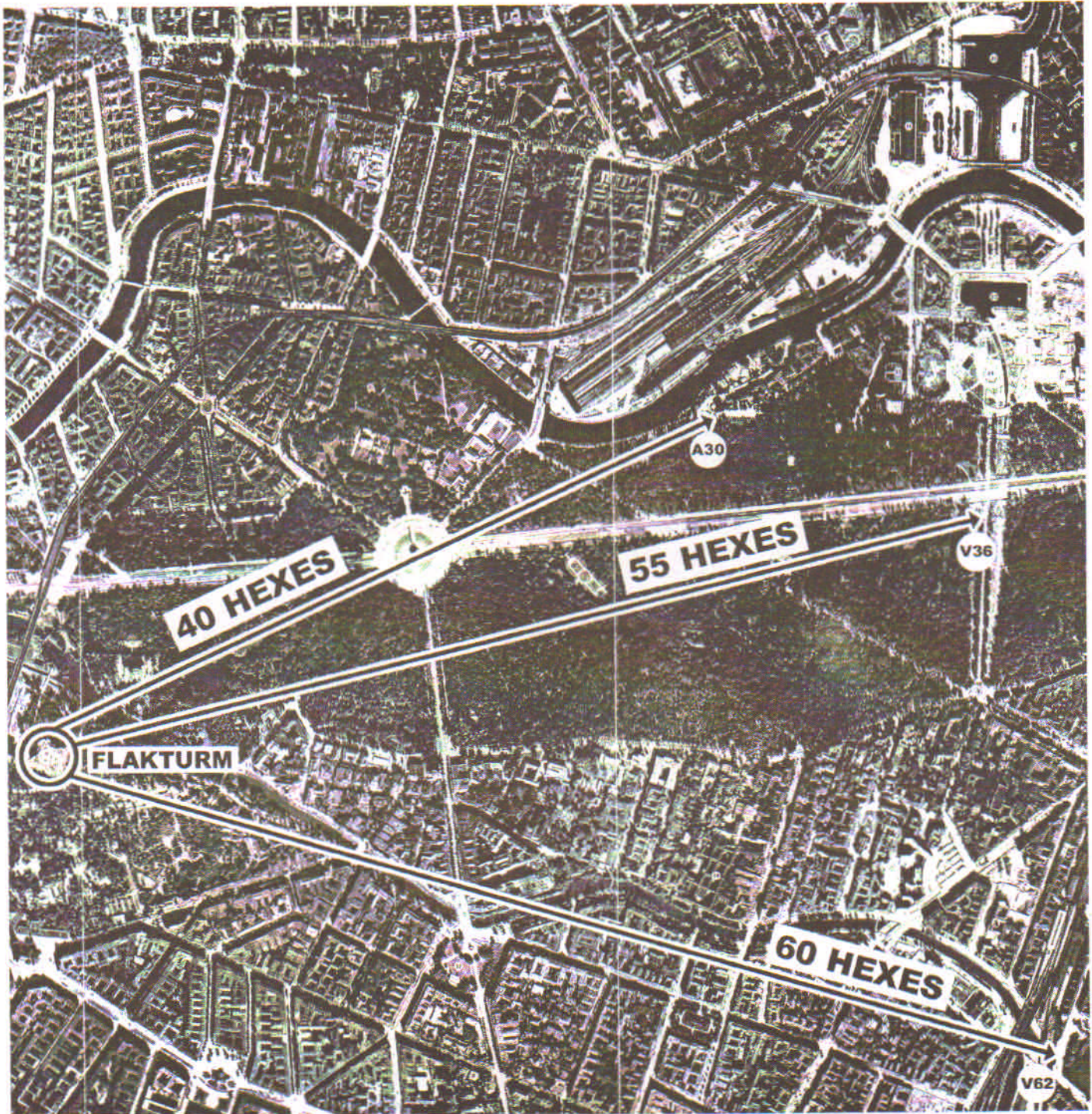
B7. Borgward B IV 88mm RaketenPanzerbuchse 54: During February 1945 fifty-six Borgward B IV remote demolition vehicles were converted into improvised tank-destroyers by removing the demolition charge and remote controls and adding additional armor, smoke dischargers and a fixed rack containing six Panzerschrecks. All of these vehicles were assigned to *Panzer-Vernichter Abteilung 1*. This unit was used in the fighting in and around Berlin and many of the tank-destroyers were destroyed near the Reichstag and the Brandenburg Gate. All the rules for using PSK (C13.48) apply to the MA except as noted below. The PSK TH table is used with a -2 TH DRM due to the multiple weapons. Multiple Hits (C3.8) are possible. The vehicle only carried 18 rounds of ammo, hence the circled B9. If the vehicle is marked with Low Ammo it may remove the marker if it starts the MPH in the same Location with an infantry unit Possessing a PSK. The PSK Possessing infantry unit may Transfer (A4.431) the PSK to the B IV as if the infantry was being taken on as Riders on the vehicle. Remove the Low Ammo marker AND the PSK. If the vehicle is out of ammo one PSK will replenish enough ammo to allow the vehicle to be marked with a Low Ammo marker. A second PSK is required to remove the Low Ammo marker. Each of these replenishments is conducted as outlined above. If there are 2 PSK Possessed in the Location the vehicle may be restored to full ammo in ONE step and BOTH PSK are removed. Likewise, the inherent crew of the B IV may abandon the vehicle and remove 2 PSK (as per D5.41) during the MPH. Only one such PSK would be removed if the vehicle were already marked by Low Ammo. The upper hull of the B IV is considered to be unarmored from the rear VCA (hence the asterisk following the side/rear AF on the counter).



B8. OT-34/85: This was the T-34-85 flame-thrower tank, with an ATO-42 flamethrower in place of the bow machine gun. A first prototype of the OT-34 (OT standing for *Ogniomietnyj Tank - Flamethrower Tank*) was built in June-July 1941 but production did not start until the summer of 1942. Flamethrower tanks were produced at the Krasnoje Sormowo factory, and were built on whichever version of the T-34 was in production at the time. By war's end the factory had produced 1,170 OT-34s and 210 OT-34-85s, with another 190 following in the second half of 1945.



B9. Wilton-Fijenoord AC: This was the Wilton-Fijenoord armored car, built for use in the Dutch East Indies in 1934. One or more ended up in Berlin during 1945 and a Wilton-Fije was destroyed near the Reich Chancellery.



Further analysis of the ranges from the Berlin *Flakturm* to on-map hexes resulted in a rules change in the B3R special rules. Additionally, new research indicates that these guns were possibly not used effectively in the direct fire mode depicted in B3R and are now optionally limited to using Area Fire when using direct fire.

CG NOTES:

CG COUNTER NOTE: Additional unit types are included in the CG that are not found on the counter sheets provided with this product. If you wish to purchase these RGs, use your counters from Beyond Valor™.

NA EMPLACEMENT PURCHASE: Pillbox & AT-Ditches may not be purchased by the Germans AFTER the Initial Firefight as per the PL 2.5a rules.



Captured B-IV in use by the Russians in Berlin, 1945.

Schlacht um Berlin



28 April - 2 Mai 1945



55.1 B3R Campaign Game 1: Götterdämmerung in Berlin
CG Days: 28 April - 30 April 1945

BERLIN, GERMANY: After nearly four years of total war the Russian 79th Corps was finally driving through downtown Berlin. Its final objective: the burned out ruins of the Reichstag. As the Red Army soldiers and their massed tanks and guns ground inexorably forward, the SS defenders near the Reichstag gathered their remaining strength and prepared to fight to the last round. Blasting their way through the Moabit district Russian assault troops liberated the Moabit Prison and quickly armed the liberated POWs to fill their depleted ranks. Reaching the Spree River on the afternoon of the 28th Major General S.N. Pervertkin set up his forward headquarters in the remains of the customs house and gazed through his field glasses across the Spree at the Reichstag, planning its impending conquest. He knew time was short. His commanding officer, Marshal Zuhov, had promised Stalin the Reichstag would be in the hands of the Red Army by 1st May. That was only a few short days away.

TERRAIN CONFIGURATION: The entire Berlin I map is in play.

CG OBJECTIVES: The Russians win immediately if they have placed a Red Banner in a rooftop Location of the Reichstag *and* were able to maintain it un-removed for ≥ 6 consecutive Game Turns during a CG Firefight (i.e., Red Banner turns may not be 'carried over').

INITIAL FIREFIGHT VICTORY CONDITIONS: The Russians must Control ≥ 30 building/rubble Locations.

CG 1 INITIAL FIREFIGHT RULES:

I1. All BVR apply. Weather is Clear. EC are Moist with no wind at start. Initial Firefight: Russian Attack option; German Idle.

I2. After the initial CG Firefight the German player may purchase units from the OPTIONAL reinforcement group charts at the risk of creating a Russian Breakthrough.

I3. German units *purchased* (i.e., not initial OB) for the initial CG Firefight must set up ≥ 12 hexes from a Russian entry area.

CG 1 SPECIAL RULES:

CG1. CG RULES: PLATOON LEADER 2.5a CG Rules are used for this campaign.

CG2. STRATEGIC TERRAIN TYPES: All types listed in PL definition that are present [EXC: Military Crest is NA]. In addition a Woods-Line is also created by ≥ 3 Orchard hexes.

CG 3. FME: The Russians FME is the west edge in hexes numbered ≤ 18 . The Germans FME is the south edge.

CG 4. CG Dates: NOON 4/28/45 to NIGHT 4/30/45 (eleven possible CG Firefight dates).

★ INITIAL RUSSIAN OB:

Elements of the 79th Rifle Corps enter turn one along the west edge in hexes numbered ≤ 18 : (ELR: 4) (SAN: 3)

2 x II 1st Echelon Rifle Company

2 x I2 1st Echelon SMG Company

1 x I5 Prisoner Company

3 x V5 Light Assault Gun Section

140 CP

✚ INITIAL GERMAN OB:

Elements of the SS Anhalt Battalion, 9th Fallschirmjäger Division, Kriegsmarine Infantry and Berlin Volkssturm Set up ≥ 5 hexes from a Russian entry area or anywhere south of the Spree river: (ELR: 5/2) (SAN: 5)

2 x I7 Para Infantry Platoon

4 x I9 Volkssturm Platoon

3 x I11 Volkssturm Tank Hunter Platoon

2 x I12 MG Platoon

1 x I13 Heavy Weapons Platoon

1 x A3 Infantry Gun Section

75 CP 100 FP



FAST



SLOW



RESTRICTED SLOW



ONE MAN



ASLComp GUN SIZE EQUIVALENT TABLE

GUN SIZE:	A	B	C	D
EQUIVALENT:	LL	L	-	*

ADDITIONAL CG SR FOR CG 4 AND SCENARIO #12:

CG 6. Snipers: Due to the large playing area and widespread sniper activity, each side must place two Sniper counters on the map at the start of each CG scenario of CG 4. Both friendly Snipers must set up as per the first two sentences of A14.2, with ≥ 15 hexes between them (or as far apart as possible if they cannot set up at least 15 hexes apart). When a Sniper attack can occur, make a dr to determine which Sniper attacks; on a dr of ≤ 3 that side's northernmost Sniper attacks (if both are equally 'northernmost', the owning player may select the one that attacks before performing the Target Hex Dr; A14.2). The SAN is never altered by the presence of two friendly Snipers in play simultaneously. Any result (e.g., Pin) affecting a Sniper counter affects both friendly Snipers simultaneously. See also 11.6122.



55.2 B3R Campaign Game 2: Race to the Reichstag
CG Days: 29 April - 1 May 1945

BERLIN, GERMANY: As the morning of April 29th dawned the ruins of downtown Berlin revealed hundreds of corpses and the smoldering wrecks of burned-out Russian tanks. The carnage was evidence of the toe-hold the 79th Rifle Corps, under Major General S.N. Pervetkin, had been able to gain on the far side of the Spree River. Out of the rubble east of the battered Moltke Bridge German troops from the 9th Fallschirmjäger Division rushed forward, supported by the remaining SS troops on the far bank. Their determined effort led to about 100 Germans crossing the river whereupon they set off a demolition charge on the bridge. The charge was not significant enough to bring down the sturdy span and the battle raged on. The 79th Corps was one step closer to victory but still had many die-hard Nazi soldiers standing between them and final victory.

TERRAIN CONFIGURATION: Hexes numbered ≥ 14 on/west of hexrow II on the Berlin I map are playable.

CG OBJECTIVES: The Russians win at the end of any CG Firefight that they Control *all* Locations of building AA26 and have placed a RED BANNER in one or more rooftop Locations of building AA26.

INITIAL FIREFIGHT VICTORY CONDITIONS: The Russians must Control ≥ 15 building/rubble Locations south of the Spree River.

CG 2 INITIAL FIREFIGHT RULES:

I1. All BVR apply. Weather is Clear. EC are Moist with no wind at start. Initial Firefight: Russian Attack option; German Idle.

I2. The OB-provided 88L AA and crew must set up ≤ 2 hexes from hex U24 and may set up emplaced.

I3. Russian OB-provided must set up on board. Purchased units enter from the north and/or west edge north of the Spree River.

CG 2 SPECIAL RULES:

CG1. CG RULES: PLATOON LEADER 2.5a CG Rules are used for this campaign.

CG2. STRATEGIC TERRAIN TYPES: All types listed in PL definition that are present [EXC: Military Crest is NA]. In addition a Woods-Line is also created by ≥ 3 Orchard hexes.

CG 3. FME: The Russians FME is the west edge in hexes (that are in play) numbered ≤ 18 and the north edge. The Germans FME is the south edge.

CG 4. CG 2 DATES: NOON 4/29/45 to NOON 5/1/45 (nine possible CG Firefight dates).

★ **INITIAL RUSSIAN OB:**

Elements of the 79th Rifle Corps set up anywhere north of the Spree River or south of the Spree River ≤ 3 hexes from a hex of the Moltke Bridge but not in any Location of building O21: (ELR: 4)(SAN: 4)

- 2 x I1 1st Echelon Rifle Company
- 2 x I2 1st Echelon SMG Company
- 1 x I5 Prisoner Company
- 1 x A4 Light Artillery Battery
- 1 x A6 Heavy Artillery Section
- 1 x A7 Super Heavy Artillery Section
- 1 x V4 Heavy Tank Platoon II
- 1 x V5 Light Assault Gun Section
- 120 CP

✚ **INITIAL GERMAN OB:**

Elements of the SS Anhalt Battalion, 9th Fallschirmjäger Division, Kriegsmarine Infantry and Berlin Volkssturm set up anywhere south of the Spree river ≥ 2 hexes from the Russian set up area and/or in any Location of building O21: (ELR: 5/2)(SAN: 6)

- 4 x I1 SS infantry Platoon
- 2 x I4 SS MGPlatoon
- 4 x I9 Volkssturm Infantry Platoon
- 1 x A1 Anti Tank Gun Section
- 1 x A7 Heavy Flak Section
- 100 CP 100 FP

CG DRM	Russian	German
Leader	0	-1
Battle Hardening	0	-1
Artillery OBA	-2	0
CP Replenishment	+1	0
Intensity	MID	LOW

Fortifications Available for Purchase:	
Foxhole	Wire ^G
Trench ^G	HIP
Roadblock ^G	" "
Fortified Building ^G	AP/AT Mines ^G
Booby Traps ^G	Set DC
Pillbox ^G	AT Ditch ^G
G: Only Germans may purchase	

DATE	TIME	HIST. DRM		CG 1		CG 2		CG 3		CG 4		HISTORICAL WEATHER	HISTORICAL EC
		GER DRM	RUS DRM	GER CP	RUS CP	GER CP	RUS-CP	GER CP	RUS CP	GER CP	RUS CP		
4/28/45	NOON	+1	-2	75	140	-	-	-	-	-	-	CLEAR	MOIST
4/28/45	PM	0	-1	25	60	-	-	-	-	-	-	CLEAR	MODERATE
4/28/45	NIGHT	0	-2	45	100	-	-	-	-	-	-	CLEAR NO MOON	MODERATE
4/29/45	AM	-2	-1	75	35	-	-	-	-	-	-	CLEAR	MOIST
4/29/45	NOON	0	-1	25	60	100	120	-	-	-	-	CLEAR	MODERATE
4/29/45	PM	+1	0	25	35	25	35	-	-	45	80	CLEAR	MODERATE
4/29/45	NIGHT	+1	0	15	20	15	20	-	-	35	40	CLEAR NO MOON	MODERATE
4/30/45	AM	+1	-2	30	125	30	125	-	-	45	150	CLEAR	MODERATE
4/30/45	NOON	-1	-1	35	45	35	45	-	-	60	75	CLEAR	MODERATE
4/30/45	PM	+1	-1	25	60	25	60	-	-	35	70	CLEAR	DRY
4/30/45	NIGHT	+2	-3	15	70	15	70	-	-	25	90	CLEAR NO MOON	MODERATE
5/01/45	AM	+1	+1	-	-	20	30	65	90	30	55	CLEAR	MODERATE
5/01/45	NOON	+2	+1	-	-	10	20	10	20	20	35	CLEAR	DRY
5/01/45	PM	0	+2	-	-	-	-	45	15	15	35	CLEAR	DRY
5/01/45	NIGHT	-2	+2	-	-	-	-	45	20	-	-	CLEAR NO MOON	DRY
5/02/45	AM	+2	+2	-	-	-	-	10	10	-	-	CLEAR	DRY

HISTORICAL DRM/CPEC/WEATHER CHART:

Schlacht um Berlin



28 April - 2 Mai 1945

BERLIN VARIANT VEHICLE LISTING:

Name	TYPE	WGT	BPV	RF	Dates	Size	AF	TA	OT	CS	MP	GP	GT	MA	SA	B#	ROF	IF	BMG	CMG	AAMG	AM	SD	P/T#	R	Notes
S-65	PM	12	18	1.1	32-45	+1	*	*	-	(2)	8	N	-	-	-	-	-	-	-	-	-	-	-	-2	N	B4,M,T
S-65 w/trlr	PM	12	22	1.1	32-45	+1	*	*	-	(2)	8	N	-	-	-	-	-	-	-	-	-	-	-	9/6	N	B4,M,T
STZ-5	PM	6	25	1.2	37-45	0	*	*	-	(4)	14	L	-	-	-	-	-	-	-	-	-	-	-	12/4	N	B5,M,T
Ya-12	PM	7.5	18	1.4	44-45	+1	*	*	-	(6)	14	N	-	-	-	-	-	-	-	-	-	-	-	15/4	N	B6,T
B-IV	ID	4.5	30	1.5	3-5/45	+2	3/2	2/1*	Y	2	11	H	NT	88!	-	9	2	-	-	-	-	H*	SD7	-	Y	B7
OT-34/85	MTV	32.5	84	1.5	44-45	0	11/6	+SR	-	4	16	-	T	T85L	BF32	X10	1	NA	2	4	-	A5 ⁵	6	-	Y	B8
Wilton-Fije	AC	5	30	1.6	34-45	+1	1/0	-	-	3	21	-	ST	20L	-	11	2	-	-	3	-	-	-	-	Y	B9, 6 IFE



55.3 B3R Campaign Game 3: In the Ruins of the Reich
CG Days: 1 May - 2 May 1945

Even though the Red Army was able to raise a red banner over the Reichstag and meet Stalin's deadline, fighting in Berlin was far from over. Ardent SS men were still holding out in the basement of the Reichstag and in other nearby parts of the ruined city, despite the lack of hope that Wenck's 9th Army would be able to counter-attack and throw the Russians out of Berlin. Some German soldiers discarded their uniforms and tried to blend in among the civilian population. Knowing that the city would soon surrender and that life as a POW would be a death-sentence for them, the remaining soldiers of the Waffen SS collected a few King Tiger tanks of the Schwere Abteilung 503, and remnants of other operational armored units, and planned a breakout for the following night. With a *Königstiger* in the lead a gaggle of troops and civilians joined in a desperate breakout attempt.

TERRAIN CONFIGURATION: On/east of hexrow V on the Berlin I map is in play.

CG OBJECTIVES: The German player must control at least 1 location in building AA-26 or exit at least 40 CVP of German or civilian units off the north edge at the end of the 5/2/45 AM fire fight.

INITIAL FIREFIGHT VICTORY CONDITIONS: The Russians must Control all Locations in building AA26 and all bridges across the Spree River.

CG 3 INITIAL FIREFIGHT RULES:

I1. All BVR apply. Weather is Clear. EC are Moderate with no wind at start. Initial Firefight: Russian Attack option; German Idle.

I2. RGs V3 and V4 in the initial German OB are taken from OPTIONAL RG 3. The German player may not purchase any other units from the Optional Reinforcement Groups.

I3. Before the start of the Initial Firefight the Russian player may place two Red Banners in Rooftop Locations of building AA26.

I4. A Roadblock is set up at each end of all Spree River bridges except the foot bridge and railroad bridge.

CG 3 SPECIAL RULES:

CG1. CG RULES: PLATOON LEADER 2.5a CG Rules are used for this campaign.

CG2. STRATEGIC TERRAIN TYPES: All types listed in PL definition that are present [EXC: Military Crest is NA]. In addition a Woods-Line is also created by ≥ 3 Orchard hexes.

CG 3. FME: The Russians FMEs are the north, west and east edges. The Germans FME is the south edge.

CG 4. CG Dates: AM 5/1/45 to AM 5/2/45 (five possible CG Firefight dates).

★ INITIAL SOVIET OB:

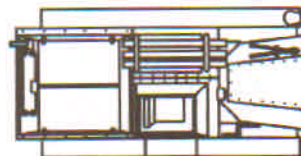
Elements of the 79th Rifle Corps set up north of the Spree River and/or on/west of hexrow DD and/or in NON Cellar locations of building AA26: (ELR: 4) (SAN: 4)

- 1x II 1st Echelon Rifle Company
- 1 x I2 1st Echelon SMG Company
- 2 x I4 2nd Echelon Rifle Company
- 2 x 100L AT
- 2 x 2-2-8
- 90 CP 50 FP

✚ INITIAL GERMAN OB:

Remnants of the Berlin garrison Set up in Cellar locations of building AA26 and on/east of hexrow EE south of the Spree River: (ELR: 5/2) (SAN: 4)

- 2 x I1 SS infantry Platoon
- 1 x I4 SS MGplatoon
- 4 x I9 Volkssturm Infantry Platoon
- 1 x V2 Tiger Section II
- 2 x V3 SPW Section (See CG IFR I2)
- 2 x V4 Recon Vehicle Section (See CG IFR I2)
- 20 x Civilian Squads
- 65 CP



Russian soldiers stroll past the wreck of a Tiger I, no longer a source of concern or attention.

Schlacht um Berlin



28 April - 2 Mai 1945

GERMAN REINFORCEMENT GROUP CHART (a)

RG ID	Description	Qty	Leader DRM	Units	CP	FF Max	CG Max	Notes	SW
I1	SS Infantry Platoon	3	-1	6-5-8 SS	5	3	12/10/4/14	l	LMG
I2	SS Pionier Platoon	3	-3	8-3-8 SS	9	1	3/3/1/4	le	(3)DC, (2)FT
I3	SS Tank Hunter Platoon	3	+1	3-3-8 SS TH	5	1	3/3/2/5	l	(3) PSK
I4	SS MG Platoon	5	0	3-4-8 SS	8	1	4/3/2/5	l	(3) MMG (2) HMG
I5	SS HW Platoon	3	-	3-4-8 SS	5	1	4/3/2/5	-	(2) PSK 50*MTR
I6	SS Headquarters Section	1	-7/-4	6-5-8 SS	5	1	1/1/1/2	-	LMG
I7	Para Infantry Platoon	3	-2	5-4-8	4	2	4/1/1/4	l	LMG DC
I8	Infantry Platoon	3	0	4-4-7	3	3	12/10/8/14	l	LMG
I9	Volkssturm Platoon	3	+3	4-3-6	1	3	12/10/9/14	l	-
I10	Pionier Platoon	3	-3	8-3-8	8	3	3/3/1/4	le	(3)DC, FT
I11	Volkssturm Tank Hunters	3	+5	2-2-6	2	1	3/2/2/5	-	PSK
I12	MG Platoon	5	0	2-3-7	7	1	4/3/2/5	l	(3)MMG(2)HMG
I13	Heavy Weapons Section	3	-	2-3-7	4	1	3/2/1/5	-	(2)PSK, 50*MTR
I14	HQ Section	1	-5/-3	5-4-8	5	1	1/1/1/2	l	LMG
I15	Gestapo Platoon	3	0	4-4-8	4	1	3/1/1/5	l2	LMG
I16	Hitler Youth Platoon	3	0	4-2-7	2	2	5/4/4/5	l2	-
A1	Anti Tank Gun Section	2	-	2-2-8	5	1	2/1/1/3	m	(2) 75L AT PaK 40
A2	Medium Mortar Section	2	-	2-2-8	6	2	3/2/1/4	m	(2) 81* MTR GrW 34
A3	Infantry Gun Section	3	-	2-2-8	8	2	2/1/1/3	m	(2) 75*INF leIG18, 150* INF IG33
A4	Light Artillery Section	2	-	2-2-8	4	1	1/1/1/1	m	(2) 75 ART leFK 16nA
A5	Medium Artillery Section	1	-	2-2-8	3	1	3/2/1/3	m	105 ART leFH 18
A6	Light AA Gun Section	1	-	2-2-8	2	1	2/2/1/3	m	20L AA FlaK 38
A7	Heavy AA Gun Section	1	-	2-2-8	4	1	2/2/1/2	m	88L AA FlaK 18
A8	Rocket Section	1	-	2-2-8	5	2	4/3/1/5	m	(6) 300 RCT Wrk Spg



<div style="display: flex; justify-content: space-between; align-items: center;"> + GERMAN REINFORCEMENT GROUP CHART (b) + </div>								
RG ID	Description	Qty	Leader DRM	Units	CP	FF Max	CG Max	Notes
O1	Battalion Mortar	81 Battalion MTR HE,SMOKE			8	1	7/5/3/7	d,p,r
O2	Medium Artillery	105 OBA HE,SMOKE			2	1	6/4/1/6	D,p,r,g
O3	Heavy Nebelwerfer	300 ROCKET OBA			8	1	3/2/1/4	R
O4	Zoo Flak Tower	128L (3)			8	1	8/7/2/8	b,p,z
V1	Tiger Section I	1	-2	PzKfw VI (L)	10	1	2/2/1/2	L
V2	Tiger Section II	1	-4	PzKfw VI B	14	2	3/2/2/3	L
V3	Stug Section I	2	0	StuG III L	12	1	2/2/2/2	L
V4	Light TD Section	3	0	Borg BIV	9	2	6/5/4/6	L
T1	Truck Section	2	-	Opel Blitz	3	2	4/3/4/4	-
T2	Light HT Section	2	-	SdKfz 250	3	1	2/2/1/3	-
T3	Medium HT Section	2	-	SdKfz 11	2	2	3/2/2/3	-
T4	Heavy HT Section	2	-	SdKfz 7	4	1	2/1/1/3	-
M1	Fortifications	1	30 FP		1	3	15/12/6/18	-
M2	Sniper	-	SAN +1		2	2	8/6/4/9	-
M3	Attack Option			-	3	1	4/2/3/4	-
P1	Patrol			-	2	1	4/3/2/5	-

CONSOLIDATED GERMAN RG NOTES:

- d** 'Dedicated battery': Remove one red chit and add one black chit to the draw pile; cannot be eliminated for drawing 2 red chits.
- D** RG may be purchased as a Dedicated Battery for an additional cost of 2 CP.
- e** Unit has Assault Engineer (H1.22) and Sapper (H1.23) capabilities. Make a side note of the ID of such units.
- g** OBA module is considered a 'one gun' FFE and will only affect the hex is it in for normal fire or a seven hex Blast Area for Harassing Fire.
- l** Roll for leader on PL 2.361 Leader/Armor Leader and use the DRM indicated in # column.
- l2** A dr determines the leader. For Gestapo platoons apply the following Gestapo leader results: dr 1 = 6+1; dr 2-4 = 9-0; dr 5-6 = 10-0. If Hitler Youth platoon apply the following leader results: dr 1-4 = 8+1; dr 5-6 = 9-0.
- L** Roll for armor leader on the PL 2.361 Leader/Armor Leader Table and use the DRM indicated in # column.
- m** RG is allowed to set up on map during the scenario of purchase in any Controlled NON Isolated hex
- p** May be pre-registered at a cost of 1 CP per hex (maximum 3 hexes per OBA module purchased).

- r** May be equipped with a field phone or radio at owner's choice.
- R** This module has one fire mission and attacks an impact hex and every hex within 2 hexes (total 19 hexes) with a 36-2 attack in addition to the result caused by the DR a kindling check is made for any burnable terrain in the hexes attacked. The target hex must be designated before each side sets up.
- z** Activates Zoo Flak Tower for the duration of the CG firefight. This RG may not be retained.

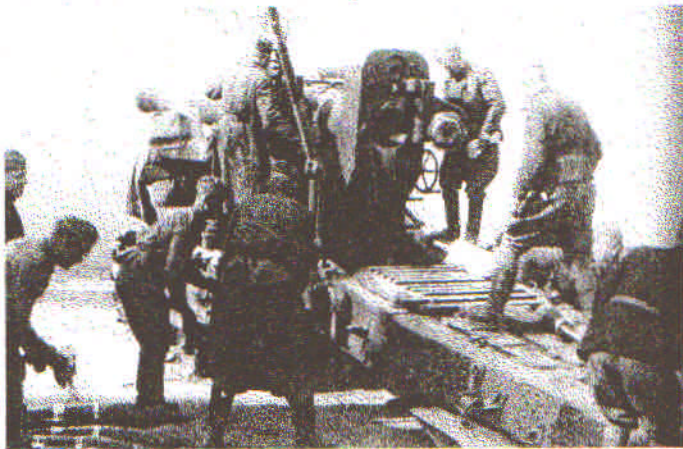


A descriptive photo of the boxed Panther turret, aka "Pantherturn" being emplaced on the battlefield by German engineers.

Schlacht um Berlin



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55.4 B3R Campaign Game 4: The Downfall

CG Days: 29 April - 1 May 1945

BERLIN, GERMANY: On 28 April, General Hans Krebs made his last telephone call from the Führerbunker. He called Field Marshal Wilhelm Keitel Chief of OKW in Fuerstenberg and told him that, if relief did not arrive within forty-eight hours, all would be lost. Keitel promised to exert the utmost pressure on Generals Walther Wenck, commander of XII Army, and Theodor Busse commander of the IX Army. Meanwhile, Martin Bormann wired to German Admiral Karl Dönitz: "Reichskanzlei is a heap of rubble." During the night of 28 April, General Wenck reported to Keitel that his XII Army had been forced back, and no relief would be possible for Berlin. Keitel gave Wenck permission to break off his attempt to relieve Berlin. The fate of the embattled city was sealed.

TERRAIN CONFIGURATION: The entire play area of the Berlin I and II maps are in play.

CG OBJECTIVES: The Russians win at the end of any CG Firefight that they accomplish ≥ 3 of the following objectives:

- 1) Control ≥ 20 blocks north of the Landwehr Canal and south of the Spree River. A 'block' is defined as a group of buildings completely enclosed by roads, including roads containing Rubble.
- 2) Place and maintain a Red Banner marker in a rooftop Location of the Reichstag for ≥ 6 consecutive turns.
- 3) Control ALL Locations of the Reich Chancellery.
- 4) Control the two hexes of the Führerbunker/Vorbunker.

INITIAL FIREFIGHT VICTORY CONDITIONS: The Russians must Control ≥ 30 building/rubble Locations.

CG 1 INITIAL FIREFIGHT RULES:

I1. All BVR apply. Weather is Clear. EC are Moderate with no wind at start. Initial Firefight: Russian Attack option; German Idle.

I2. After the initial CG Firefight the German player may purchase units from the OPTIONAL reinforcement group charts at the risk of creating a Russian Breakthrough.

I3: All purchased Russian RG for CG Firefight 1 and the next non Idle CG Firefight must enter from off-map.

CG 1 SPECIAL RULES:

CG1. CG RULES: PLATOON LEADER 2.5a CG Rules are used for this campaign.

CG2. STRATEGIC TERRAIN TYPES: All types listed in PL definition that are present [EXC: Military Crest is NA]. In addition a Woods-Line is also created by ≥ 3 Orchard hexes.

★ INITIAL RUSSIAN OB:

Elements of the 150th and 171st Rifle Divisions set up on the Berlin I map south of the Spree River on/between hexrows P-T and/or in hexes numbered ≤ 23 on/between hexrows N-S (EXC: may not set up in Locations of building P21 containing enemy units): (ELR: 4) (SAN: 3)

- 1 x I1 1st Echelon Rifle Company
- 1 x I2 1st Echelon SMG Company
- 1 x V5 Light Assault Gun Section
- 1 x V4 Heavy Tank Platoon II

Elements of Second Echelon and Support Units set up on the Berlin I map north of the Spree River on/west of hexrow P:

- 1 x I1 1st Echelon Rifle Company
- 1 x I4 2nd Echelon Rifle Company

Elements of the 301st Rifle Division set up on the Berlin II map in hexes numbered ≤ 68 on/between hexrows ZZ-CCC:

- 1 x I2 1st Echelon SMG Company
- 1 x I4 2nd Echelon Rifle Company

Elements of the 5th Shock Army set up on the Berlin II map anywhere south of the Landwehr Canal:

- 1 x I2 1st Echelon SMG Company
- 1 x I4 2nd Echelon Rifle Company
- 1 x A4 Light Artillery Battery

✚ INITIAL GERMAN OB:

Elements of the SS Anhalt Battalion, 9th Fallschirmjäger Division, Kriegsmarine Infantry and Berlin Volkssturm Set up ≥ 5 hexes from a Russian set up area and/or anywhere north of the Landwehr Canal and south of the Spree river: (ELR: 5/2) (SAN: 5)

2 x I7 Para Infantry Platoon 4 x I9 Volkssturm Platoon

3 x I11 Volkssturm Tank Hunter Platoon

2 x I12 MG Platoon 1 x I13 Heavy Weapons Platoon

1 x A3 Infantry Gun Section 95 CP 120 FP

Hitler and Bormann counters set up in the Führerbunker (hex marked 'FB') and/or Vorbunker Locations of hexes JJ42/KK42.

CG 3. FME: The Russians FME is the west edge of the Berlin I map in hexes numbered ≤ 18 , the north edge of the Berlin I map, the south edge of the Berlin II map and the east edge in hexes numbered 1-18 and ≥ 62 . The Germans FME is the west edge of the Berlin II map and the east edge of both maps in hexes numbered 20-60.

CG 4. PONTOON BRIDGES/BRIDGE DEBRIS/CLEARED HEXSIDE: The Russian player may set up three Pontoon Bridges as per SR #4 in scenario #12. Mark the bridge in hex X64 with a Bridge Debris marker during set up. The Russian player may mark one A-T Barricade hexside as Cleared during set up.

CG 5. CG Dates: PM 4/29/45 to PM 5/1/45 (nine possible CG Firefight dates).

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★ RUSSIAN REINFORCEMENT GROUP CHART (a) ★

RG ID	Description	Qty	Leader DRM	Units	CP	FF Max	CG Max	Notes	SW
I1	1st Echelon Rifle Coy	12	0/+3	4-5-8	14	3	7/4/2/8	1	(3)LMG, ATR, 50MTR
I2	1st Echelon SMG Coy	9	-1/+2	6-2-8	10	1	3/3/1/5	1	(3)LMG, DC
I3	Red Banner Squad	1	-	6-2-9	2	3	5/5/1/7	-	Inherent Red Banner
I4	2nd Echelon Rifle Coy	12	+1/+5	4-4-7	10	2	4/2/3/6	1	(2)LMG, ATR, 50MTR
I5	Prisoner Coy	12	+6	3-3-8	7	2	4/2/0/6	1	-
I6	MMG Section	3	-	2-4-8	4	2	3/3/1/5	-	(3)MMG
I7	HMG Section	3	-	2-4-8	5	2	4/3/1/5	-	(2)HMG, .50 cal HMG
I8	HQ Section	1	-6/-2	6-2-8	4	1	2/2/1/4	1	LMG
I9	Assault Engineer Platoon	3	-2	6-2-8	8	3	6/5/2/7	1e	(3)DC,(2)FT
A1	Lt Anti Tank Gun Section	2	-	2-2-8	5	1	2/2/1/3	m	(2) 45LL AT PTB obr. 42
A2	Medium Mortar Section	2	-	2-2-8	6	1	2/2/1/3	m	(2) 82* MTR BM obr. 37
A3	Light Howitzer Section	2	-	2-2-8	5	1	2/2/1/3	m	(2) 76* PP obr. 27
A4	Light Artillery Battery	4	-	2-2-8	12	3	9/6/2/10	m	(4) 76L ART P obr. 39
A5	Medium Artillery Section	2	-	2-2-8	6	1	2/2/1/3	m	(2) 122 ART G obr. 38
A6	Heavy Artillery Section	2	-	2-2-8	8	2	4/4/1/5	m	(2) 152 ART GP obr. 37
A7	Super Hvy Art Section	2	-	2-2-8	9	2	4/4/1/5	m	(2) 203 ART B-4
A8	Rocket Section	2	-	2-2-8	8	2	3/3/1/4	m	(2) 310 RCT M-40
O1	Battalion Mortar	82 Battalion MTR HE,SMOKE			8	2	6/5/2/7	d,p,r	-
O2	Light Artillery	76 OBA HE,SMOKE			5	2	10/8/2/11	d,p,r	-
O3	Medium Artillery	122 OBA HE,SMOKE,			6	1	4/3/2/5	p,r	-
O4	Heavy Artillery	152 OBA HE			7	2	6/4/2/7	p,r	-
O5	Super Heavy Artillery	200 OBA HE			8	1	6/4/2/7	p,r	-
O6	Heavy Katusha Rockets	300 Rocket OBA HE			8	2	6/4/1/7	p,r	-
O7	Bombardment	Bombardment			7	2	4/3/1/4	b,p	-

GAME TURN RECORD TRACK:

1	2	3	4	5	6 ^①	7 ^③	8 ^⑤ *
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CRITICAL HIT

*CG Firefight ends automatically after second Player Turn on turn eight

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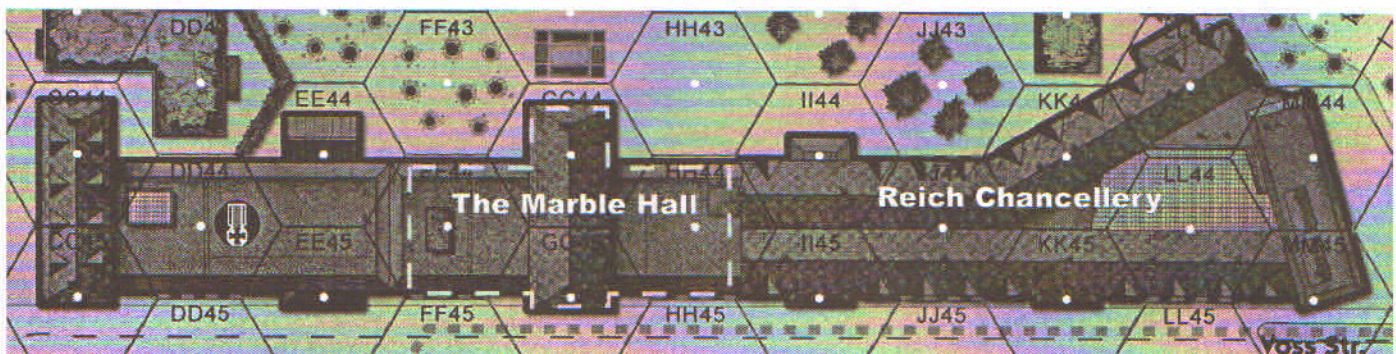
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★ RUSSIAN REINFORCEMENT GROUP CHART (b) ★								
RG ID	Description	Qty	Leader DRM	Units	CP	FF Max	CG Max	Notes
V1	Med Tank Platoon I	3		T-34 M43	14	1	2/2/1/3	L
V2	Med Tank Platoon II	3		T-34 85	16	2	5/4/2/6	L
V3	Heavy Tank Platoon I	2		IS-2	13	1	2/2/1/2	L
V4	Heavy Tank Platoon II	2		IS-2M	19	2	6/4/2/8	L
V5	LT Assault Gun Sect	2		SU-76M	6	3	9/7/5/11	L
V6	Med Assault Gun Sect	2		SU-100	9	1	2/1/1/2	L
V7	Hvy Assault Gun Sect I	2		ISU-122	10	1	2/1/1/3	L
V8	Hvy Asslt Gun Sect II	2		ISU-152	11	3	7/5/2/9	L
V9	FT Tank Platoon	2		OT-34	13	1	2/2/1/2	L
M1	Fortifications	1		30 FP	1	3	15/8/10/16	-
M2	Sniper	-		SAN +1	2	1	9/6/4/10	-
M3	Attack Option			-	5	1	10/6/3/10	-
P1	Patrol			-	2	1	3/2/1/4	-

CONSOLIDATED RUSSIAN RG NOTES:

- b** Bombardment has a radius of five hexes and there are no Immune hexes.
- d** 'Dedicated battery': Remove one red chit and add one black chit to the draw pile; cannot be eliminated for drawing 2 red chits.
- e** Unit has Assault Engineer (H1.22) and Sapper (H1.23) capabilities. Make a side note of the ID of such units.
- l** Roll for leader on PL 2.361 Leader/Armor Leader and use the DRM indicated in # column.
- L** Roll for armor leader on the PL 2.361 Leader/Armor Leader Table use the DRM indicated in # column.

- m** RG is allowed to set up on map during the scenario of purchase in any Controlled NON Isolated hex.
RG A1-A4 each Gun comes with either a ZIS-5 truck or a YA-12 prime mover (owning player's choice).
RG A5-A7 each Gun comes with either a IAG-6 truck or a STZ-5 prime mover (owning player's choice).
RG A8 each Gun comes with either a ZIS-5 truck or a YA-12 prime mover (owning player's choice).
- p** May be pre-registered at a cost of 1 CP per hex (maximum 2 hexes per OBA module).
- r** May be equipped with a field phone or radio at owning player's choice.



EX: Hitler's new Reich Chancellery is depicted by building MM45.



BTL. BERLIN—TYRANT'S LAIR

ORDER OF PRESENTATION:

- | | |
|------------------------------------|--------------------|
| 1. Pantherturm/Panzerturm | 7. U-Bahn |
| 2. Statues | 8. S-Bahn |
| 3. Concrete Buildings | 9. Roundhouses |
| 4. The Reich Chancellery | 10. Landwehr Canal |
| 5. Führerbunker/Vorbunker | |
| 6. Anhalter and Potsdamer Stations | |

INTRODUCTION:

Welcome to BERLIN—TYRANT'S LAIR™, the conclusion of a two-product depiction of the Battle of Berlin. This product builds on the first release, BERLIN—FALL OF THE 3RD REICH™ with two additional mapsheets, that link to the bottom (southern) portion of the previous product.

BERLIN—TYRANT'S LAIR™ provides additional scenarios that all take place on the new map (i.e., none utilize geomorphic boards), as well as a monster scenario, presented in the same manner as scenario #16 from FIRST WAVE AT OMAHA. There are also two new Platoon Leader™ Campaign Games. Players can choose between a CG, monster 'continuous battle' scenario utilizing non-stop game turns to depict the hectic, confused, and ongoing battle, or one of the smaller scenarios.

The new mapsheets are collectively referred to as the BERLIN II map. This map includes the Führerbunker, and the new Reichstag, among other places of historical significance north of the Landwehr Canal.

All rule from the BERLIN—FALL OF THE 3RD REICH™ Variant Rules booklet apply in all BTL scenarios unless stated otherwise via scenario Special Rule. These rules, referred to as "Berlin Variant Rules" (BVR) on the scenario cards, consist of those contained in the BERLIN—FALL OF THE 3RD REICH™ booklet and this additional rules booklet.

The Berlin II map links directly to that of Berlin I, creating an unprecedented simulation of the battle for downtown Berlin at 40 meters per hex scale. Place the Berlin II map directly ON TOP of Berlin I for scenario #12 and note, the art used in the new map will be utilized in the next edition of the Berlin I map when it is reprinted.

HISTORICAL SUMMARY:

On January 15, 1945 Adolf Hitler returned to Berlin. Until mid-February the dictator lived in his private quarters in the old Chancellery. Allied air raids made existence above ground intolerable for Hitler and he moved in to the Führerbunker, an underground residence he would reside in until the last day of his life on April 30, 1945.

Accompanied by Heinz Linge, his valet, Hitler began his existence 55 feet underground. His immediate entourage joined him, including Eva Braun. The last days of the Third Reich would be led from this subterranean location by its Führer. His adversary, Stalin, ensconced comfortably in the Kremlin with an immense globe at his fingertips, continued his gaze upon his quarry, Berlin, as the final battle roared above Hitler's head in the streets above.

On 28 April, General Hans Krebs made his last telephone call from the Führerbunker. He called Field Marshal Wilhelm Keitel Chief of OKW in Fuerstenberg and told him that, if relief did not arrive within forty-eight hours, all would be lost. Keitel promised to exert the utmost pressure on Generals Walther Wenck, commander of XII Army, and Theodor Busse commander of the IX Army. Meanwhile, Martin Bormann wired to German Admiral Karl Dönitz: "Reichskanzlei is a heap of rubble." The reason for the call was incessant enemy pressure.

That afternoon the soldiers of 3rd Shock Army advanced on the Moltke bridge (hexes M19-N19 on the Berlin I map) over the Spree, just north of

the Ministry of the Interior and only 660 yards from the Reichstag. German attempts to blow the bridge failed, only serving to damage it but otherwise leaving the Moltke Bridge passable to infantry. As dusk fell and under heavy artillery bombardment the first Russian troops crossed the bridge. By midnight on 28 April, the Russian 150th and 171st Rifle Divisions had secured the bridgehead against any counter-attack the Germans could muster.

By the evening of 28 April the 301st Rifle Division had taken the Reich Patent Office on the north bank of the Landwehr Canal (just off map, east from hex CCC74 on the Berlin II map). From this area Russian commanders would attempt to send tanks up the Friedrichstrasse, Wilhelmstrasse, and Saarlandstrasse (hexes KK37-VV69, hexrow XX, and hexes BB51-SS72 on the Berlin II map). The attempts to move armor north along this axis were unsuccessful as German tank-hunter teams blunted the attack.

During the night of 28 April, General Wenck reported to Keitel that his XII Army had been forced back, and no relief would be possible for Berlin. Keitel gave Wenck permission to break off his attempt to relieve Berlin. The fate of the embattled city was sealed.

In the early hours of 29 April, in the Führerbunker, Adolf Hitler dictated his last will and testament to Traudl Junge, his secretary. Shortly thereafter Hitler married his longtime mistress Eva Braun.

In the early hours of 29 April, the 150th and 171st Rifle Divisions started to fan out from their bridgehead across the Moltke Bridge. Russian soldiers fanned out into the surrounding streets and buildings. Initially the Soviets were unable to bring forward artillery, as the combat-engineers had not had the time to strengthen the bridge or build an alternative. The only form of heavy weaponry available to the assault troops were individual 'Katyusha' rockets lashed to short sections of railway lines. Major-General Shatilov's 150th Rifle Division had a particularly hard fight capturing the heavily fortified Ministry of the Interior building. Lacking artillery they had to clear it room by room with grenades and sub-machine guns.

Early on 29 April Colonel Antonov's 301st Rifle Division pressed on with its assault. After very heavy fighting they managed to capture the Gestapo Headquarters on Prinz-Albrechtstrasse, but a Waffen SS counter-attack forced the Russian soldiers to withdraw from the building. To the southwest Chuikov's 8th Guards Army attacked north across the Landwehr Canal into the Tiergarten.

From 30 April on the Russian forces were joined by Polish units, primarily the Polish 1st Tadeusz Kościuszko Infantry Division. At 06:00 on 30 April the 150th Rifle Division had still not captured the upper floors of the Ministry of the Interior, but while the fighting was still going on the 150th launched an attack from there across the 400 meters of Königsplatz towards the Reichstag. For Stalin, the Reichstag was the symbol of the Third Reich and one that he wanted captured before the impending May Day parade in Moscow. His commanders felt his urgency, projected from the Kremlin, directly to the front lines. What would be one of the final assaults of the ever-shrinking Eastern Front would also be one of the bloodiest. The Germans had dug a complicated network of trenches around the building and a collapsed tunnel had filled with water from the Spree forming a moat across Königsplatz. The initial infantry assault was decimated by cross fire from the Reichstag and the Kroll Opera House on the western side of Königsplatz. By now the Spree had been bridged and the Soviets were able to bring up tanks and artillery to support fresh assaults by the infantry, some of which were tasked with flanking the Opera House and attacking it from the northwest. By 10:00 the soldiers of the 150th had reached the moat, but accurate fire from guns two kilometers away coming from the Berlin Zoo flak tower, prevented any further successful advance across the moat

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28 April - 2 Mai 1945

during daylight. Throughout the rest of the day, with ninety artillery pieces, some as large as 203 mm howitzers, as well as Katyusha rocket-launchers, bombarded the Reichstag and its defensive trenches, Colonel Negoda's 171st Rifle Division, on the left flank of the 150th, continued to capture the buildings of the diplomatic quarter to the north of Königsplatz.

As the perimeter shrank and the surviving defenders fell back on the center they became concentrated. By now there were about 10,000 German soldiers in the city center, who were being assaulted from all sides. One of the other main thrusts was along Wilhelmstrasse on which the Air Ministry built of reinforced concrete was pounded by large concentrations of Russian artillery. The remaining German Tiger tanks of the Hermann von Salza Battalion took up positions in the east of the Tiergarten to defend the center against the 3rd Shock Army (which although heavily engaged around the Reichstag was also flanking the area by advancing through the northern Tiergarten) and the 8th Shock Army advancing through the south of the Tiergarten. These Russian forces had effectively cut the sausage shaped area held by the Germans in half and made an escape to the west for those German troops in the center much more difficult.

During the morning, Mohnke informed Hitler that the center would be able to hold for less than two days. Later that morning Weidling informed Hitler in person that the defenders would probably exhaust their ammunition that night and again asked for Hitler's permission to break out. At about 13:00 Weidling who was back in his headquarters in the Bendlerblock, finally received Hitler's permission to attempt a breakout. During the afternoon Hitler shot himself and Braun took cyanide. In accordance with Hitler's instructions, the bodies were burned in the garden of the Reich Chancellery. In accordance with Hitler's last will and testament, Joseph Goebbels, the Minister for Public Enlightenment and Propaganda, became the new "Head of Government" and Chancellor of Germany (Reichskanzler). At 3:15 am, Reichskanzler Goebbels and Bormann sent a radio message to Admiral Karl Dönitz informing him of Hitler's death. Per Hitler's last wishes, Dönitz was appointed as the new "President of Germany".

Because of the smoke, dusk came early to the center of Berlin. At 18:00 hours, while Weidling and his staff finalized their breakout plans in the Bendlerblock, under cover of a heavy artillery barrage, three regiments of the 150th Rifle Division, closely supported by tanks, assaulted the Reichstag. All the windows were bricked up, but they managed to force the main doors and entered the main hall. The German garrison, of about 1,000 defenders – a mixture of sailors, SS and Hitler Youth – fired down on the Soviets from above, turning the main hall into a medieval style killing field. Suffering many casualties, the Soviets made it beyond the main hall and started to work their way up through the building. The fire and subsequent wartime damage had turned the building's interior into a maze of rubble and debris amongst which the German defenders were strongly dug in. The Russian infantry were forced to clear them out room by room, facing fanatical resistance at every turn. As May Day approached Russian troops reached the roof of the Reichstag as fighting continued inside. Moscow claimed that they hoisted the Red Flag on the top of the Reichstag at 22:50, however Beevor points out that this may have been an exaggeration as "Russian propaganda was fixated with the idea of the Reichstag being captured by 1 May". Whatever the truth the fighting inside the Reichstag raged throughout the night and through the morning, until late into the afternoon when about the last 300 German combatants surrendered. A further 200 defenders were dead and another 500 were already hors de combat lying wounded in the basement, many before the final assault had started.

At about 04:00 on 1 May, Krebs talked to Chuikov, commander of the Russian 8th Guards Army. Krebs returned empty handed after refusing

to agree to an unconditional surrender. Only Reichskanzler Goebbels now had the authority to agree to an unconditional surrender. In the late afternoon, Goebbels had his children poisoned. At about 20:00, Goebbels and his wife, Magda, left the bunker and close to the entrance bit on a cyanide ampoule were given a *coup de grâce* immediately afterwards by the SS guard detailed to dispose of their bodies. As promised by the Soviets, at 10:45 on 1 May they unleashed a "hurricane of fire" on the German pocket in the center to force the Germans to surrender unconditionally.

BTL.1 THE BATTLEFIELD: The following is an overview to the Berlin II map. Unless otherwise noted, all descriptions also apply to the Berlin I map.

Btl1. Levels: As is the case with Berlin I, the map for Berlin II is similar in that almost all of the terrain is flat, at Level 0. A slight depression is found near the Möckern Bridge (e.g., hex BB70), with hexes like AA70 at Level -1. Almost everything else found on the map is man-made, with the exception of the occasional patch of Woods (B13) in hexes like OO59.

Note: When using the Berlin II map to play using the ASLRB, simply remove a zero for the corresponding level in game terms (i.e., -10 = Level -1 noting there are no terrain hexes higher than Level 0 on the B2 map).

Btl2. Terrain Forms: The urban landscape of the Berlin II map is split along the southern portion by the Landwehr Canal which flows from hex V62 to CCC74. This water obstacle is treated as a Canal (B21.11) and may ONLY be crossed on bridges (including any Pontoon Bridges [B6.41] placed via scenario SR).

Btl3. Berlin RR: The map also contains additional above and below-ground Locations depicting the S-Bahn (e.g., hex TT72), the raised railway that crosses the southern portion of the map, and the U-Bahn (e.g., hex XX72), Berlin's underground electric railway. In both cases the underground railway system is depicted using thick dashed gray lines. Rules for these locations are provided in the B3R portion of the BVR. Entrances to this special subterranean level on the Berlin II map are found in the following hexes:

- Any hex marked with a 'U' (e.g., WW6; WW25).
- Any hex an S-Bahn STATION PLATFORM hex and a U-Bahn hex intersect (e.g., hex XX73).
- Any hex containing a building and a U-Bahn symbol (e.g., hex DDBB50).
- Hexes XX69-XX70-XX71-OO34 represent an underground station.

Btl4. Narrow Streets: The portion of the Berlin II map north of Landwehr Canal is heavily built up. Narrow Streets (B31.131) like Koch Strasse (e.g., hexside UU56/UU57) snake between dense structures and are covered in rubble in many places. Narrow Street rules (B31.1) apply with the following exceptions:

- Vehicle Stop TCA restriction of B31.121 are NA (i.e., there is no need for vehicles with MA \geq 50mm and barrel length greater than '*' to have TCA identical to VCA in order to Stop in a Narrow Street hex).
- VCA Change restrictions of B31.122 are changed as follows: Any vehicle larger than very small may change its VCA by expending 2/3 of its printed MP and may change its VCA as part of a Motion attempt by taking a Bog Check with a +1 DRM.

Btl5. Wide City Boulevards: These wide roads served to cross-section the portion of the battlefield, specifically the Wilhelmstrasse. Any road hex containing dashed-line artwork (EX: hex OO65) is treated as a Wide City Boulevard (B7). Street Fighting (A11.8) and Dash (A4.63) are NA in Wide City Boulevard hexes on the Berlin maps.

Btl6. Rubble/Partially Collapsed Buildings: Piles of Rubble (treated



as Printed Rubble; B24, O3, and BVR) are in evidence, depicting smashed buildings, the results of Allied bombing and heavy Russian shelling. The rules for these hexes are treated in the B3R portion of the BVR.

Btl 7. Special Buildings: The new Reich Chancellery takes up an entire city block along Vossstrasse. Some new rules are provided later to recreate the unique interior of this massive structure. In the garden behind the *Reichskanzlei* lies the infamous *Führerbunker*, in reality split into two parts, marked on the map as 'FB' (hex JJ42) and 'VB' (hex KK42), the latter standing for *Vorbunker* and treated as below ground Locations. Behind the Reich Chancellery is the special greenhouse built for Hitler by Speer (hex GG41), as well as an ornamental pool (hex GG43), and ventilation shaft (II42).

Two major Berlin railway stations, the Potsdamer and Anhalt Stations, are found in the southwest portion of the map, north of the Landwehr Canal. There are special rules to treat the condition of these structures. Also found in the southern portion of the Berlin II map is the Belle Alliance Platz, with a statue in hex XX70.

The Reich Air Ministry (building MM50) and the Reich Chancellery (building MM45) are treated as Fortified Buildings using the rules provided in the BERLIN—FALL OF THE 3RD REICH™ Variant Rules booklet (BVR3.12). Hex BBB40 is a Marketplace (B23.73) hex and hexes like XX40 are printed Subway Craters (BVR3.55).

Btl 8. Tiergarten: Along the northwest portion of the Berlin II map is found the wooded Tiergarten. In game terms Partial Orchard (Q2) and out of season Orchard (B14) terrain is used to depict the thinned-out trees following fire from previous bombings.

Btl 9. Hedges/Walls/Shellholes: Hedges (e.g., WW71/WW71; B9) and Walls (e.g., II42/JJ41; B9) are found along some hexsides. Printed Shellholes (B2) are found in hexes like HH42.

BTL.3 RR HEXES: The S-Bahn, the raised railway that crosses the city (e.g., hex NN72) as well as Station Platforms along it (e.g., hex JJ71)—is also found south of the Landwehr Canal on the Berlin II map. Other railroad hexes (e.g., hex AA73) are treated as Ground Level RR (B32) and hexes BB71, CC71, and AA71 are RR Bridge (B32.14) hexes.

BTL.4 BERLIN BUILDING RULES: All Building (B23) rules apply normally on the Berlin II map except as modified by BVR. Additionally, all BVR rules from the BERLIN—FALL OF THE 3RD REICH™ Variant Rules booklet apply with the following additional rules for Concrete Buildings provided for Berlin II specific buildings.

1. PANTHERTURM/PANZERTURM



1.1 DESCRIPTION: New 5/8" counters are provided to represent these emplacements, used in the defense of Berlin. Treat Pantherturm/Panzerturm counters as ST Armored Cupolas (D9.5), with the counter values

replacing the need for a corresponding SSR to define armament, turret type and AF.

2. STATUES



2.1 DESCRIPTION: Hex XX70 contains a Statue. A Statue is a Half-level LOS Hindrance and has a TEM of +1 (reduced to 0 vs. Indirect Fire or if Encircled). It is *not* Concealment terrain. Entry by Infantry/Vehicles is considered to take place along the *road* portion of hex

XX70 and the hex is treated as a road hex for movement purposes.

3. CONCRETE BUILDINGS

3.1 DESCRIPTION: Any building that has one or more of its hexes enclosed in a dashed red line to remind players it is subject to these special rules. Note the additional, building specific rules that apply for the Reich Chancellery, Reichstag, and other specific buildings.

3.2 TEM: Concrete buildings have a TEM of +4 for fire that passes through the dashed red line portion of the hex. If Fortified during play, this TEM is increased to +5. Concrete buildings have Cellar and Roof top Locations (EXC: Cellar rule B23.41 does not apply; see below for AFV entry).

3.3 CT AFV Entry: A CT Fully Tracked AFVs may attempt to enter a Concrete building hex at a cost of ALL their MP (excluding the MP required to Start/Stop) + a Bog Check (D8.2-4). A +6 DRM is applied. If the Bog Check is passed, the AFV is placed in the building hex and a Breach (B9.541, B23.711) marker is placed across the hexside entered. If the Bog Check is failed, the AFV is Bugged in the hex it was attempting to exit (with its VCA facing towards the building). If the AFV has an L or LL MA, the TCA must be the same as the front or rear VCA when attempting to enter a Concrete building hex. If the AFV becomes Bugged, the TCA may NOT be changed until AFTER the AFV successfully effects Bog Removal (D8.3).

3.4 Breaches: Breaches may be created as per B23.9221 and by any HE CH. A Breach reduces the TEM of fire passing through the hexside to +3 and this TEM reduction ONLY affects the building Location at the same level of the Breach.

3.5 Rubble/Collapse: Concrete buildings may only be rubbled by HE attacks from 120mm+ and apply a +2 DRM on the rubble check dr. Concrete building hexes that contain a Blaze location are not subject to Collapse (B25.66).

3.6 Gun Set Up: Guns may be set up in the upper levels of Concrete Buildings as if they (or the Locations below in the same hex) were Fortified (B23.93). The Gun may not be moved from its Location after set up but may change its CA normally.

4. THE REICH CHANCELLERY:

4.1 DESCRIPTION: Building MM45 is Hitler's new Reich Chancellery. It is treated as a Concrete Building and also applies the following additional rules.

4.2 THE MARBLE HALL: Hexes FF44, GG44, GG45 and HH44 are the Marble Hall These Locations are considered to be Factory (B23.74, O.4, O5, R3) hexes except (EXC: they are treated as Open Ground [A10.531, B1] to any fire that comes from another Marble Hall hex or the four ADJACENT building hexes. The Marble Hall occupies both the ground and first level locations in its four hexes. Marble Hall hexes do have Cellar (B23.41, O6, R4) Locations.

4.3 COURT OF HONOR: Hexside LL44/LL43 is treated as a Paved Narrow Street hexside that can only be entered to/from hexes KK44 and MM44. A Vehicular-Sized Entrance (B23.742, O5.2) exists along the MM44/LL44 hexside. A unit in the building portion of hex LL44 may not exit the building into the Open Ground portion of the hex, nor may it enter hexes KK44, LL43, nor MM44.

4.4 FANATIC NAZIS: All German infantry in a Reich Chancellery hex are Fanatic (A10.8). German Hitler Youth/SS/Gestapo infantry may use Self Rally (A18.11) in a Reich Chancellery hex. The Iron Cross symbol in hex DD44 serves as a reminder of this Fanaticism.

5. FÜHRERBUNKER/VORBUNKER

5.1 DESCRIPTION: Adolf Hitler and his entourage retreated to the complex later known to the world as the Führerbunker. It actually consisted of two bunkers, with the Vorbunker attached to the Führerbunker. The Vorbunker in hex KK42 is treated as the 'cellar to the cellar' in hex KK42 and the Führerbunker can only be reached from the Vorbunker, and although it is adjacent, it is treated as a Cellar Location to the Vorbunker.

5.11 VORBUNKER ENTRY/STACKING: The Vorbunker may only

Schlacht um Berlin



28 April - 2 Mai 1945

GERMAN OPTIONAL REINFORCEMENT GROUP CHART 1

RG ID	Description	Qty	Leader DRM	Units	CP	FF Max	CG Max (CG 1-4)	Notes	SW
I1	Para Infantry Platoon	3	-2	5-4-8	4	3	8	l	LMG, DC
I2	Infantry Platoon	3	0	4-4-7	3	4	10	l	LMG
I3	Volkssturm Platoon	3	+3	4-3-6	1	4	10	l	-
I4	Volkssturm Tank Hunter	3	+5	2-2-6	2	2	4	-	PSK
I10	Pionier Platoon	3	-3	8-3-8	8	1	2	l,e	(3)DC, (1)FT
I11	Volkssturm Tank Hunter	3	+5	2-2-6	2	2	5	-	PSK
I12	MG Platoon	5	0	2-3-7	7	1	4	l	(3)MMG(2)HMG
I13	Heavy Weapons Section	3	-	2-3-7	4	1	4	-	(2)PSK, 50*MTR
I14	HQ Section	1	-5/-3	5-4-8	5	1	1	i	LMG
A1	Anti Tank Gun Section	2	-	2-2-8	5	1	1	m	(2) 75L AT PaK 40
A2	Medium Mortar Section	2	-	2-2-8	6	1	1	m	(2) 81* MTR GrW 34
A3	Infantry Gun Section	3	-	2-2-8	8	1	1	m	(2) 75*INF leIG18, 150* INF IG33
O1	Battalion Mortar	81 Battalion MTR HE,SMOKE			8	1	4	d,p,r	-
V1	Stug Section I	2	0	StuG III L	12	1	2	L	-
V2	Stug Section II	1	+1	StuH 42	7	1	1	L	-
T1	Truck Section	2	-	Opel Blitz	3	1	2	-	-
T3	Medium HT Section	2	-	SdKfz 11	3	1	2	-	-

Enter along the north edge on/east of hexrow X. Breakthrough DRM -2. Max 45 CP per CG Firefight

CONSOLIDATED GERMAN RG NOTES:

- d** This is a 'dedicated battery'. Remove one red chit and add one black chit to the draw pile. Battery cannot be eliminated for drawing 2 red chits.
- e** Unit has Assault Engineer and Sapper capabilities (make side record of unit ID).
- l** Roll for leader on the Leader Table and use the DRM indicated in '#' column.
- L** Roll for armor leader on the PL 2.361 Leader/Armor Leader Table and use the DRM indicated in '#' column.
- m** m RG is allowed to set up on map during the CG Firefight of purchase in any Controlled, non Isolated hex.
- p** May be pre-registered at a cost of 1 CP per hex with a maximum of 3 hexes per module purchased.
- r** May be equipped with a field phone or radio at owning player's choice.

SPW TABLE 1

2	SPW 251/22
3	SPW 251/16
4	SdKfz 7/1
5	SPW 251/2
6	SPW 251/9
7	SPW 251/10
8	SPW 251/sMG
9	SPW 251/2
10	SdKfz 6/2
11	SdKfz 10/4
12	Flak LKW (dr 1-3 3.7cm; dr 4-6 20cm)



GERMAN OPTIONAL REINFORCEMENT GROUP CHART 2

RG ID	Description	Qty	Leader DRM	Units	CP	FF Max	CG Max (CG 1-4)	Notes	SW
I1	Infantry Platoon	3	0	4-4-7	3	2	7	l	LMG
I2	Volkssturm Platoon	3	+3	4-3-6	1	2	7	l	-
I3	Pionier Platoon	3	-3	8-3-8	8	1	2	l,e	(3)DC, (1)FT
I4	Volkssturm Tank Hunter	3	+5	2-2-6	2	2	4	-	PSK
I5	MG Platoon	5	0	2-3-7	7	1	3	l	(3)MMG,(2)HMG
I6	Heavy Weapons Section	3	-	2-3-7	4	1	3	-	(2)PSK, 50*MTR
I7	HQ Section	1	-5/-3	5-4-8	5	1	1	i	LMG
A1	Anti Tank Gun Section	2	-	2-2-8	5	1	1	m	(2) 75L AT PaK 40
A2	Medium Mortar Section	2	-	2-2-8	6	1	1	m	(2) 81* MTR GrW 34
O1	Battalion Mortar	81 Battalion MTR HE,SMOKE			8	1	4	d,p,r	-
V1	Medium Tank Section	2	-2/+1	PzKfw VG	18	1	3	L	-
V2	Tiger Section 1	1	-2	PzKfw VI (L)	10	1	2	L	-
V3	SPW Platoon	3	-	SPW 251/1	12	2	4	-	add 1 SPW 251/sMG
V4	SPW HW Platoon	1	-	*	11	1	2	-	make 3 DR on SPW table
V5	PSW Platoon	4	+1	*	14	1	1	L	make 4 DR on PSW table
T1	Truck Section	2	-	Opel Blitz	3	2	4	-	-
T3	Medium HT Section	2	-	SdKfz 11	3	1	2	-	-

Enter along the east edge. Breakthrough DRM 0. Maximum 60 CP per CG Firefight

CONSOLIDATED GERMAN RG NOTES:

- d** This is a 'dedicated battery'. Remove one red chit and add one black chit to the draw pile. Battery cannot be eliminated for drawing 2 red chits.
- e** Unit has Assault Engineer and Sapper capabilities (make side record of unit ID).
- l** Roll for leader on the Leader Table and use the DRM indicated in '#' column.
- L** Roll for armor leader on the PL 2.361 Leader/Armor Leader Table and use the DRM indicated in '#' column.
- m** m. RG is allowed to set up on map during the CG Firefight of purchase in any Controlled, non Isolated hex.
- p** May be pre-registered at a cost of 1 CP per hex with a maximum of 3 hexes per module purchased.
- r** May be equipped with a field phone or radio at owning player's choice.

RECON VEHICLE TABLE:

2	PSW 234/4
3	PSW 234/3
4	PSW 234/2
5	SPW 250/7
6	SPW 250/8
7	PSW 234/1
8	SPW 250/9
9	SPW 250/7
10	SPW 250/sMG
11	PSW 232
12	SPW 250/1 3-4-8 SS HS

PSW TABLE

2	PSW 234/4
3	PSW 234/3
4	PSW 234/2
5	PSW 234/1
6	PSW 234/1
7	PSW 232
8	PSW 232
9	PSW 233
10	PSW 222
11	KFZ 13
12	KFZ 4





be entered from the Cellar Location of hex KK42. With the exception of one SS HS, only Gestapo/SS leaders and Hitler/Bormann SMC are allowed to enter the Vorbunker Location. Russian entry/stacking is treated as a Cellar Location normally.

5.12 FÜHRERBUNKER ENTRY/STACKING: The Führerbunker may only be entered from the Vorbunker in hex KK42 (EXC: Reich Chancellery Tunnel, see 5.121). The only German units that may enter are the Hitler/Bormann SMCs. Russian entry/stacking is treated as a Cellar Location normally.

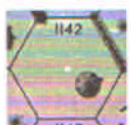
5.121 REICH CHANCELLERY TUNNEL—Before play of any CG scenario (or scenario) with the Führerbunker in play the German player may secretly designate one Cellar Location of the Reich Chancellery as a tunnel entrance to the Führerbunker (hex JJ42). This tunnel has a maximum length of FIVE hexes.

5.13 LOS: These locations are only affected by fire from the cellar of hex KK42 and their own locations and there is no LOS from them other than to ADJACENT locations.



5.2 VENTILATION SHAFT: Hex II42 contains a circular terrain feature depicting the ventilation shaft leading to the bunkers below. It adds a +1 Hindrance to any LOS that hits the terrain art and adds 1 MP to the cost of entering the hex by vehicles. It has no other effect on play.

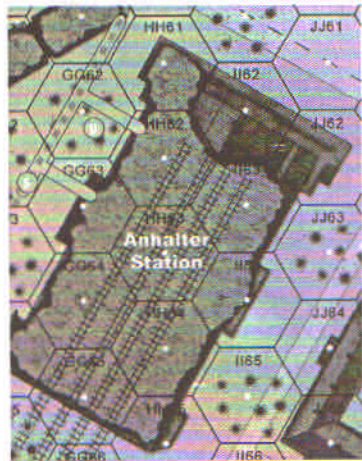
5.3 ORNAMENTAL POOL: Hex GG43 contains art depicting an ornamental pool. It has no effect on play.



5.4 GREENHOUSE: Albert Speer built Hitler a unique greenhouse behind the Reich Chancellery, depicted by the building in hex GG41. It did not have glass walls. The building in hex GG41 has terrain depicting a Greenhouse. It is treated in the same manner as a Wooden building (EXC:

A Greenhouse provides a +1 TEM).

6. ANHALTER AND POTSDAMER STATIONS



6.1 DESCRIPTION: These buildings are located in hexes HH61 and Z51. Hexes II62 and JJ62 are stone building hexes with ground, Level 1 and Level 2 locations and a Stairwell in hex JJ62.

6.2 ROOFLESS FACTORY HEX: All hexes of building of stations are considered Roofless Factory Hexes (O5.4) with Debris (O1) in the ground level. An exception is made for hexes like X53, which are treated as Roofless Factory Hexes that contain Rubble in the ground level. Hexes HH62 and GG63 have Cellar Locations that

connect to the adjacent underground U-Bahn station Locations.

6.3 SECONDARY STATIONS: In addition to the major stations such as Lerherter there were other stations scattered through out the city. Example hex UU24. These locations use the platform rules above and may be entered from the ground level at any location containing a stairwell. Hexes HH71/II71/JJ71 and VV73/WW73/XX73 on the Berlin II map use rule BVR25 for Secondary Stations.

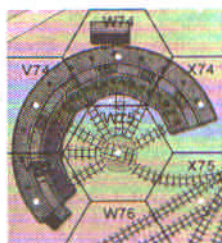
7. U-BAHN

7.1 U-Bahn Locations on the Berlin II map use the BVR27 rules. Note: Hexes like XX52 are Subway Craters (BVR27.6).

8. S-BAHN

8.1 S-Bahn hexes (EX: TT72) on the Berlin II map use the BVR26 rules.

9. ROUNDHOUSES



9.1 DESCRIPTION: The building in hex W74 is a Roundhouse. A Roundhouse is treated in the same manner as a Factory (B23.74, O5).

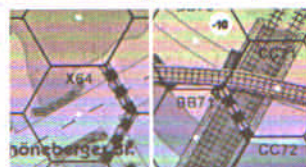
9.2 TURNTABLES: Hex W75 is a Turntable. A Turntable hex is considered to be open ground with an inherent 3 squad Foxhole and may be only entered by fully tracked or double small target size vehicles. The TEM for an LOS entering a Roundhouse through a turntable hexside is +1.

9.21 VEHICULAR-SIZED ENTRANCE: Each Roundhouse hexside facing W75 has a Vehicular-Sized Entrance (B23.742, O5.2).

10. LANDWEHR CANAL

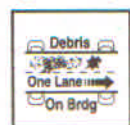
10.1 DESCRIPTION: The Landwehr Canal is considered Deep and all Canal rules (B21.11) apply. The water level elevation is considered to be at Level 0 and is at the same elevation as the ground level of the hex.

10.2 BLOWN BRIDGES: The bridges in hexes V62 and LL72 have been destroyed prior to the actions depicted in BTL. Treat these hexes as Landwehr Canal hexes normally. Rubble depicted at the destroyed ends of blown bridges is purely artistic and has no effect on play.



10.3 A-T BARRICADE HEXSIDES:

Hexsides like BB71/CC71 contain an A-T barricade. Treat these as Roadblocks (B29) normally, including for the purposes of Heavy Tank Roadblock Clearance, with the following exceptions: A-T barricade hexsides are Level 1 high and may not be crossed by infantry/vehicles. Some scenarios will specify via scenario Special Rule that one or more of these hexsides have been Cleared. A marker for that purpose has been provided in BTL. A Cleared A-T Barricade hexside is treated as a WALL normally for movement and LOS purposes, but may be crossed by infantry/vehicles.



10.4 BRIDGE DEBRIS: To depict earlier attempts at demolition a bridge hex may be treated as One Lane AND covered with Debris via scenario Special Rule. A so-marked hex is treated as a One Lane bridge normally with Debris in the hex for LOS purposes AND for TEM/entry by infantry and any vehicle attempting to move in the opposite direction during the same Game Turn.



A German soldier armed with the late-war Sturmgewehr 44. The moniker "storm rifle" was chosen for propaganda reasons, but led to the modern terminology of "assault rifle" (of which the Stg 44 was the first of its kind).



✚ GERMAN OPTIONAL REINFORCEMENT GROUP CHART 3 ✚

RG ID	Description	Qty	Leader DRM	Units	CP	FF Max	CG Max (CG 1-4)	Notes	SW
I1	SS Infantry Platoon	3	-1	6-5-8 SS	5	2	9	1	ENG
I2	SS Pioneer Platoon	3	-3	8-3-8 SS	9	1	2	1	ENG, CFT
I3	SS Tank Hunter Platoon	3	+1	3-3-8 SS	5	2	6	1	PSK
I4	SS MG Platoon	5	0	3-4-8 SS	8	1	3	1	ENG, PSK
I5	SS HW Platoon	3	-	3-4-8 SS	5	1	3	-	PSK, SPW
I6	SS Headquarters Sect	1	-7/-4	6-5-8 SS	5	1	1	-	ENG
I7	Infantry Platoon	3	0	4-4-7	3	1	3	1	ENG
I8	Volkssturm Platoon	3	+3	4-3-6	1	2	6	1	-
I9	Volkssturm Tank Hunter	3	+5	2-2-6	2	1	4	-	PSK
A1	Anti Tank Gun Section	2	-	2-2-8	5	1	1	m	(2) 75L AT PaK 40
A2	Medium Mortar Section	2	-	2-2-8	6	1	2	m	(2) 81* MTR GrW 34
A3	Infantry Gun Section	3	-	2-2-8	8	1	1	m	(2) 75*INF IG18, 150* INF IG33
O1	Battalion Mortar	81 Battalion MTR HE,SMOKE			8	1	2	d,p,r	-
V1	Tiger Section II	1	-4	PzKfw VI B	14	2	4	L	-
V3	Stug Section I	2	0	StuG III L	12	1	3	L	-
V3	SPW Section	4	0	3-4-8	15	1	2	1	4 SPW 250/1
V4	Recon Vehicle PLT	3	-1	*	10	1	2	L	make 3 DR on Recon table below
T1	Truck Section	2	-	Opel Blitz	3	2	4	-	-
T2	Light HT Section	2	-	SdKfz 2	3	1	1	-	-
T3	Medium HT Section	2	-	SdKfz 11	2	2	2	-	-
T4	Heavy HT Section	2	-	SdKfz 7	4	1	1	-	-

Enter along the south edge on/east of hexrow DD. Breakthrough DRM 0. Max 70 CP per CG Firefight from this chart

CONSOLIDATED GERMAN RG NOTES:

- d. This is a 'dedicated battery'. Remove one red chit and add one black chit to the draw pile. Battery cannot be eliminated for drawing 2 red chits.
- e. Unit has Assault Engineer and Sapper capabilities (make side record of unit ID).
- i. Roll for leader on the Leader Table and use the DRM indicated in '#' column.
- L. Roll for armor leader on the Leader Table and use the DRM indicated in '#' column.
- m. RG is allowed to set up on map during the CG Firefight of purchase in any Controlled, non Isolated hex.
- p. May be pre-registered at a cost of 1 CP per hex with a maximum of 3

hexes per module purchased.

r. May be equipped with a field phone or radio at owning player's choice.

BERLIN CREDITS

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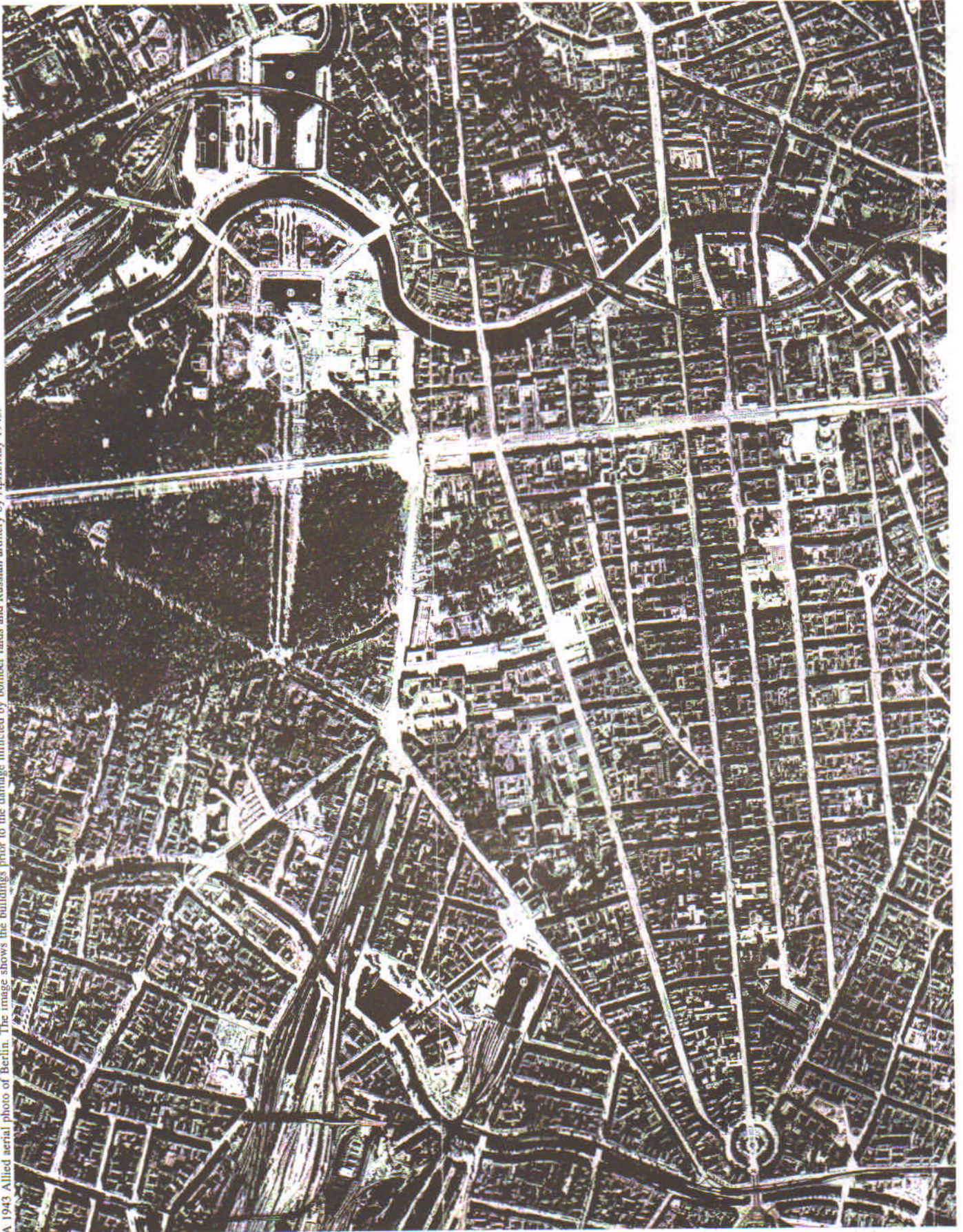
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Schlacht um Berlin



28 April - 2 Mai 1945



A 1943 Allied aerial photo of Berlin. The image shows the damage inflicted by bomber raids and Russian artillery by April/May 1945.

CH 'BERLIN STYLE' VARIANT COUNTERS

INTRODUCTION: CH uses a VARIANT counter presentation, debuted in GENESIS 48 and continued in DIEN BIEN PHU and BERLIN—FALL OF THE 3RD REICH. In all cases, it is suggested the appropriate Chapter H notes are referred to in the event of any needed clarification. Note: The tiny dot on the back our counters simply identifies them as CH variant counters.

VAR1.1 INFANTRY/SW: The presentation of infantry/SW counters will be familiar to past CH module customers with a few updates.

VAR1.11 FIREPOWER/RANGE/MORALE: The front of the MMC counter presents two (HS/crew) or three (squad) soldiers. Below them, Firepower-Range-Morale are provided.

VAR 1.12 ASSAULT/SPRAY FIRE: The availability of Assault Fire + Spray Fire is denoted by a SMG icon on MMC counters. If there is a SMG icon, that squad has both Assault and Spray Fire capability. A SMG icon over a white circle indicates only Spray Fire is available and over an orange circle is Assault Fire only. On MG counters, if an MG is depicted (EX: LMG), the SW is capable of Spraying Fire.

VAR1.13 SPECIAL MORALE CAPABILITIES: An asterisk after the morale factor of a MMC counter indicates UNDERLINED MORALE. On the back, an asterisk indicate Self Rally ability.

VAR1.14 RANGE: On SW, Firepower and maximum Range are separate by the 'pipes' symbol ('|'). Minimum-Maximum Ranges for mortars are listed.

VAR1.15 RATE OF FIRE/FIREPOWER: ROF and FP are indicated on SW in a white square. Ordnance uses a TOP to BOTTOM (Gun Class; A-D over ROF, if any). Vehicle MG that have a ROF have it printed BEFORE the MG (EX: a 1-3 vehicle MG is a '3' Firepower with a ROF of '1').

VAR1.16 CLASS: MMC Class is indicated in the upper right-hand corner of the front of the counter in a small type.

VAR1.17 UNRELIABLE WEAPONRY: Any Unreliability (B#) number is found on the front of the counter in red letters on in a white circle.

VAR1.18 PORTAGE: The Portage number is found on the front of the counter in a the following format: [Portage Number]P.

VAR1.19 TYPE: The Type of weapon is indicated by standard abbreviations such as ATR for Anti-Tank Rifle, MTR for Mortar, etc.

VAR2.1 AFV/VEHICLES: The presentation of Vehicles/AFV is new to the CH VARIANT system.

VAR2.11 GUN CALIBER CLASS: Four classes of Gun Caliber are presented, rated from A-D (best to worst). An 'A' rated gun is the equivalent of an "LL" gun; a 'B' to an 'L', and so on. The gun size in millimeters is found on the counter in a large type. The Gun Caliber Class can be found to the right of the gun size, as superscript.

VAR2.12 RATE OF FIRE: The Rate of Fire can be found to the right of the gun size, as subscript.

VAR2.13 TURRET TYPE: Turret Types range from 'fast' to small, one-man turrets. A thin black circle around the gun size denotes the most effective type, a fast turret; a thin white circle a slow turret, with a thick white circle and dashed

thick white circle denoting restricted and one-man slow turrets.

VAR2.14 RELATIVE TARGET SIZE: On targets that are rated 'smaller' or 'larger' than average, a circular aiming sight is found on the counter. If the aiming sight has a small white center with a '-' sign in its left-bottom quadrant, the target is 'small'; a large white circle and two '-' signs (in the bottom two quadrants) is small x 2. The same goes for large targets, substituting a red center in the aiming sight.

VAR2.15 MACHINE GUNS: Machine guns on a vehicle are denoted by the use of a 'T' in the lower right of the counter. The 'top' of the 'T' is any Coaxial machine-guns; bottom left is any Bow machine-guns and bottom right is any antiaircraft machine guns. If any of these MG are a Main Armament, they will be printed in white inside a Green circle. Any Rate of Fire for such MG is denoted in the same fashion as on a SW counter (i.e., [ROF] - [FP]).

VAR2.16 ARMOR FACTORS: Armor Factors are presented on the top and bottom of a horizontal line as follows: [FRONT AF] / [SIDE-REAR AF]. Any vehicle that is un-armored is indicated with "UA" on the counter. Increased or decreased armor protection for a particular facing is denoted by the use of an ▲ icon for superior/increased armor and ▼ for inferior/decreased armor.

VAR2.17 MOVEMENT POINTS: Movement points for a vehicle are found inside a large oval on the front of the counter. A red '*' (asterisk) inside the oval indicates an unreliable (red) MP vehicle.

VAR2.18 OPEN/CLOSED TOP AFV: A gray movement icon = Close Topped; a white movement icon = Open Topped. A yellow movement icon indicates the vehicle uses TRUCK type MP.

VAR2.19 PORTAGE AND TOWING: The ratings for these capabilities are found on the front or back of the vehicle counter in a large Blue type, presented in the following manner: [Portage] - [Tow].

VAR2.2 HE/AP ONLY: An 'HE' or 'AP' above the gun size is the equivalent of an OVERSCORE (HE only) or UNDERSCORE (AP only).

VAR2.21 INHERENT FIRE VALUE: These are provided above the gun size in a large Red type.

VAR2.22 UNRELIABILITY OF GUN: Denoted in the same manner as a SW. A Blue number indicated Low Ammunition. A lower case 'x' after the number indicates it is an elimination number instead.

VAR2.23 NATIONALITY OF MANUFACTURE: A small '(a)', '(b)', '(f)', '(r)', and so on, indicates the country of manufacture.

VAR3.1 GUNS: The presentation of GUNS is new to the CH VARIANT system.

VAR3.2 PREVIOUS RULES APPLY: The above-listed rules (VAR1.-3.1) apply to GUNS with the following additions.

VAR3.3 MANHANDLE: This factor is found on the back of the GUN in the following format: [Manhandle Number]M.

VAR3.3 SPECIAL AMMUNITION: On the back of counters APCR, H (for HEAT), Canis (for Canister), and son on, are listed for Special Ammunition types. A limit on HE is listed as 'HE#'.

Spraying Fire (white dot behind SMG icon denotes no Assault Fire)

Unit ID #

Smoke Exponent

Firepower

MMC Unit Class

Morale Level (asterisk signifies underlined)

Range

Leadership DRM

Weapon Type

Unit ID

Firepower

Portage #

Maximum Range

X #

Portage #

HE only (same as overscore)

Gun Size

ROF

Minimum Range

Maximum Range

Gun Class = D

Portage Points

Firepower

ROF

Gun Type = ART

Maximum Range

Large Target

Gun Size

Circled B# = 11

Gun Class = B (and absence of ROF means no additional ROF available)

Slow Turreted MA

Small Target (white dot and '+' in reticle)

Gun Size = 76

Small Target (white dot and '+' in reticle; double small = large white circle and 2 x '+')

* = Self Rally

CH variant identifying dot

Circled B# = 11

Gun Rating = B

NT MA

ST MA

ROF

MG MA

CT AFV (gray icon)

Front AF with 'v' denoting Inferior Turret/Upper Superstructure

CoAxial MG = 4 with Rear CMG = 2

OT Vehicle (white icon)

ROF = 2

OT Vehicle (white icon)

Red '*' = Red MP

UA = Unarmored Target

Towing # = 6

May Carry 9Portage Points

Truck Target Vehicle (yellow icon)

UA = Un-armored Target

Towing #

Front AF with 'v' denoting Inferior Turret/Upper Superstructure

Side/Rear AF

Large Target (red dot and '+' in reticle)

Black '*' = Stall MP

CMG

AAMG

BMG

OT HT vehicle (white with small circle in front of oval)

Firepower '3' with ROF '1' MA BMG (MA MG always in colored circle, otherwise normal B|C|AAMG)

Turret Type

FAST

SLOW

RESTRICTED SLOW

ONE MAN

Sniper Counter

GUN SIZE EQUIVALENT TABLE

GUN SIZE:	A	B	C	D
EQUIVALENT:	LL	L	-	*

EX: A 90B gun = 90L in ASLRB terms

CH VARIANT PLAY AID CARD

The Last Fire Mission

1



Wannsee Sector, BERLIN, GERMANY, 24 April 1945: As the German army fell back into Berlin it began to disintegrate into a fleeing mob. Troops abandoned their units and attempted to flee to safety in the west. The *landsers* of the 20th Artillery Regiment were stunned as they received new orders: halt immediately and set up new firing positions. Down to a few rounds per gun, and lacking a clear idea of where the front lines began and ended, the remaining four guns were deployed in an abandoned soccer field. While the guns were emplaced fleeing German troops continued to stream past. After completing a fire mission at a range of less than one kilometer, the clank of enemy tanks was heard. The crews depressed the barrels of their guns and loaded their last precious rounds in a final attempt to stop the onrushing Red Army. The first T-34 was soon spotted as it swerved around a corner and began firing wildly into a crowd of intermingled soldiers and civilians. An intrepid German soldier suddenly emerged from the rubble, raised a panzerschreck to his shoulder, and reduced the tank to

a raging inferno. Another followed and was engaged by three of the remaining guns. It was also destroyed. Their final ammunition expended, the German crews abandoned their now useless guns and attempted to escape from the doomed city.



Remnants of the 20th Artillery Regiment, 20th Panzer Grenadier Division set up on/west of hexrow R:

1 3-3-8*	1 4-6-7	2 4-4-7	2-2-8	8-0	7-0	LMG MG 42 3 8 1 1P	PSK 1P 12 4	?	7 morale	150 C ART
3	2	4					2	8		4

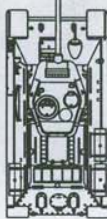


ELR: 3
SAN: 4



Elements of the 10th Guards Tank Corps enter on turn one along the east edge:

4-5-8	9-1	8-0	HMG DS1938 6 12 3	LMG DP 28 2 6 1 1P	4P HE D 50 3 MTR	9-1	16 11 A8 85 B1 4 2
9				2	2		3



ELR: 4
SAN: 2

OBJECTIVES: The Russians must earn more CVP than the Germans. Both sides gain CVP normally. In addition, the Russians must eliminate or capture all German Guns at Game End.

SPECIAL RULES:

- All BVR are in play.
- EC are moderate with no wind at start. Treat orchard as shellholes and woods as stone rubble. Prior to all set up each player may place up to four rubble counters on the board. Each rubble counter must be in a building hex or adjacent to another rubble location of the same type and each rubble counter placed in a NON building Location counts as TWO counters placed. The German player places first.
- The 3-3-8 SS Tank Hunter team has an ELR of 5 and must set up using HIP and in Possession of ≥ 1 PSK.
- Treat the 150 ART if they have a circled B9. Each gun must set up unconcealed/unemplaced with its CA facing east and both adjacent hexes in its CA may not contain buildings or non player-placed rubble. The ART cannot be placed in buildings or rubble and must be in a location ADJACENT to ≥ 1 other 150 ART.

MAP CONFIGURATION: Geomorphic board 49 is used for this scenario. Only hexrows A-Z are playable.

HANDICAPS:

German: The 150 ART have a circled B11.

Russian: Replace the Russian 9-1 armor leader with a 9-2.

TURN RECORD TRACK

GERMAN Sets Up First	1	2	3
RUSSIAN Moves First			
4	5	6	7

MAP LAYOUT:



Jail Break

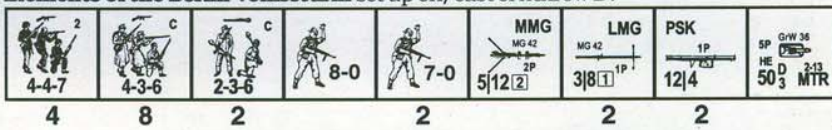
2



Moabit Prison, BERLIN, GERMANY, 28 April 1945: Advancing through the Moabit Sector of Berlin, the 767th Rifle Regiment led by Colonel Zinchenko, was acting as the lead echelon of the 79th Rifle Corps as they approached the edifice of the Moabit Prison. Hearing a rumor that Goebbels was in personal command, Colonel Zinchenko ordered his men to storm the walls and liberate the prisoners inside. The first attempt was stopped at the walls of the prison yard. A huge 203mm howitzer was brought up to blast the walls down at point-blank range. The first gun crew was cut down by German machine-gun fire, but a replacement crew was able to get the gun into action and blast through, allowing a red tide to flood into the prison yard. The guards quickly surrendered and the prisoners were released. A futile search was conducted in an attempt to find Goebbels. When it became apparent the Nazi leader was not present, some 7,000 prisoners were liberated. Many of these raggedly dressed individuals were Red Army POWs. They were promptly re-armed, and their manpower used to bring the 79th Rifle Corps up to strength for the coming assault across the Spree and to the heart of Berlin; the Reichstag.



Elements of the Berlin Volkssturm set up on/east of hexrow D:



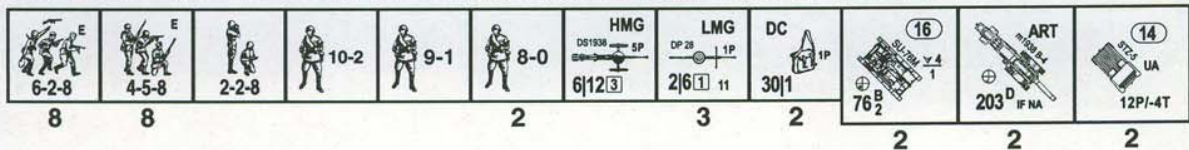
Moabit Prison Guards set up within two hexes of hex I6:



ELR: 2
SAN: 4



Elements of the 767th Rifle Regiment enter on turn one or later along the west edge:



ELR: 4
SAN: 2

OBJECTIVES: The Russians must earn ≥ 20 VP at Game End. One VP is earned for each Location in building I6 Controlled at Game End and EVP are earned normally units exited off the east edge (EXC: Exiting Liberated Prisoner unarmed squads/HS are worth $1\frac{1}{2}$ VP each).

SPECIAL RULES:

- All BVR are in play.
- EC are moderate with no wind at start.
- The prison guards have ELR:2. One of their HMG must be set up in hex K5 in an upper level and may not be moved during play.
- Place an unarmed squad marked with a No Move marker in each Location of building I6 except hexes I6 and H6 (a total of 16 locations). If a Good Order Russian MMC Controls a Location containing an unarmed squad, the [1]-0-6 is replaced by THREE unarmed squads. During any following PFPh the [1]-0-6 prisoners may be 'liberated' if a Good Order Russian MMC becomes TI in the Location. If the TI MMC remains in Good Order the prisoners are liberated at the start of the APH. Their No Move marker is removed and the thusly liberated [1]-0-6 units may be controlled by the Russian player normally thereafter. If a Russian MMC is eliminated within the LOS of a liberated prisoner a -1 Labor marker is placed in its location. If a liberated prisoner unit enters the Location the labor marker is removed and the liberated prisoner unit is replaced by a 3-3-8 LP squad/1-2-8 LP HS upon spending 1 MF to 'pick up' dropped weapons.

MAP CONFIGURATION: The Berlin I map is used. Only hexes numbered 1-14 in hexrows A-L are playable.

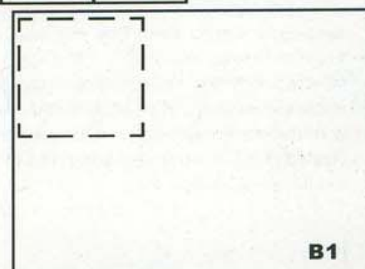
HANDICAPS:

- German: Increase the Russian VP total to ≥ 22 .
- Russian: Reduce the Russian VP total to ≥ 18 .

TURN RECORD TRACK

GERMAN Sets Up First	1	2	3
RUSSIAN Moves First			
4	5	6	7

MAP LAYOUT:



B1

Moabit Mayhem

3



Moabit District, BERLIN, GERMANY, 28 April 1945: After liberating the Moabit Prison, and their depleted ranks filled by freed prisoners thirsty for revenge, the 756th Rifle Regiment continued to push through the Moabit district towards the Spree River. They encountered scattered but desperate resistance from the Berlin Volkssturm and the 9th Fallschirmjäger Division. The lead troops fought block by block, bringing up heavy artillery and assault guns to blast any building suspected of containing Nazi troops with point blank direct fire. These tactics allowed the Moabit sector to be cleared. By that evening, Major General S.N. Perevertkin set up the 79th Rifle Corps forward headquarters in the customs building on the north bank of the Spree River and gazed across the river and the battered city at his final objective, the Reichstag.



Remnants of the 9th Fallschirmjäger Division and Berlin Volkssturm set up on/east of hexrow D and/or south of the Invaliden Strasse (hexgrain D12-W3):

5-4-8 2	4-4-7 4	4-3-6 5	4-2-7* 3	2-3-6 2	2-2-8 2	8-1 2	8-0 2	7-0 2	8+1 2	HMG MG 42 7 16 3 3P	MMG MG 42 5 12 2 2P	LMG MG 42 3 8 1 1P
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G/W 36 SP HE D 50 2-13 MTR 2	PSK 1P 12 4 2	? 7 morale 16	HE D 75 2 INF 2
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Enter on turn two along the east edge and/or hex L18:

5-4-8 4	8-1 2	8-0 2	LMG MG 42 3 8 1 1P	PSK 1P 12 4 2
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ELR: 2
SAN: 4



Elements of the 756th Rifle Regiment enter on turn one along the west edge in hexes numbered ≤ 16 and/or north of the Invaliden Strasse (hexgrain A14-W3):

6-2-8 8	4-5-8 8	3-3-8* 8	2-2-8 4	10-2 2	9-1 2	8-1 2	8-0 2	HMG DS1530 SP 6 12 3 2	MMG m1910 SP 4 10 2 11 3	LMG DP 28 1P 2 6 1 11 5	4P HE D 50 3-20 MTR 2
------------	------------	-------------	------------	-----------	----------	----------	----------	---------------------------------	--------------------------------------	-------------------------------------	-----------------------------

FT 1P 24 1 10	DC 1P 30 1 3	13 10 14 11 16 2	16 14 1 76 2 3	14 15P/4T 4	ART m150 S.A. 203 D IF NA 2	ART GP 59-71 152 C 2
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ELR: 4
SAN: 2

OBJECTIVES: The Russians must Control three of the following four buildings at Game End: G21; J19; J12; and/or N14.

SPECIAL RULES:

- All BVR are in play.
- EC are moderate with no wind at start.
- Any Russian MMC/SMC/CE AFV moving in open ground and ≤ 4 hexes of the Spree River (and in LOS to ANY building Location on the south side of the river) is subject to an immediate SAN dr (EXC: Unless it is using assault movement).
- Both sides may Bore-Sight their Guns.
- The Germans may Fortify two building Locations.

MAP CONFIGURATION: The Berlin I map is used. Only hexrows A-W north of the Spree River are playable.

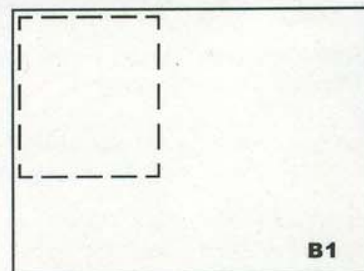
HANDICAPS:

- German: Replace one 75* INF with a 75L PaK 40 AT.
- Russian: German reinforcements enter on turn three.

TURN RECORD TRACK

GERMAN Sets Up First	1	2	3
RUSSIAN Moves First			
	4	5	6
			7
			8

MAP LAYOUT:



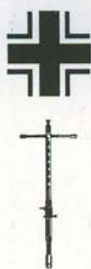
B1

Clearing the Station

4



Lehrter Station, BERLIN, GERMANY, 28 April 1945: After reaching the Spree, the 79th Rifle Corps needed to clear buildings near the river in preparation for the river crossing planned for that night. The 171st Rifle Division was given the task of clearing the pile of rubble that used to be Lehrter Station, which would then be used as the division's jump off point for the upcoming river crossing. Elements of the 9th Fallschirmjäger Division were deployed in the station and tasked with its defense. Reinforced with liberated prisoners from the recently captured Moabit Prison, the leading companies stormed into the station and forced the Germans back from the river. One more obstacle on the path to the Reichstag had been cleared.














Elements of the 9th Fallschirmjäger Division set up on/east of hexrow L:

 E 5-4-8	 2 4-4-7	 9-1	 8-0	 7-0	 MMG MG 42 5 12 2	 LMG MG 42 3 8 1	 PSK 1P 12 4	 DC 30 1	 ?	7 morale
3	4					2	2	2	2	8

ELR: 3
SAN: 5



Elements of the 171st Rifle Division set up on/west of hexrow K:

 E 6-2-8	 E 4-5-8	 LP 3-3-8*	 9-1	 8-0	 MMG m1910 4 10 2	 LMG DP 28 2 6 1	 DC 30 1	 ?	7 morale	 16 76 B 2	 13 122 B
4	4	4		2		2	2	8			

ELR: 4
SAN: 3

OBJECTIVES: The Russians must Control ≥ 20 stone Locations in building N14 (includes the rubble in hex O12) at Game End.



SPECIAL RULES:

1. All BVR are in Effect.
2. EC are moderate with no wind at start.
3. Before each side sets up the Russian player may secretly exchange \leq two 4-5-8 squads for an equal number of 6-2-8 squads (or vice-versa; maximum of TWO).

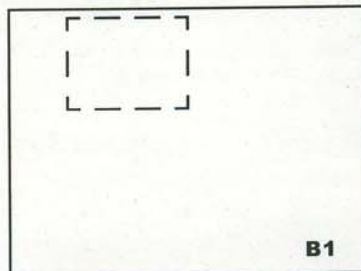
MAP CONFIGURATION: The Berlin I map is used. Only hexes numbered 1-16 in hexrows F-S are playable.

HANDICAPS:

German: Replace one German 4-4-7 squad with a 5-4-8.
Russian: The Russian player may mark two MMC as Fanatic during set up.

 GERMAN Sets Up First	1	2	3	
 RUSSIAN Moves First				
	4	5	6	7

MAP LAYOUT:



Standoff at the Moltke Bridge

5



Moltke Bridge, BERLIN, GERMANY, 29 April 1945: On the evening of April 28 the 79th Rifle Corps reached the Spree River in force. The corps commander, Major General S.N. Perevertkin, set up his forward headquarters in an upper floor of the customs building so he could personally direct the attack across the Moltke Bridge and to the Reichstag beyond. As night fell, both sides prepared for the battle ahead. The Red Army brought up tanks and direct fire artillery to support the shock battalions designated to storm the bridge. The Germans used the time to bring up some naval infantry as reinforcements and to zero in any remaining guns on the bridge. Before the attack started, the Russians were able to clear one of the roadblocks off the bridge using heavy tanks. At midnight and without any preliminary barrage, the two assault battalions stormed onto the bridge as the supporting guns and tanks fired across the Spree into the German defenders. The SS defenders laid down brutal small arms, MG, and AT-gun fire on the troops now caught in the wire on the southern barricade. Several rockets fell on the tanks and guns supporting the attack, causing additional casualties. With the infantry pinned down on the bridge, more tanks were sent in and met with fire from the Zoo Flak Tower and Tigers from the

503rd brought up from the Tiergarten. The torrent of destruction that fell on the bridge wrecked both vehicles and men. Additional infantry not able to use the knocked out tanks as cover were able to gain a small bridgehead in the nearest buildings in the Diplomatic Quarter. Dawn found the entire area shrouded in the smoke from the battle the night before, and the surviving assault troops were one step closer to the prize of the Reichstag.

Elements of the SS Anhalt Battalion and Kriegsmarine Infantry set up south of the Spree River:



② 6-5-8*	2 4-4-7	3 2-2-8	① 9-1	① 8-0	8-1	7-0	HMG MG 42 3P 7 16 3	MMG MG 42 2P 5 12 2	LMG MG 42 1P 3 8 1	PSK 1P 12 4	Radio 1P 8	? 7 morale
10	6	3							3	3	2	8



HE 81 D 3 2-60 MTR	75 B 2 AT
2	

Elements of Schwere SS Panzerabteilung 503 enter on turn three along the south edge:

9-2	11 3 26 4 8 88 1 5 3/2
2	2

ELR: 5/2
SAN: 5

Elements of the 150th and 171st Rifle Divisions set up north of the Spree River:



6-2-8	4-5-8	LP 3-3-8*	1 4-4-7	2-2-8	10-2	8-1	8-0	HMG DG 1938 5P 6 12 3	MMG m1910 5P 4 10 2 11	LMG DP 28 1P 2 6 1 11	m41 HE 50 3-30 MTR	DC 30 1
6	4	6	12	3		2	2	2	2	4	2	2



76 B 2 ART	152 C ART	76 B 2 16 1 4 1	122 B 4 2 11 13 11 11
2	2	2	2

79th Corps Armored Support enter on turn one along the west edge:

9-1	16 11 11 11 88 1 4 2	13 11 11 11 122 B 4 2 11	13 11 11 11 152 C 11 11
4	2	2	2

ELR: 3
SAN: 3

OBJECTIVES: The Russians must Control both hexes of the Moltke Bridge and all ADJACENT land hexes AND clear all ROADBLOCK and WIRE markers at Game End.

SPECIAL RULES:

- All BVR are in play.
- EC are moderate with no wind at start. To represent the brightly lit night battle-scape, a special +1 LV Hindrance (E3.1) is in effect for the entire scenario instead of normal NIGHT rules.
- Before set up a ROADBLOCK is placed between hexes L18 and M19 and hexes N19 and O20. Place WIRE markers in hexes M19 and N19. After all set up, but prior to the start of play, the Russian player may set up an IS-2m in hex L18 and make a pre-game Heavy Tank Roadblock Clearance attempt on the north ROADBLOCK. If successful, the clearing tank is placed in hex M19 before play begins normally.
- The Germans receive a special one-hex module of 105mm OBA with normal ammo and one pre-registered hex. This module has a blast zone of ONE hex with 20 FP OR a seven hex blast zone with 6 FP. The Germans also receive SIX 300mm OBA rockets. Any number of rockets (up to six) may be fired in a Fire Mission but the quantity to be fired must be declared before the accuracy DR is made. Each Fire Mission affects ONE hex. It has one pre-registered hex, and is treated as OBA normally for all other purposes.
- The Zoo Flak Tower is active but may not fire until turn two.
- The Germans may use Bore Sighting.

MAP CONFIGURATION: The Berlin I map is used. Only hexes numbered 14-25 in hexrows A-AA are playable.

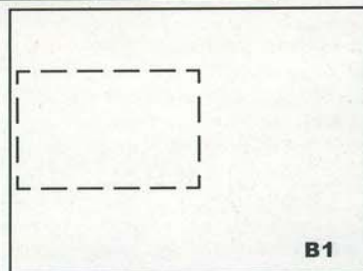
HANDICAPS:

German: Add two 6-5-8 SS squads to the German OB.
Russian: Replace the two IS-II in the Russian OB with two IS-IIM.

TURN RECORD TRACK

GERMAN Sets Up First	1	2	3
RUSSIAN Moves First			
4	5	6	7
8			

MAP LAYOUT:



B1

Send in the Fallschirmjäger

6



Defense Sector Z, BERLIN, GERMANY, 29 April 1945: After heavy fighting the night before, the Russians found themselves with a small bridgehead across the Spree and started to prepare to take their next objective. Dawn also brought fire from the Zoo Flak Tower down on the guns and tanks firing over open sights into the German lines to support the follow up attack to expand the tiny bridgehead. The 128mm flak destroyed many of the guns and vehicles. While the Russians brought up more tanks and guns, the SS troops launched a counter attack to attempt to blow the bridge. Also, the 9th Fallschirmjäger Division troops attacked the Red Army forces north of the Spree. While uncoordinated, the two-pronged attack prevented the Russians from launching their attack. During the confusion, a group of SS men managed to place demolition charges on the Moltke Bridge but were only able to bring down half of one span, and 100 paratroopers were able to cross and reinforce the forces defending the Reichstag for the next round to come.

Elements of SS Anhalt Battalion and Kriegsmarine Infantry [ELR: 5/3] set up second south of the Spree River and at least two hexes from the Russian set up area:



② 6-5-8*	③ 8-3-8*	① 4-6-7	2-2-8	9-1	8-0	8-1	8-0	HMG MG 42 7 16 3	LMG MG 42 3 8 1 1P	PSK 1P 12 4	DC 30 1 1P	AA 88 2
8	2	8						3	3	2	4	

Elements of the 9th Fallschirmjäger Division reinforced by local Volkssturm [ELR: 3] set up last anywhere north of the Spree River at least two hexes from the Russian set up area:



② 5-4-8	② 4-4-7	② 2-3-6	10-2	8-1	7-0	1-4-9	HMG MG 42 7 16 3	MMG MG 42 5 12 2	LMG MG 42 3 8 1 1P	PSK 1P 12 4	Radio 1P 8
10	8	4		2			2	2	3	4	

ELR: 5/3
SAN: 6

Elements of the 150th and 171st Rifle Divisions set up first in building S20 or adjacent to the Moltke Bridge (i.e., on the bridge or north/south of the Spree River):



② 6-2-8	② 4-5-8	9-2	8-0	MMG m1910 4 10 2 11	DP 28 2 6 1 11	LMG 1P 7 morale	16 11 A8 85 B 1 4 2	13 Y28 11 122 B 4 11	
4	5				2	6		2	

Set up third north of the Spree River, west of hexrow F and south of the S-Bahn:

② 6-2-8	② 4-5-8	① 4-4-7	2-2-8	10-2	8-1	8-0	7-0	HMG 50 cal 8 16 3	HMG DS1938 6 12 3	MMG m1910 4 10 2 11	LMG DP 28 2 6 1 11
6	8	12	8		2			2	2	2	5

m41 HE D 50 3 MTR	FT 1P 24 1 10	DC 30 1 1P	m1903-37 HE D 82 3 3-78 MTR	P-88-28 76 B 2 ART	GP-84-37 152 C ART	16 11 A8 85 B 1 4 2	16 Y4 1 76 B 2	13 Y14 11 152 C
3		2	2	4	2	2	2	2

ELR: 4
SAN: 4

TWO PLAYER OBJECTIVES: The German player wins immediately if any hex of the Moltke Bridge is destroyed or there are no Good Order Russian units/mobile AFVs south of the Spree River OR at Game End if ≥ 12 CVP of Good Order units from the 9th Fallschirmjäger Division are south of the Spree River.

THREE PLAYER OBJECTIVES: Two player Objectives remain in use. If there is no instant victory than the SS Anhalt player wins if the Russian player has less than 8 CVP south of the Spree River. The Fallschirmjäger player wins if at least 12 CVP from the 9th Fallschirmjäger Division are south of the Spree River or there are more CVP of Good Order German units north of the Spree River than Russian. The Russian player wins if both German players fail to achieve their Objectives.

SPECIAL RULES:

1. All BVR are in play. This scenario may be played as a two or three-player game.
2. EC are moderate with no wind at start.
3. The Zoo Flak Tower is active and is controlled by the Fallschirmjäger player in a three-player game. After all set up, before the first game turn, it may conduct one OBA Fire Mission or use direct fire. If direct fire is used target acquisition may be gained; if using indirect fire an FFE:C is placed in the target Location afterward. All results of this fire are applied immedi-

ately and broken units are marked as DM. Play then proceeds to the start of turn one.

MAP CONFIGURATION: The Berlin I map is used. Only hexes numbered 1-28 in hexrows A-U are playable.

TURN RECORD TRACK

Sequential Set Up				1	2	3
GERMAN Moves First						
4	5	6	7	 MAP LAYOUT:		

HANDCAPS:

- German: Add 2 x 4-6-7 squads to ONE portion of the German OB.
- Russian: Replace any two German HMGs with MMGs.

B1

Himmler's House

7



Defense Sector Z, BERLIN, GERMANY, 29 April 1945: After the German morning counter attack, the Russian troops consolidated their bridgehead and prepared to clear the next barrier to final victory. Blocking the way was the Ministry of the Interior building, the heart of Himmler's empire of terror, and filled with SS troops. After a short barrage, the shock troops of the 150th Division rushed across the street, threw a volley of grenades and forced their way into the building. Hand to hand fighting broke out in the smoke filled corridors and offices. The SS defenders resisted every Russian advance and the 150th Division had to call in their reserves as the fighting continued through the rest of the day. The burnt out shell of Himmler's House was finally secured at 0400 the next morning.



Allgemeine SS Headquarters Troops set up in building P21 and/or south of the Spree river on/west of hexrow N:

6-5-8*	4-4-8*	10-0	9-2	9-0	8-1	MG 42 7 16 3	MG 42 5 12 2	MG 42 3 8 1	1P 12 4	24 1	7 morale
6	8						2	4	3		12



Remnants of the 3rd Heavy Flak Battalion set up within two hexes of hex V24:

2-2-8	8-0	(88) ^B / ₂ AA
-------	-----	-------------------------------------

ELR: 5
SAN: 6



Elements of the 756th Rifle Regiment set up within two hexes of hex R19 in building or rubble locations:

6-2-8	4-5-8	4-4-7	10-2	9-1	8-1	DS1938 6 12 3	m1910 4 10 2	DP 28 2 6 1	1P 24 1	30 1
4	8	8					2	4		3



Elements of the 150th Division Artillery and 88th Guards Heavy Tank Regiment set up north of the Spree River:

2-2-8	8-0	76 ^B / ₂ ART	(13) 122 ^B / ₃₄	(16) 76 ^B / ₂
4		4	2	2

ELR: 4
SAN: 4

Second Echelon elements of the 674th Rifle Regiment, 150th Rifle Division enter on turn three along the west edge north of the Spree River:

4-4-7	3-3-8*	9-2	8-0	m1910 4 10 2	DP 28 2 6 1	4P HE 50 ^{M41} / ₃ MTR
6	6				2	2

OBJECTIVES: The Russian player must Control building P21 (Himmler's House) at Game End.

SPECIAL RULES:

1. All BVR are in play.
2. EC are moderate with no wind at start.
3. The Soviet player may set up two MMC marked as Fanatic.
4. All ground level locations in building P21 are Fortified.
5. The Russians may Bore-Sight all Guns.

MAP CONFIGURATION: The Berlin I map is used. Only hexes numbered 15-26 in hexrows K-W are playable.

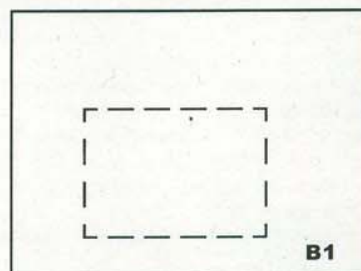
HANDICAPS:

German: SR #3 is ignored (i.e., no units begin play Fanatic).
Russian: The Russians may mark FOUR units as Fanatic during set up.

TURN RECORD TRACK

GERMAN Sets Up First	1	2	3
RUSSIAN Moves First			
4	5	6	7
			8

MAP LAYOUT:



Götterdämmerung

8



Königsplatz, BERLIN, GERMANY, 30 April 1945: The battle to clear Himmler's House tied up the 150th Division until the morning of April 30th. While this battle was raging, the 171st Division was able to clear enough of the Diplomatic Quarter to allow it's first echelon to deploy. General S.N. Perevertkin, concerned that he only had less than one day meet Stalin's deadline, ordered each division's assault battalions to attack the Reichstag without rest, recon or fire support since few guns or tanks had been able to get across the damaged Moltke Bridge. The lead troops rushed into the Königsplatz and was trapped in a crossfire between the SS machineguns in the Reichstag and more machine-guns and artillery located in the ruins of the Kroll Opera House. To add to the carnage, the guns of the Zoo Flak Tower opened up on the now exposed infantry, cutting down more men. The survivors returned to their start lines. In an effort to save a few hours, several hundred of the best troops from both divisions lay dead before the

Reichstag. It would take a better-supported attack and a secondary effort to clear the flanks before the final bastion would fall.



Elements of SS Anhalt Battalion, Kriegsmarine Infantry and Berlin Volksstrum set up south of the Spree River at least 2 hexes from the Russian set up area:

8-3-8*	6-5-8*	5-4-8	4-4-8*	4-2-7*	4-4-7	4-3-6	1-3-3-8*	2-3-6	2-2-8	10-2	9-2	9-1
4	12	4	3	3	6	6	2	4	10			

8-1	8-1	8-0	7-0	9-0	8+1	HMG MG 42 7 16 3	MMG MG 42 5 12 2	LMG MG 42 3 8 1	SP GHW 36 HE D 2-13 50 3 MTR	PSK 1P 12 4	FT 24 1	DC 30 1	Radio 1P 8
						5	7	10	3	8	2	3	

AP Mine 120	? 7 morale 24	88 B 2	105 C 1	HE 81 D 3	20 B 3	75 B 2	HE 75 D 2	300 D 11	Trench	Wire
factors		2		2	2	2	2	8	12	

Elements of the 9th Fallschirmjäger Division set up north of the Spree River on/east of hexrow R:

5-4-8	4-4-7	4-3-6	2-3-6	2-2-8	9-1	8-1	8-0	7-0	6+1	HMG MG 42 7 16 3	MMG MG 42 5 12 2	LMG MG 42 3 8 1	PSK 1P 12 4
4	12	10	4	2			2			2	3	5	4

SP GHW 36 HE D 2-13 50 3 MTR	? 7 morale 8	HE 81 D 3	300 D 11
2		2	3

Elements Schwere SS Panzerabteilung 503 and Panzer-Vernichter-Abteilung 1 enter on turn two along the south or east edge south of the Spree River:

9-2	9-1	300 D 11	300 D 11
		2	8

ELR: 5/2
SAN: 5

OBJECTIVES: The Russians wins immediately if a Red Banner is placed in any roof Location of the Reichstag OR at Game End if they Control ≥ 120 (non-cellar) building/rubble Locations within the German set up area. Each Location in the Reichstag counts as four victory Locations. Each building/rubble Location within the Russian set up area Controlled by the Germans reduces the Russian total by one.

SPECIAL RULES:

- All BVR are in play. Please note BVR1.20.
- EC are moderate with no wind at start.
- Russian guns may not be set up emplaced.
- The German player may set up 8 squads including any SMC/SW stacked with them using HIP. These units must set up south of the Spree River. The Germans receive one module of 81mm Battalion Mortars OBA (HE & Smoke).
- The Germans receive 20 Fortified building Locations.
- A roadblock is placed on both ends of ALL road bridges crossing the Spree River [EXC: the Moltke Bridge].
- The Zoo Flak Tower is active.
- The Russians receive one module of 120mm OBA with plentiful ammo (HE & Smoke).

MAP CONFIGURATION: The Berlin I map is used. Only hexrows A-II are

playable.

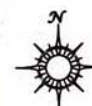
HANDICAPS:

German: The Russians must Control ≥ 130 Locations to win.
Russian: The Russians must Control ≥ 110 Locations to win.

TURN RECORD TRACK

+ GERMAN Sets Up First				1	2	3	
★ RUSSIAN Moves First							
4	5	6	7	8	9	10	
11	12	[Empty Box]				B1	

MAP LAYOUT:



Wagnerian Crescendo

9



Kroll Opera House, BERLIN, GERMANY, 30 April 1945: The failure of the morning attack on the Reichstag was caused by two problems - the lack of artillery and tanks to suppress the defenders; and the withering flanking fire coming from the machine guns and artillery dug into the Kroll Opera House. While guns and tanks were being brought up, the 598th Rifle Regiment was ordered to clear the opera house and the nearby buildings. The attack was launched as soon as the assault on the Reichstag was halted. Unable to flank the opera house due to the still un-cleared mine fields in the Königsplatz and fire from the still active SS troops defending the Reichstag, the fighting quickly became a large number of small unit battles as Russian assault teams mouse holed through the rubble to dig out the defenders. Even though the desperate men in the opera house were dug into a strong position, the weight of numbers was too much. For each enemy man, gun or tank eliminated there were many more to replace them. The only thing the stand at the opera house did was to delay the fall of the Reichstag by a few hours.



Elements of SS Anhalt Battalion, Kriegsmarine Infantry and Berlin Volkssturm set up first on/west of hexrow N in hexes numbered ≥ 25 :

6-5-8* 2	5-4-8 2	4-4-7 4	4-3-6 4	2-2-8 4	9-1 2	8-1 2	8-0 2	HMG MG 42 7 16 3	MMG MG 42 5 12 2	LMG MG 42 3 8 1	PSK 1P 12 4	SP HE 50 3-3 MTR
AP Mine 60 factors	? 7 morale 16	75 B 2	75 D 2	INF 81 D 3	2-60 MTR	Wire Mph - RPh 8						



Reichstag Defenders set up third on/east of hexrow V:

6-5-8* 4	8-1 2	2-2-8 2	HMG MG 42 7 16 3	PSK 1P 12 4	? 7 morale 4	88 B 2	AA	Trench 4
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ELR: 5/2
SAN: 5



Elements of the 598th Rifle Regiment set up second anywhere outside the German set up area:

6-2-8 7	4-5-8 7	3-3-8* 5	2-2-8 5	9-2 2	9-1 2	8-1 2	8-0 2	HMG MG 42 6 12 3	MMG m1910 4 10 2	LMG DP 28 2 6 1	P41 1P 1 12	ATR 1P 1	AP HE 50 3-3 MTR
FT 1P 24 1	DC 30 1	76 B 2	45 A 3	82 D 3	152 C ART	76 B 2	152 C ART						

ELR: 4
SAN: 4

OBJECTIVES: The Russians must Control TWO of the following THREE buildings at Game End: L25; M26; and/or L27.

SPECIAL RULES:

- All BVR are in play.
- EC are moderate with no wind at start.
- Russian guns may not be set up emplaced.
- The Germans receive four Fortified building Locations.
- Russians may begin play with Breaches in any interior walls within their set up area as per BVR3.12.

MAP CONFIGURATION: The Berlin I map is used. Only hexes numbered 19-32 in hexrows I-AA, south of the Spree River are playable.

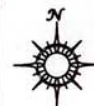
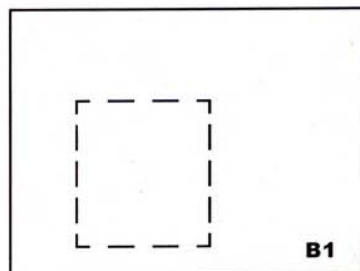
HANDICAPS:

German: The Germans receive SIX Fortified building Locations.
Russian: Replace the two SU-76M with two T-34/85s.

TURN RECORD TRACK

SEQUENTIAL Set Up	1	2	3
RUSSIAN Moves First			
4	5	6	

MAP LAYOUT:



Clearing the Back 40

10



West of Himmler's House, BERLIN, GERMANY, 30 April 1945: While the 598th Rifle Regiment was clearing the Kroll Opera House and the lead divisions of the 79th Rifle Corps were committed to the attack on the Reichstag, the reserve, consisting of the remaining two regiments of the 207th Rifle Division, was given the task of clearing the smashed blocks between the opera house and the Spree River. The Russian attack that cleared Himmler's House the day before isolated this area from the main defenses and only the Berlin Volkssturm was located in this sector. Although the Volkssturm did not have the equipment or the training of the SS units in the Reichstag, they were defending their homes, and the Red Army was out for revenge for the four years of occupation since the war started. Like the rest of the fighting in the central sector, Germans and Russians fought to death over piles of rubble and the burned out shell of Berlin. The 594th and 597th Rifle Regiments were able to clear these blocks and secure the flank for the next attack on the Reichstag.



Elements of the Berlin Volkssturm set up south of the Spree River on/west of hexrow L:

2 4-4-7 4	C 4-3-6 6	H 4-2-7* 2	C 2-3-6 3	8-1	7-0	6+1	HMG MG 42 3P 7 16 3	MMG MG 42 2P 5 12 2	LMG MG 42 1P 3 8 1	SP GrW 36 HE D 2-13 50 MTR	PSK 1P 12 4	? 7 morale 6
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ELR: 2
SAN: 5



Elements of the 594th and 597th Rifle Regiments set up north of the Spree River and/or south of The Spree on/east of hexrow N:

E 6-2-8 4	1 4-4-7 8	LP 3-3-8* 4	2-2-8 2	9-1	8-0	MMG m1910 SP 4 10 2 11	LMG DP 28 1P 2 6 1 11	FT 1P 24 1 10	DC 1P 30 1	? 7 morale 8	ART 76 B 2
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16 76 B 2	13 11 11
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2

ELR: 4
SAN: 4

OBJECTIVES: The Russians win immediately if there are no Good Order German MMC in play OR at Game End if they Control ALL of the building/rubble Locations in the German set up area.

SPECIAL RULES:

1. All BVR are in play.
2. EC are moderate with no wind at start.
3. Russian guns may not be set up emplaced.
4. The Germans receive two Fortified Building Locations.

MAP CONFIGURATION: The Berlin I map is used. Only hexes numbered 18-31 in hexrows A-O are playable.

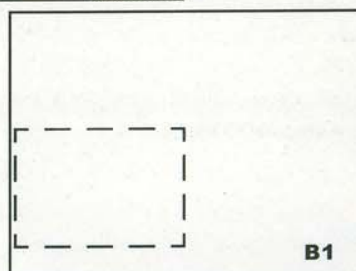
HANDICAPS:

German: The Germans receive three Fortified building Locations.
Russian: Replace the two SU-76M in the Russian OB with two T-34 M43.

TURN RECORD TRACK

★ RUSSIAN Sets Up First	1	2	3
★ RUSSIAN Moves First			
4	5	6	7

MAP LAYOUT:



Over Open Sights

11



Königsplatz, BERLIN, GERMANY, 30 April 1945: After the first attack on the Reichstag met a bloody end, General Perevertkin ordered his heavy artillery and armor across the Spree to bring the SS under fire over open sights. The guns and tanks suffered losses from a roving Tiger while setting up. In the meantime, the Red Infantry were able to clear the Kroll Opera House. With rockets and mortars set up in the ruin that used to be Himmler's House, over 90 guns welcomed the afternoon with a direct fire barrage on the Reichstag. Covered by this fire the 150th and 171st Rifle Divisions assault battalions ran forward towards the flooded ditch and the Nazi fortifications. And again they met heavy fire from the defenders, both from the Reichstag and from the eastern half of the Diplomatic Quarter. Adding to the carnage, the Zoo Flak Tower started to pour fire into the backs of the now exposed infantry, and as more men fell the attack once again ground to a halt. General Perevertkin and his 79th Rifle Corps would spend the rest of the afternoon licking their wounds, bringing up more men, guns and tanks, until dusk arrived and allowed one more try before time ran out.



Elements of SS Anhalt Battalion, Kriegsmarine Infantry and Berlin Volkssturm set up on/east of hexrow V (see SR #4 for vehicles):

3 8-3-8*	2 6-5-8*	4-4-7	4-3-6	1 3-3-8*	2-3-6	2-2-8	10-2	9-1	8-1	7-0	7 16 3	5 12 2
2	4	3	3	3	4	2					2	2
3 8 1	50 3	12 4	24 1	30 1	Mine	7 morale	9-1	88 1	88 2	88 1	88 2	AA
4	4	4	2	72	16			4				
6	20 3	Wire	Trench									
	AA	Mph - RPh										
		6	8									

ELR: 5/2
SAN: 5



Elements of the 79th Rifle Corps set up on/west of hexrow R:

6-2-8	4-5-8	4-4-7	3-3-8*	2-2-8	10-2	9-1	8-1	8-0	8 16 3	6 12 3	4 10 2	2 6 1
8	6	6	4	13			2	2			2	4
1 12	24 1	30 1	50 3	8	203 D	152 C	76 B	82 3	122 B	76 B	76 B	76 B
2	2	6	3	8	2	2	4	3	2	2	2	2
85 1	122 B	16 A	16 A	16 A	16 A	16 A	16 A	16 A	16 A	16 A	16 A	16 A
4	2	2	2	2	2	2	2	2	2	2	2	2

ELR: 4
SAN: 3

OBJECTIVES: The Russian player must Control ≥ 4 Locations in building AA26 at Game End.

SPECIAL RULES:

- All BVR are in play.
- EC are moderate with no wind at start.
- Russian guns may not be set up emplaced. The Russians receive one module of 120mm Battalion Mortars OBA (HE) with plentiful ammo. Only one Fire Mission may consist of Smoke.
- German vehicles are set up after ALL Russian set up.
- The Zoo Flak Tower is active.
- All 6-2-8 MMC are are Assault Engineers/Sappers (H1.22/.23).

MAP CONFIGURATION: The Berlin I map is used. Only hexrows O-FF south of the Spree River are playable.

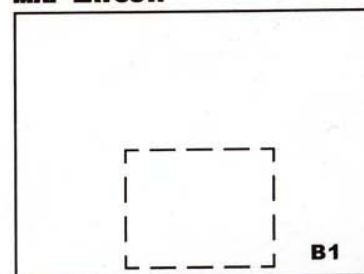
HANDICAPS:

- German: Replace the 9-1 armor leader with a 10-2.
- Russian: Add a 9-2 leader to the Russian OB.

TURN RECORD TRACK

GERMAN Sets Up First	1	2	3
RUSSIAN Moves First			
4	5	6	

MAP LAYOUT:



When Diplomacy Fails

12



Diplomatic Quarter, BERLIN, GERMANY, 30 April 1945: After the first two assaults on the Reichstag failed, the next attack was postponed until dusk. While plans were established for the third and hopefully final attack, the 525th Rifle Regiment was given the task of clearing the remainder of the Diplomatic Quarter to secure the flank and move the jump off point closer to the last objective. While the Russians were preparing for the next round, the German defenders launched a counter attack supported by one of the last Tigers in town. This counterattack met the 525th's attack in the ruins of the embassies. The counter attack initially gained some ground and the Tiger was able to knock out many tanks and guns. The Red Army had plenty of men, guns and tanks to throw in. With Stalin's deadline fast approaching, any number of casualties was affordable if the Reichstag was taken. Even with the heavy losses, the 525th was able to crush the counter attack and clear the Diplomatic Quarter while also securing the Kronprinzen Bridge to prevent any troops still fighting on the still unsecured north bank from coming to the aid of the Reichstag defenders. The stage was set for the next attack.



Kriegsmarine and Berlin Volkssturm remnants set up on/east of hexrow V in hexes numbered ≤ 21:

2 4-4-7 3	C 4-3-6 4	C 2-3-6 2	8-0	6+1	MG 42 5 12 2 2	MG 42 3 8 1 3	1P 12 4	? 7 morale 12	Fortified 2
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Elements of the SS Anhalt Battalion set up on/east of hexrow V in hexes numbered ≥ 23:

2 6-5-8*	2-2-8 2	9-2 2	8-1 2	8-0	HMG 7 16 3 3	MG 42 3 8 1 4	1P 12 4 2	(11*) V26 A8 88 A1 5 3/2	AA 88 B2	(11*) V3 V2 88 Psk 2 2TH DRM	Trench 2
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(See SR5)

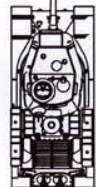


ELR: 5/2
SAN: 4



Elements of the 525th Rifle Regiment and the 171st Rifle Division set up on/west of hexrow S in hexes numbered ≤ 24:

E 6-2-8 6	E 4-5-8 6	I 4-4-7 6	2-2-8 3	9-2 2	8-1 2	8-0	HMG DS1938 5P 6 12 3	m1910 4 10 2 11 2	DP 28 2 6 1 4	P41 1 12 2	m41 4P HE 50 3-20 MTR 2	DC 30 1 3
76 B2 ART 2	203 D IF NA ART	(13) V26 V11 122 B A2 D4	(13) V14 V11 152 C	(16) V11 V8 85 B 1 4 2/1	(16) V4 V1 76 B 2							



ELR: 4
SAN: 3

OBJECTIVES: The Russians must earn ≥ 12 Victory Points in building Locations at Game End. They receive one VP for each building Location in the German set up area they Control and lose two VP for each building Location in the Russian set up area Controlled by the Germans at Game End.

SPECIAL RULES:

1. All BVR are in play.
2. EC are moderate with no wind at start.
3. The German 88L and crew must set up in hex V24 and may set up emplaced.
4. Russian guns may not set up emplaced.
5. The PzKfw VIB may enter on turn one along the south edge instead of setting up on map.

MAP CONFIGURATION: The Berlin I map is used. Only hexrows O-BB south of the Spree River are playable.

HANDICAPS:

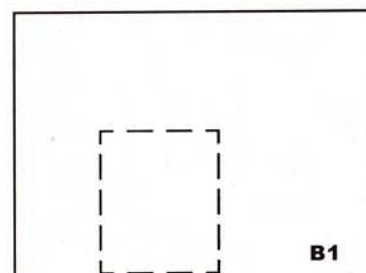
German: Add two 4-4-7 squads to the Naval Infantry/Volkssturm portion of the German OB.

Russian: Replace one T-34 85 with an IS-IIM.

TURN RECORD TRACK

★ RUSSIAN Sets Up First	1	2	3	
✚ GERMAN Moves First				
	4	5	6	7

MAP LAYOUT:



Raise the Red Banner!

13



The Reichstag, BERLIN, GERMANY, 30 April 1945: The first two attacks on the Reichstag had failed, leaving less than six hours before Stalin's deadline would be reached. With night falling, there would be time for one final try. The task of cracking the Reichstag was given to Captain Neustroyev and his battalion of young communists. During the delay after the failed second attack, the Red Army was able to clear the remaining section of the Diplomatic Quarter and bring up more guns and tanks to replace the ones they lost. Once again heavy artillery firing over open sights sent shells blasting into the last Nazi fortress. At 1800 hours, the Russian infantry rushed across the flooded trench and battle scarred square and panted themselves against the bricked up main entrance. Kicking and attacking the masonry, they were unable to get through this final barrier. The leading troops had a pair of light mortars that they aimed at the doorway and blasted a four-foot hole in the brick. The fanatic young communists rushed through the opening and into the lobby. The Germans in the lobby stunned by the blast had fled into side rooms or up stairs. But as the Red Army troops entered the building, enough of the troops guarding the lobby were able to pour in machine pistol fire and grenades on the first wave. Many died but more followed and were able to drive the SS back and gain a foothold in the building. Fighting continued into the night as Nazi and Communist blasted away at each other in the smoke filled ruins. The fighting started fires in many of the rooms adding to the horror for the men inside. A group of shock troops under Captain V.N. Makov were able to use the distraction of the fighting to find a back stairway, and were able to anchor their banner at the foot of the Goddess of Victory statue mounted on the roof 70 minutes before Stalin's deadline. The symbol of victory had been placed but the actual victory would have to wait two more bloody days.

Remnants of the SS Anhalt Battalion and Berlin Volkssturm set up *Concealed* on/east of hexrow W and in hexes numbered ≥ 24 :



6-5-8*	4-3-6	9-2	8-0	7-0	MG 42 3P	MG 42 2P	MG 42 1P	1P	Mine	88 PsK 2	Trench
8	6	2	2	2	2	2	3	2	36	3	3
										factors	

ELR: 5/3
SAN: 5

Elements of the 3rd Battalion, 756th Rifle Regiment, 150th Rifle Division set up *Concealed* in any hexes east of hexrow S numbered ≥ 21 , and/or any hexes on/west of hexrow S:



6-2-9	6-2-8	4-5-8	2-2-8	9-2	8-1	DS1938 5P	m1910 SP	DP 28 1P	4P m41 HE D 3-20 50 MTR	FT 1P	DC 1P
3	7	12	7	3	3	2	2	5	2	2	4
76 B 2	123 B 4 22 11 14	152 C	17* XT11 BF 82 76 4	HE D 3 82 3-7 MTR	76 B 2	152 C ART	203 D IF NA ART				
2	2	2	2	2	2	2	2				

ELR: 4
SAN: 4

OBJECTIVES: The Russian player wins immediately upon placing a Red Banner in any rooftop location of building AA26 (The Reichstag).

SPECIAL RULES:

- All BVR are in play.
- EC are moderate with no wind at start. Night Rules are in effect [EXC: there is no Scenario Defender or Attacker (i.e., rules E1.2, 1.4 are NA)]. The initial Base NVR is 6 hexes. The NVR is reduced by one each turn until turn 5, when it becomes 2 hexes for the remainder of the scenario.
- Russian guns may not be emplaced.
- The Russian player may set up four MMC marked as Fanatic.

MAP CONFIGURATION: The Berlin I map is used. Only hexes numbered 16-32 in hexrows Q-EE are playable.

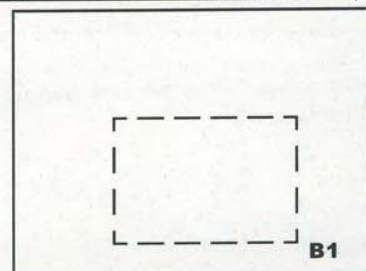
HANDICAPS:

- German: Add one HMG to the German OB.
- Russian: Replace one Russian 8-1 leader with a second 9-2.

TURN RECORD TRACK

GERMAN Sets Up First	1	2	3
RUSSIAN Moves First			
4	5	6	7
			8

MAP LAYOUT:



In the Belly of the Beast











14











The Reichstag, BERLIN, GERMANY, 1 May 1945: May Day found the symbol of victory flying from the Reichstag as Red Banners fluttered from the roof top having been placed the night before by Captain V.N. Makov and Lieutenant Sergi E. Sorokin, accompanied by a recon platoon. But the fighting for the Reichstag was not over. SS Lieutenant Babick continued to funnel troops into the basement of the Reichstag from his headquarters across the street and the remaining SS troops in the upper levels of the Reichstag continued to resist fiercely. While the 674th and 756th Rifle Regiments continued to fight with the SS die hards, the 380th Rifle Regiment passed by the Reichstag to clear the buildings around the Brandenburg Gate. Hand to hand fighting continued to rage through the day as fires blazed in the ruins of the Reichstag. It took the rest of the day to clear the upper floors, and the basement was not secured until 1300 hours on 2 May when General Weidling's order for all German troops in Berlin to surrender was received.

Remnants of the SS Anhalt Battalion set up second in building AA26 in any Location not occupied by a Russian unit:



 3 8-3-8*	 2 6-5-8*	 9-1	 8-1	 7 16 3 3P	 5 12 2 2P	 3 8 1 1P	 12 4	 24 1	 7 morale
2	6			2	2	4			12









SS Anhalt Battalion Headquarters and remaining Volkssturm units set up second on/east of hexrow EE:

 2 6-5-8*	 4-3-6	 10-2	 7-0	 5 12 2 2P	 3 8 1 1P	 12 4	 7 morale
2	6				2		6











ELR: 5/2
SAN: 5

Remnants 674th Rifle Regiment and 756th Rifle Regiment set up first as follows: ground level of hexes AA26, AA27, AA28, BB26, BB27, BB28, CC26, and CC27; levels +10, +20 and +30 of hex CC26; and Rooftop locations of hexes AA26, BB27, and CC27:



 6-2-8	 4-5-8	 4-4-7	 9-2	 8-1	 8-0	 8 10 3 5P	 4 10 2 11	 2 6 1 11	 24 1 1P	 30 1 1P	 7 morale
4	8	4		2		2	4			3	8

Elements 380th Rifle Regiment set up third on/west of hexrow Y on/south of the Spree River:

 6-2-8	 4-5-8	 2-2-8	 9-2	 8-1	 6 12 3 5P	 2 6 1 11	 4P HE 50 3 MTR	 76 ^B ₂ ART	 Foxhole 1S
4	4				2				6

ELR: 4
SAN: 4

OBJECTIVES: The Soviet player must Control all Locations in building AA26, ground level Locations in hexes DD33 and DD34 AND ≥ 6 additional building/rubble Locations on/east of hexrow DD.

SPECIAL RULES:

- All BVR are in play.
- EC are moderate with no wind at start. The side moving first is determined by a die roll. On a dr of 1-3, the Germans move first; on a 4-6 the Russians move first.
- Play begins with Red Banner markers placed in the rooftop Locations of hexes AA26 and CC27.
- The Germans suffer from Ammo Shortage (A19.131).
- The Germans must mark two 6-5-8 MMC in building AA26 as Walking Wounded (BVR1.74).

MAP CONFIGURATION: The Berlin I map is used. Only hexrows V-HH south of the Spree River are playable.

HANDICAPS:

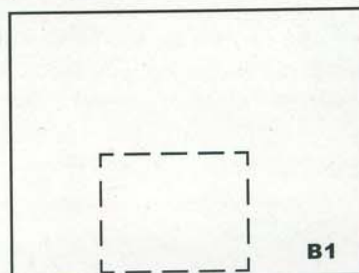
German: The Russian player must Control ≥ 8 other building/rubble Locations.

Russian: The Russian player must Control ≥ 4 other building/rubble Locations.

TURN RECORD TRACK

★ † SEQUENTIAL Set Up	1	2	3
4	5	6	

MAP LAYOUT:



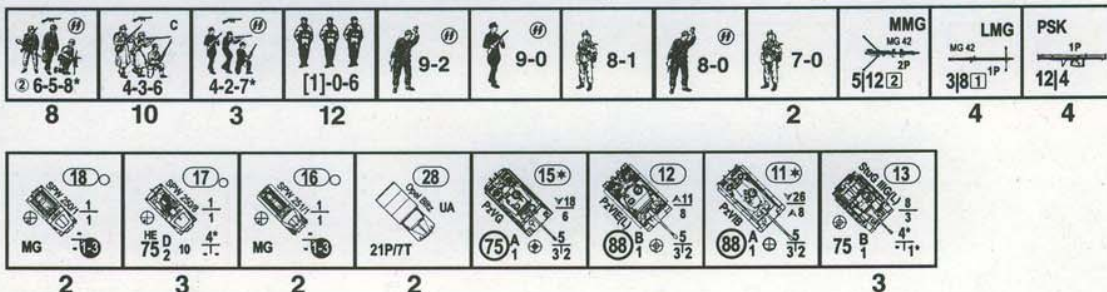
Breakout From Hell



Weidendammer Bridge, BERLIN, GERMANY, 2 May 1945: After fighting the Red Army for years, the surviving members of the 33rd SS Charlemagne Division and 11th SS Division Nordland had been forced into a small pocket east of the Reichstag. With Hitler dead, most of the city was in enemy hands and General Weidling was planning to surrender the city to the Russians the next morning. General Ziegler, the 11th SS commander, gathered his surviving troops along with the surviving French men, Volkssturm and civilians that felt a desperate run to escape the city was better than falling into the hands of the Red Army. After midnight, the escape was started with a surviving King Tiger from Schwere SS Panzerabteilung 503 leading the charge across the Weidendammer Bridge. Pushing the barricade aside, the lead vehicle ran into a hail of anti tank and small arms fire. Blasting away with its remaining ammo, the Tiger was able to clear the way and the remaining vehicles, infantry and civilians flooded across the bridge. As the city blazed

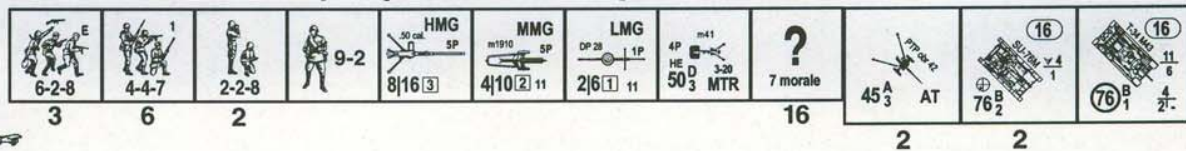
around them, they ran into more groups of Russian troops and tanks and in the confusion many men, including General Ziegler, were killed, and the unit quickly lost all semblance of an organized combat unit as the survivors were forced to split up into smaller groups. These small groups attempted to find their way through the maze of burning rubble and Russian troops in a last bid for safety in the west. One group with about 50 men and a Stug were shot up heading towards Lehrter Station. After several days, a small number of survivors were able to make it to U.S. or British lines to surrender, but most were captured by the Russians or died during the breakout.

Remnants of various SS units, Berlin Volkssturm and fleeing civilians set up in hexes numbered ≥ 33 :

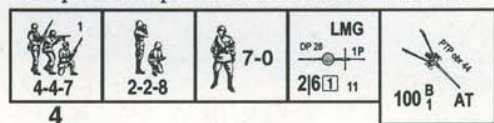


ELR: 5/2
SAN: 3

Elements of the 3rd Shock Army set up ≥ 6 hexes north of the Spree River (see SR #3):



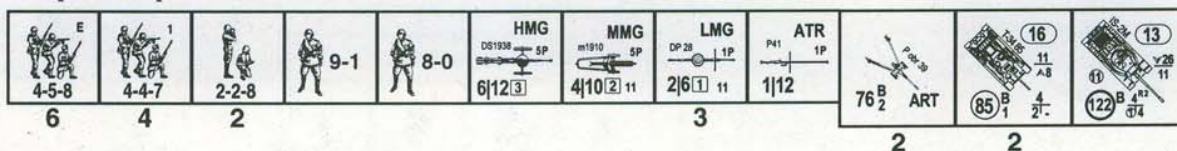
Group 1 set up ≤ 6 hexes from hex WW22:



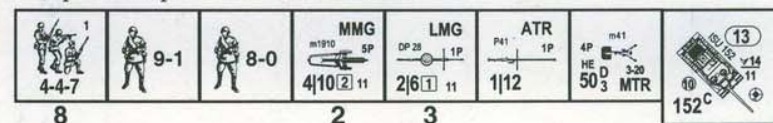
Group 2 set up ≤ 6 hexes from hex II26:



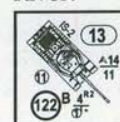
Group 3 set up ≤ 8 hexes from hex WW6:



Group 4 set up ≤ 8 hexes from hex II7:



Group 5 set up anywhere north of the Spree River:



ELR: 3
SAN: 4

Breakout From Hell

15

OBJECTIVES: The German player wins immediately upon exiting ≥ 20 EVP off the north edge. Each military unit is worth its normal EVP value; each civilian squad/HS is worth 2/1 EVP if exited and 1/1/2 if eliminated by enemy fire. The German player may not eliminate civilian units.

SPECIAL RULES:

- All BVR are in play. (Note BVR1.20.)
- EC are moderate with no wind at start. Night rules are in effect with an initial Base NVR of 2 hexes, with a full moon and overcast. The German player is scenario ATTACKER and the Soviet player is the scenario DEFENDER.
- The sixteen '?' markers in the base order of battle are additional Concealment counters that may be placed with any of the OB groups.
- Two roadblocks are placed between hexes II26-II27 and WW19-WW20. The PzKfw VG/VIE(L)/VIB receives a -3 DRM when attempting to use Heavy Tank Roadblock Clearance. The StuG IIIG(L) may also attempt to clear it, and receives a -1 DRM.
- Before set up each player places six blaze markers. The Russian player places one first, making an extent and direction of error DR. If there is no burnable terrain in the final hex the placing player may move the counter to the nearest hex containing burnable terrain. In the case of ties the placing player chooses the final hex. If the hex contains more than one location a random location dr is made to determine the final location. After two blaze markers have been placed south of the Spree River no additional INITIAL placement hexes may be placed south of the river. There is an additional -2 DRM to all Spreading Fire DR.
- The Germans must mark three (non-civilian) squads as Walking Wounded (BVR1.74).

MAP CONFIGURATION: The Berlin I map is used. Only hexes on/east of hexrow CC are playable.

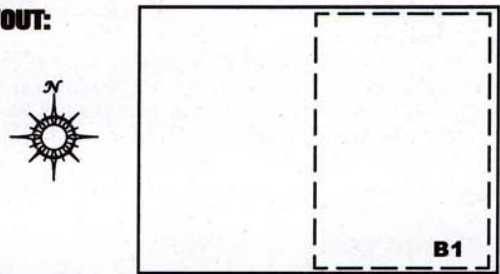
HANDICAPS:

German: The German player must exit ≥ 16 CVP to win.
Russian: The German player must exit ≥ 24 CVP to win.

TURN RECORD TRACK

★ RUSSIAN Sets Up First				1	2	3
✚ GERMAN Moves First						
4	5	6	7	8	9	10
11	12	13				

MAP LAYOUT:



Götterdämmerung

8

First echelons of the 150th and 171st Rifle Divisions set up first south of the Spree River in hexes numbered ≤ 23 on/between hexrows N-S:



6-2-9 4	6-2-8 12	4-5-8 12	4-4-7 12	3-3-8* 4	2-2-8 4	10-2 2	9-1 3	8-1 2	8-0 2	8 16 3 2	6 12 3 3	4 10 2 11 6
2 6 11 8	1 12 2	50 3 3	24 1 2	30 1 5	8 2	82 3 2	45 3 2	13 2	16 2	ELR: 3 SAN: 4		

Second Echelon and supporting artillery set up north of the Spree River west of hexrow P:

6-2-8 4	4-5-8 10	4-4-7 10	3-3-8* 12	2-2-8 10	9-2 2	9-1 2	8-0 2	7-0 2	8 16 3 2	6 12 3 2	4 10 2 11 2	2 6 11 4	1 12 2
50 3 2	24 1 3	30 1 3	76 2 4	122 1 2	152 2 2	15P 4T 6	8* 4	16 4	13 4	14P 2			

3rd Shock Army artillery and armor support enter on turn four along the west edge north of the Spree River:

2-2-8 8	9-1 2	8-1 2	76 2 2	203 4 4	152 2 2	14 4	8* 4	13 4	13 4	16 8	15 2
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Into the Lion's Den






16



Charite Hospital, BERLIN, GERMANY, 27 April 1945: Just east of the Moabit District lay many business and lesser government ministries. This area fell into the inner, final defense ring. Tasked with defending this was a hodge-podge of old men from the Volksturm, and young boys with the Hitler Youth. Joining them were the remnants of defenders being driven back from the Oder River. These doomed Fallschirmjager from the 9th Division were closely pursued by the vanguard of the Russian 79th Corps. Tasked with the impossible task of defending an incomplete defensive position, many from the Berlin homeguard deserted, or were dismissed by disheartened and contemptuous officers. Other, more veteran units, fought desperate holding actions (at places like the Charite hospital), before falling back into new positions deeper in the heart of Berlin. The Spree River and the Reichstag would be the end of the line in employing this tactic.











Elements of the Berlin Volkssturm set up anywhere in play:

 C 4-3-6 6	 H 4-2-7* 4	 C 2-3-6 2	 H 9-0 2	 7-0 2	LMG MG 42 3 8 1 1P 3	PSK 1P 12 4 2
---	--	---	---	--	-------------------------------	------------------------



Remnants of the 9th Fallschirmjager Division and 56th Panzer Corps enter on turn one along the north edge:








 E 5-4-8 4	 1 4-6-7 2	 2 4-4-7 4	 9-1 9-1
---	---	---	--





 8-1 2	 8-0 2	 1-4-9 2	MMG MG 42 5 12 2 2P 2	LMG MG 42 3 8 1 1P 3	DC 1P 30 1 2	PSK 1P 12 4 2	 9-1 2	 12 HE 150 ^D 3	 13 75 B 1 3	 15* 75 A 1 3	 11* 88 Psk 2 2
---	---	---	--------------------------------	-------------------------------	-----------------------	------------------------	---	---	--	---	---

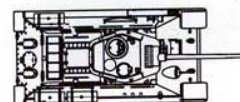
ELR: 3
SAN: 3



Elements of the 179th Rifle Regiment enter on turn one or later along the north edge with only 1/2 MF/MP (FRU) remaining:

 E 6-2-8 8	 E 4-5-8 10	 1 4-4-7 10	 9-2 2	 9-1 2	 8-1 2	 8-0 2	HMG DS1938 5P 6 12 3 2	MMG m1910 5P 4 10 2 11 3	LMG DP 28 1P 2 6 1 11 5	4P m41 HE 50 ^D 3-20 MTR 2	FT 1P 24 1 10 2	DC 1P 30 1 3
---	--	--	--	--	--	--	---------------------------------	-----------------------------------	----------------------------------	--	--------------------------	-----------------------

 17* 76 B 1 4	 16 76 B 1 2	 16 85 B 1 4	 21 29P/4T 2
--	---	---	---



ELR: 4
SAN: 2

OBJECTIVES: The Russian player must earn more VP than the Germans to win. Both players earn VP for each of the following multi-hex building they Control: BB6=25VP; FF12=10VP; NN22=20VP; XX16=10VP. They also receive 5VP for each Road Bridge (not S-Bahn) hex they Control at game end. The Germans earn EVP for units exited south of the Spree River (exclusive of bridge locations).

SPECIAL RULES:

- All BVR are in play.
- EC are moderate with no wind at start.
- Before set up a roadblock is placed before the hexsides of all road bridges over the Spree River (i.e., BB18-AA19, II25-II26, WW18-WW19). Place Wire counters in hexes BB18, II25, and WW18.
- The Germans may Fortify any three Locations in the Charite Hospital (BB6). Neither side may enter Cellar Locations of the Hospital.
- The only Germans that may enter the U-Bahn are units of the Hitler Youth (4-2-7/2-2-7), and Volksturm (4-3-6/2-3-6), including their SMC leaders.
- Any Russian MMC/SMC/CE AFV moving in open ground and ≤ 4 hexes of the Spree River (and in LOS to ANY building Location on the south side of the river) is subject to an immediate SAN dr (EXC: Unless it is using assault movement).

MAP CONFIGURATION: The Berlin I map is used. Only hexrows Y – CCC, north of, and bridge hexes on - the Spree River are playable.

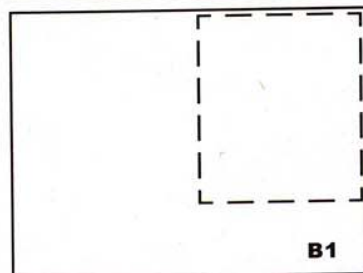
HANDICAPS:

- German: Add a 9-1 armor leader to the German Panzer reinforcements.
- Russian: Remove one StuG III(L) from the German OB.

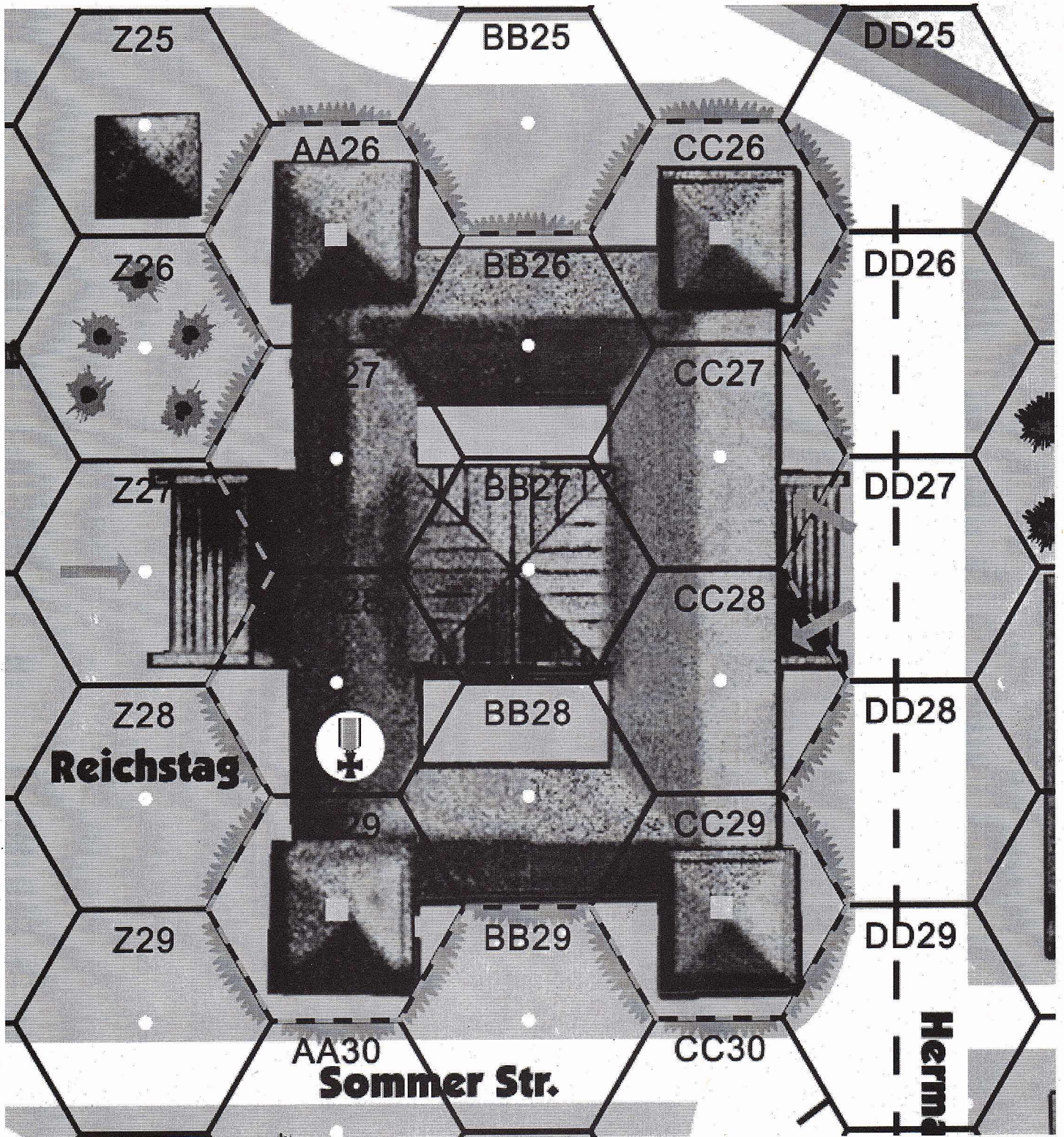
TURN RECORD TRACK

 GERMAN Sets Up First	1	2	3
 GERMAN Moves First			
4	5	6	7
8	9		

MAP LAYOUT:



Reichstag Large Stack Play Aid



Sgt van Kerckhoven 1 17	Sgt Zaghis 1 19	Sgt Laport 1 18	Sgt Dorman 1 17	Sgt Heinle 1 17	SSgt Deans 1 17	Cpt Filla 1 18	Gregory Valenzov 1 17
Cpl Windbank 2 19	Sgt Molesworth 1 18	Maj Reilly 1 19	Sgt Garelo 1 17	Sgt Aceto 1 17	Cpt Shergalis 1 19	Col Gregory Valenzov 1 19	Cpl Adda 1 17

Sgt Letourneau 1 19	Carlucci 1 17	Sgt Beauchamp 1 17	Cpt Gallo 1 18	Sgt Gallo 2 5/9	Lt Gallo 1 17	Cpt Simms 1 18	Lt Feldman 1 17
Sgt Maj Timms 1 17	Untflw Timms 1 17	Sgt Grossnickle 1 17	Sgt Maynard 1 17	Sgt Kuegler 1 19	Lt Martin 1 18	Cpt Ramis 1 18	Sgt Haygood 1 19

Fortified	Fortified	Fortified	Fortified	Fortified	Fortified	Fortified	Fortified
AA 21 Zis-S UA 29P/4T	BB 21 Zis-S UA 29P/4T	CC 21 Zis-S UA 29P/4T	DD 21 Zis-S UA 29P/4T	AA 17* OZ4 x11 6 x1 BF 32 76 B 4 1	BB 17* OZ4 x11 6 x1 BF 32 76 B 4 1	Fortified	Fortified
AA 105B ART a Non K9	AA 12 Shop IV x11 3 HE 150D	BB 12 Shop IV x11 3 HE 150D	AA 16 Shop IV x11 3 HE 150D	AA 13 Shop IV x11 3 HE 150D	AA 128B 3 Shop IV x11 3 HE 150D	BB 128B 3 Shop IV x11 3 HE 150D	CC 128B 3 Shop IV x11 3 HE 150D

1 E 3-2-8	2 E 3-2-8	3 E 3-2-8	4 E 3-2-8	1 E 6-2-9	2 E 6-2-9	3 E 6-2-9	1-4-9 Fatkin	1-4-9 Paly	1-4-9 Zabala
1 E 6-2-8	2 E 6-2-8	3 E 6-2-8	4 E 6-2-8	5 E 6-2-8	6 E 6-2-8	7 E 6-2-8	8 E 6-2-8	9 E 6-2-8	10 E 6-2-8
1 H 3-3-8*	2 H 3-3-8*	3 H 3-3-8*	4 H 3-3-8*	5 H 3-3-8*	1 H 3-3-8*	2 H 3-3-8*	1 1-2-7	2 1-2-7	3 LP 1-3-8*

7 H 4-4-8*	8 H 4-4-8*	9 H 4-4-8*	10 H 4-4-8*	3 H 2-3-8*	4 H 2-3-8*	FT 1P 241 10 BB	DC CC 1P 301 12	DC DD 1P 301 12	DC CC 1P 301 12
Cpt Eisenberg 9-2	Sgt Kuegler 9-1	6 H 4-2-7*	7 H 4-2-7*	8 H 4-2-7*	4 LP 1-3-8*	3 H 2-2-7*	4 H 2-2-7*	FT 1P 241 10 BB	DC DD 1P 301 12

BERLIN - FALL OF THE 3rd REICH Counter Sheet #1

1 1 4-4-7	2 1 4-4-7	3 1 4-4-7	4 1 4-4-7	5 1 4-4-7	6 1 4-4-7	7 1 4-4-7	8 1 4-4-7	9 1 4-4-7	10 1 4-4-7
11 1 4-4-7	12 1 4-4-7	13 1 4-4-7	14 1 4-4-7	15 1 4-4-7	16 1 4-4-7	1 1 2-3-7	2 1 2-3-7	3 1 2-3-7	4 1 2-3-7

1 E 3-2-8	2 E 3-2-8	3 E 3-2-8	4 E 3-2-8	1 E 6-2-9	2 E 6-2-9	3 E 6-2-9	1-4-9 Fatkin	1-4-9 Paly	1-4-9 Roka
1 E 6-2-8	2 E 6-2-8	3 E 6-2-8	4 E 6-2-8	5 E 6-2-8	6 E 6-2-8	7 E 6-2-8	8 E 6-2-8	9 E 6-2-8	10 E 6-2-8

11 E 6-2-8	12 E 6-2-8	5 1 2-3-7	6 1 2-3-7	7 1 2-3-7	1 E 2-4-8	2 E 2-4-8	3 E 2-4-8	4 E 2-4-8	5 E 2-4-8
1 E 3-2-9	2 E 3-2-9	3 E 3-2-9	1 C 2-2-6	2 C 2-2-6	3 E 2-4-8	6 E 2-4-8	7 E 2-4-8	8 E 2-4-8	

1 E 4-5-8	2 E 4-5-8	3 E 4-5-8	4 E 4-5-8	5 E 4-5-8	6 E 4-5-8	7 E 4-5-8	8 E 4-5-8	9 E 4-5-8	10 E 4-5-8
11 E 4-5-8	12 E 4-5-8	13 E 4-5-8	14 E 4-5-8	15 E 4-5-8	16 E 4-5-8	5 E 3-2-8	6 E 3-2-8	7 E 3-2-8	8 E 3-2-8

1 2-2-8	2 2-2-8	3 2-2-8	4 2-2-8	5 2-2-8	6 2-2-8	7 2-2-8	8 2-2-8	9 2-2-8	10 2-2-8
1 LP 3-3-8*	2 LP 3-3-8*	3 LP 3-3-8*	4 LP 3-3-8*	5 LP 3-3-8*	6 LP 3-3-8*	7 LP 3-3-8*	8 LP 3-3-8*	1 LP 1-3-8*	2 LP 1-3-8*

Dmitry 10-3	Garsha 10-2	Lambki 9-2	Tankki 9-2	Anton 9-1	Viktor 9-1	Oleg 8-1	Lyov 8-1	Ilya 8-0	Lazar 8-0
Sergei 7-0	Foma 7-0	Dima 6+1	Karp 6+1	Igor 1-4-9	Grigori 1-4-9	Kliment 1-4-9	7 C 4-2-6	8 C 4-2-6	9 C 4-2-6

3 LP 1-3-8*	4 LP 1-3-8*	1 1 5-2-7	2 1 5-2-7	3 1 5-2-7	4 1 5-2-7	5 1 5-2-7	6 1 5-2-7	3 C 2-2-6	4 C 2-2-6
1 C 4-2-6	2 C 4-2-6	3 C 4-2-6	4 C 4-2-6	5 C 4-2-6	6 C 4-2-6	1 1 2-2-7	2 1 2-2-7	3 1 2-2-7	Player Turn

Front of Sheet

1 H 2 6-5-8*	2 H 2 6-5-8*	3 H 2 6-5-8*	4 H 2 6-5-8*	5 H 2 6-5-8*	6 H 2 6-5-8*	7 H 2 6-5-8*	8 H 2 6-5-8*	9 H 2 6-5-8*	10 H 2 6-5-8*
11 H 2 6-5-8*	12 H 2 6-5-8*	1 H 3-4-8*	2 H 3-4-8*	3 H 3-4-8*	4 H 3-4-8*	5 H 3-4-8*	6 H 3-4-8*	7 H 3-4-8*	8 H 3-4-8*

1 H 3 8-3-8*	2 H 3 8-3-8*	3 H 3 8-3-8*	4 H 3 8-3-8*	5 H 3 8-3-8*	1 E 2 5-4-8	2 E 2 5-4-8	3 E 2 5-4-8	4 E 2 5-4-8	5 E 2 5-4-8
1 H 1 3-3-8*	2 H 1 3-3-8*	3 H 1 3-3-8*	4 H 1 3-3-8*	1 H 3 8-3-8*	2 H 3 8-3-8*	1 1 4-6-7	2 1 4-6-7	3 1 4-6-7	6 E 2 5-4-8

1 2 4-4-7	2 2 4-4-7	3 2 4-4-7	4 2 4-4-7	5 2 4-4-7	6 2 4-4-7	7 2 4-4-7	8 2 4-4-7	9 2 4-4-7	10 2 4-4-7
11 2 4-4-7	12 2 4-4-7	13 2 4-4-7	14 2 4-4-7	15 2 4-4-7	16 2 4-4-7	4 1 1 4-6-7	5 1 1 4-6-7	6 1 1 4-6-7	7 1 1 4-6-7

1 C 4-3-6	2 C 4-3-6	3 C 4-3-6	4 C 4-3-6	5 C 4-3-6	6 C 4-3-6	7 C 4-3-6	8 C 4-3-6	9 C 4-3-6	10 C 4-3-6
11 C 4-3-6	12 C 4-3-6	13 C 4-3-6	14 C 4-3-6	15 C 4-3-6	16 C 4-3-6	1 E 3-3-8*	2 E 3-3-8*	1 H 2-3-8*	2 H 2-3-8*

1 C 2-3-6	2 C 2-3-6	3 C 2-3-6	4 C 2-3-6	5 C 2-3-6	1 H 4-2-7*	2 H 4-2-7*	3 H 4-2-7*	4 H 4-2-7*	5 H 4-2-7*
1 2-2-8	2 2-2-8	3 2-2-8	4 2-2-8	5 2-2-8	6 2-2-8	Perske 9-0	Weisse 8+1	1 H 2-2-7*	2 H 2-2-7*

Bauer 10-3	Klein 10-2	Huber 9-2	Koch 10-2	Meyer 9-2	Kappel 9-1	Adler 9-1	Finkel 9-1	Himmel 8-1	Jung 8-1
Lang 8-1	Oster 8-1	Ritter 8-0	Seiler 8-0	Vogt 8-0	Metzger 8-0	Maunch 7-0	Nacht 1-4-9	Schwab 1-4-9	Roth 1-4-9

Holst 7-0	Baum 6+1	Amsel 6+1	Blau 6+1	Blau 10-0	Blau 9-0	Blau 6+1	Blau 5+2	Stein 10-3	3 H 2-3-8*
1 H 4-4-8*	2 H 4-4-8*	3 H 4-4-8*	4 H 4-4-8*	5 H 4-4-8*	6 H 4-4-8*	1 E 2 4-6-8	2 E 2 4-6-8	3 E 2 4-6-8	Witt 1-4-9

16 AA 11/6 BB 11/6 76 B 1 4/2	16 AA 11/6 BB 11/6 76 B 1 4/2	16 AA 11/6 BB 11/6 76 B 1 4/2	16 AA 11/6 BB 11/6 76 B 1 4/2	16 AA 11/6 BB 11/6 76 B 1 4/2	16 AA 11/6 BB 11/6 76 B 1 4/2	16 AA 11/6 BB 11/6 76 B 1 4/2	16 AA 11/6 BB 11/6 76 B 1 4/2
13 AA 11/6 BB 11/6 122 B 1 4/2	13 AA 11/6 BB 11/6 122 B 1 4/2	13 AA 11/6 BB 11/6 122 B 1 4/2	13 AA 11/6 BB 11/6 122 B 1 4/2	13 AA 11/6 BB 11/6 122 B 1 4/2	13 AA 11/6 BB 11/6 122 B 1 4/2	13 AA 11/6 BB 11/6 122 B 1 4/2	13 AA 11/6 BB 11/6 122 B 1 4/2

13 AA 11/6 BB 11/6 122 B 1 4/2	8* AA 11/6 BB 11/6 0P/2T	8* AA 11/6 BB 11/6 0P/2T	8* AA 11/6 BB 11/6 0P/2T	8* AA 11/6 BB 11/6 0P/2T	8* AA 11/6 BB 11/6 0P/2T	8* AA 11/6 BB 11/6 0P/2T	17* AA 11/6 BB 11/6 9P/6T
15 AA 11/6 BB 11/6 100 B 1 4/2	14 AA 11/6 BB 11/6 15P/4T	14 AA 11/6 BB 11/6 15P/4T	14 AA 11/6 BB 11/6 15P/4T	14 AA 11/6 BB 11/6 15P/4T	14 AA 11/6 BB 11/6 15P/4T	14 AA 11/6 BB 11/6 15P/4T	14 AA 11/6 BB 11/6 15P/4T

85 B 1 AT	85 B 2 AT	122 B 1 ART	122 B 1 ART	15 AA 11/6 BB 11/6 33P/4T	15 AA 11/6 BB 11/6 33P/4T	33 AA 11/6 BB 11/6 9P/10T	16 AA 11/6 BB 11/6 76 B 1 4/2
82 D 3 MTR	76 B 2 ART	76 B 2 ART	76 B 2 ART	45 A 3 AT	152 C ART	152 C ART	100 B 1 AT
310 D 4 RCT	310 D 4 RCT	310 D 4 RCT	5 SAN 3	203 D IF NA	203 D IF NA	203 D IF NA	21 AA 11/6 BB 11/6 29P/4T

AA LMG DP 23 1P	BB LMG DP 23 1P	CC LMG DP 23 1P	DD LMG DP 23 1P	EE LMG DP 23 1P	FF LMG DP 23 1P	GG LMG DP 23 1P	AA m41 4P	BB m41 4P	CC m41 4P
2 6 1 1	2 6 1 1	2 6 1 1	2 6 1 1	2 6 1 1	2 6 1 1	2 6 1 1	HE 50 D 3 MTR	HE 50 D 3 MTR	HE 50 D 3 MTR
AA MMG m1910 5P	BB MMG m1910 5P	CC MMG m1910 5P	DD MMG m1910 5P	AA HMG DS1938 5P	BB HMG DS1938 5P	AA HMG 50 cal 5P	BB HMG 50 cal 5P	Radio 1P	DD m41 4P
4 10 2 1	4 10 2 1	4 10 2 1	4 10 2 1	6 12 3	6 12 3	8 16 3	8 16 3	1 12	2 12
FT 1P	DC AA 1P	DC BB 1P	AA ATR P41 1P	BB ATR P41 1P	CC ATR P41 1P	DD ATR P41 1P	1	2	3
24 1 10 AA	30 1 12	30 1 12	1 12	1 12	1 12	1 12	1-2-7	1-2-7	1-2-7

Walking Wounded MMC +3 MF No CX	Walking Wounded MMC +3 MF No CX	Walking Wounded MMC +3 MF No CX	Walking Wounded MMC +3 MF No CX	Walking Wounded MMC +3 MF No CX	Subway FLOODED	Subway FLOODED	Subway FLOODED	1 3-3-8*	2 3-3-8*
No Bedspring Armor	No Bedspring Armor	No Bedspring Armor	No Bedspring Armor	No Bedspring Armor	Heavy Tank Clearance	Heavy Tank Clearance	Heavy Tank Clearance	1 1-2-7	2 1-2-7

Subway Craters	Subway Craters	Fortified	Fortified	Fortified	Fortified	Fortified	Fortified
Subway Craters	Subway Craters	Fortified	Fortified	Fortified	Fortified	8* Maus SA-T75 128 B 5	11* Shuntz SA-T75 380 D 3

AA 18 9P/9T MG	AA 16 15P/7T MG	AA 17 19P/4T	AA 17 HE D 75 2 4	AA 13 75 B 1 5/3/2	AA 128 B 3 Zoo Flak	BB 128 B 3 Zoo Flak	CC 128 B 3 Zoo Flak
AA 11* 88 Psk 2 9 2TH DRM	BB 11* 88 Psk 2 9 2TH DRM	CC 11* 88 Psk 2 9 2TH DRM	DD 11* 88 Psk 2 9 2TH DRM	AA 16 9P/10T MG 37 3	6 Zoo Flak Tower 150mm FFE	BB 18 9P/9T MG	AA 105 B 11 ART

AA 12 88 B 1 5/3/2	AA 11* 88 A 1 5/3/2	BB 11* 88 A 1 5/3/2	AA 13 75 B 1 4	BB 13 75 B 1 4	AA 15* 75 A 1 5/3/2	BB 17 HE D 75 2 4	5 SAN 3
AA 81 D 3 MTR	BB 81 D 3 MTR	AA 75 B 2 AT	BB 75 B 2 AT	AA 300 D 4 RCT	BB 300 D 4 RCT	CC 300 D 4 RCT	AA 12 HE 150 D
AA 33 20 B 2 1	AA 28 21P/7T	AA 88 B 2 AA	AA 20 B 3 AA	AA 105 C 1 ART	AA 75 D 2 INF	AA 150 C ART	BB 150 C ART

AA 5P HE 50 D 3 MTR	BB 5P HE 50 D 3 MTR	CC 5P HE 50 D 3 MTR	FT 1P 24 1 10 AA	DC AA 30 1 12	DC BB 30 1 12	Radio 1P 8	Adolf Hitler 6-0 3MF	Martin Bormann 7-0	DD HMG MG 42 7 16 3
AA LMG MG 42 1P	BB LMG MG 42 1P	CC LMG MG 42 1P	DD LMG MG 42 1P	EE LMG MG 42 1P	FF LMG MG 42 1P	GG LMG MG 42 1P	HH LMG MG 42 1P	II LMG MG 42 1P	JJ LMG MG 42 1P
3 8 1	3 8 1	3 8 1	3 8 1	3 8 1	3 8 1	3 8 1	3 8 1	3 8 1	3 8 1
KK LMG MG 42 1P	AA MMG MG 42 3P	BB MMG MG 42 3P	CC MMG MG 42 3P	DD MMG MG 42 3P	EE MMG MG 42 3P	FF MMG MG 42 3P	CC HMG MG 42 4P	AA HMG MG 42 4P	BB HMG MG 42 4P
3 8 1	5 12 2	5 12 2	5 12 2	5 12 2	5 12 2	5 12 2	7 16 3	7 16 3	7 16 3

PSK AA 1P 12 4 10	PSK BB 1P 12 4 10	PSK CC 1P 12 4 10	PSK DD 1P 12 4 10	PSK EE 1P 12 4 10	PSK FF 1P 12 4 10	PSK GG 1P 12 4 10	PSK HH 1P 12 4 10	1 E 2-4-8	2 E 2-4-8
1 E 2-3-8	2 E 2-3-8	3 E 2-3-8	1 2-4-7	2 2-4-7	3 2-4-7	1 2-3-7	2 2-3-7	3 2-3-7	3 E 2-4-8

