

TYRANT'S LAIR

The Battle of Berlin 1945

The second edition
Battle of Berlin
Historical Module
for owners of
Berlin Fall of the
3rd Reich

Comp



6-5-8





BERLIN, GERMANY, 25 April 1945: In the maze of ruined blocks both sides fought a close quarters war over each building. At a rubble-strewn street corner a small group of desperate Germans converted a large building into an urban fortress. Soon the fortress would be put to the test as an assault detachment from the 220th Guards Rifle Regiment reached the intersection. Finding the building defended with artillery and machine guns 1st Lieutenant Vasili Chernyayev ordered the two 45mm antitank guns supporting his force to fire at the upper level windows to suppress the machine guns while his guardsmen stormed the building. Storm troops, leading the attack with hand grenades, broke into the main level of the house and killed a German crew manning a small artillery piece. Another detachment, with the help of direct mortar fire, captured a nearby building that was supporting the main position. As vicious hand-to-hand fighting broke out in the fortress the Germans launched several counter-attacks supported by tanks and self propelled guns. Intense fighting for this position raged on for the rest of the 25th before the Germans withdrew.

ASLComp TYRANT'S LAIR™ is a detailed new ASLComp variant that tells the story of the Battle of Berlin with incredible detail. The two linking game maps connect to those from BERLIN—FALL OF THE 3rd REICH to create an urban battlefield unlike any in tactical-level gaming history. What's more, the battlefield includes the above and below ground portions of the *Führerbunker*, the most unique locations in an ASLComp scenario...bar none.

In keeping with the CH ASLComp variant approach, you will receive a stack of small, fast-playing scenarios to get you on the giant map right away. And what a map it is! ASLer nonpareil Charlie Kibler threw off his concealment marker just in time to emerge from the rubble and deploy his services to create the new BERLIN II map. And we're sure you'll love the results.

This is an ASLComp VARIANT game. For ages 13 and up. Manufactured by Critical Hit, Inc. This product is MADE IN THE USA. All photos: National Archives. Check it all out at www.CriticalHit.com.

You will also receive a 32 page variant Special Rules booklet, and a pile of play aids to ease you into urban combat in the event this is your first time. We're willing to guess it isn't and you'll be ready to fight for the Hitler-city of the Third Reich, block by bloody block until your cardboard soldiers are knocking on the door to the *Führerbunker*, ready to enter and end World War II at long last.

TAKE NOTE the rules from BERLIN—FALL OF THE 3rd REICH were fully remastered and are also included in this product, making all of the scenarios except one playable without owning that product!

BEGIN PLAY ALMOST IMMEDIATELY using the small, tournament-sized scenarios. Then move on to the medium sized battles, and build to the ultimate, monster scenario for owners of both BERLIN variants (Fall of the 3rd Reich and Tyrant's Lair), that want to take their ASLing...all...the...way. What's more, this product does not contain a combat-fatigue inducing mass of SSR verbiage in the scenarios. Instead it's slam-bang action, on a massive scale and easy to dive right into.



TYRANT'S LAIR™ is a NOT complete game. You'll need the ASLRB and markers + emplacement counters + Beyond Valor™ + an interest in the Battle of Berlin during World War II.

TYRANT'S LAIR™

The Battle of Berlin: April 1945

Urban Fortress

1



BERLIN, GERMANY, 25 April 1945: In the maze of ruined blocks both sides fought at close-quarters over each building. At one corner a small group of desperate Germans converted a large building into an urban fortress. Soon the fortress would be put to the test when an assault detachment from the 220th Guards Rifle Regiment reached the intersection. Finding the building defended with artillery and machine guns 1st Lieutenant Vasili Chernyayev ordered the two 45mm anti-tank guns supporting his force to fire at the upper level windows to suppress the machine guns while his guardsmen stormed the building. The storm troops leading with hand grenades broke into the main level of the house and killed the crew manning a small artillery piece. With the help of direct mortar fire another detachment captured a nearby building that was supporting the main position. As hand-to-hand fighting broke out in the fortress the Germans launched several counter-attacks supported with tanks and self-propelled guns. The fight raged on for the rest of the day before the Germans withdrew.



Elements Sturm Battalion SS Charlemagne and Berlin Volkssturm set up within three hexes of hex QQ60:

3 8-3-8*	2 6-5-8*	2 4-4-7	2-2-8	9-1	8-0	HMG MG 42 3P 7 16 3	LMG MG 42 1P 3 8 1	PSK 1P 12 4	? 7 morale	HE D 75 2 INF
	2	2					2		12	



ELR: 5/2
SAN: 5

Enter on turn two along the north edge:

2 6-5-8*	8-0	LMG MG 42 3 8 1	DC 30 1	(13) 75 B 1 5/3/2
2				

Enter on turn four along the north edge:

4-3-6	7-0	LMG MG 42 3 8 1	(13) 75 B 1 4/-1+
3			



Elements 220th Guards Rifle Regiment enter on turn one along the south edge:

6-2-8	4-5-8	2-2-8	9-2	8-1	1-4-9	HMG DS1938 5P 6 12 3	MMG m1910 5P 4 10 2 11	LMG DP 28 1P 2 6 1 11	4P m41 HE D 3-20 50 3 MTR	DC 30 1	HE D 82 3 3-78 MTR
7	7	3		2				2		2	



ELR: 4
SAN: 2

45 A 3 AT	(33) 9P/10T
2	2

OBJECTIVES: The Russians must Control all non-rubble Locations in building QQ60 at Game End.

SCENARIO RULES:

1. All BVR are in play.
2. EC are moderate with no wind at start.
3. The Germans may set up two Fortified building Locations.
4. Voluntary vehicle Abandonment (D5.4) is NA.

MAP CONFIGURATION: The Berlin II map is used. Only hexrows LL-VV and hexes numbered 58-66 are playable.

HANDICAPS:

German: The Germans may set up four Fortified building Locations.

Russian: The Germans may not set up any building Locations as Fortified.

TURN RECORD TRACK

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

MAP LAYOUT:



Blow the Bridge

2



BERLIN, GERMANY, 27 April, 1945: After all German units south of the Landwehr Kanal were either destroyed or had retreated across the canal the Germans proceeded to blow the bridges and dig in for the last assault. This canal and the Spree river formed the last natural barrier between the Red Army and the remnants of the Nazi government. Before the Red Army could cross the canal in force a detachment of SS men from Panzer Grenadier Regiment 24 was sent forward with orders to finish the demolition of the bridge there. As the SS troopers were approaching the bridge the Red Army was making its final preparations to capture the bridge. Both sides raced for the bridge and the Red Army was able to gain control of it. The additional troops sent to blow the bridge were not able to destroy the bridge but they were able to contain the Russian crossing to a small area near the bridge. With the last barrier to the south breached the 5th Shock Army was now ready to thrust into the core of the crumbling Reich.



Elements of Kampfgruppe Bachmann set up north of the canal (mines/wire may set up on the bridge; see SR #3):

2 6-5-8*	1 3-3-8*	9-1	LMG MG 42 3 8 1 1P	PSK 1P 12 4	AP Mine 12	AT Mine 4	? 7 morale 9	Wire
			2 factors		4 factors			



ELR: 5
SAN: 4

Elements of SS Panzer Grenadier Regiment 24 "Danmark" enter on turn three along the north edge:

2 6-5-8*	8-1	8-0	MMG MG 42 5 12 2	LMG MG 42 3 8 1 1P	PSK 1P 12 4	DC 1P 30 1
6		2		3		

Elements of the 5th Shock Army enter on turn one along the south edge:



ELR: 4
SAN: 3

6-2-8	4-5-8	9-1	8-1	8-0	HMG DS1938 6 12 3	MMG m1910 4 10 2 11	LMG DP 28 2 6 1 11	4P HE D 50 3	m41 3-28 MTR	16 76 B 2	13 122 B 4 12 11 11	16 11 A 6 4 2-
6		8		3								

OBJECTIVES: The German player wins instantly if the bridge is destroyed. Otherwise the player with the most CVP of unbroken infantry/mobile AFVs (with Functioning MA) north of the Landwehr Canal at Game End wins.

SCENARIO RULES:

- All BVR are in play.
- EC are moderate no wind at start.
- The German MINES and WIRE may be placed in hex XX73. Place a One Lane/Bridge Debris marker in hex XX73. Any mines placed on the bridge must be set up on map (i.e., not HIP).

MAP CONFIGURATION: The Berlin II map is used. Only hexrows TT - CCC and hexes numbered ≥ 66 are playable.

HANDICAPS:

- German: Replace the LMG in the starting German OB with a HMG.
Russian: Replace the 9-1 leader in the Russian OB with a 10-2.

TURN RECORD TRACK

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

MAP LAYOUT:



Flanking the Canal



BERLIN, GERMANY, 28 April, 1945: In its assigned sector the Russian 220th Rifle Regiment with its supporting armor and artillery prepared for an assault crossing of the Landwehr Kanal. Taking advantage of the bend in the canal the plan was to bring artillery right up to the canal to fire into the flanks of the German positions on the far bank. To provide the cover needed to deploy the guns under the noses of the defenders a smokescreen was to be laid. To back up the thin line of SS and Volkssturm the remaining artillery and a King Tiger had been deployed near the Anhalter Station just to the rear of the line. The smoke screen allowed the guns to be unlimbered on the south bank of the canal and when the smoke lifted the guns and rockets let loose a whirlwind of shells into the German lines at point blank range. As the defenders hiding in the rubble rode out the fire a lone enemy tank rushed the bridge and burst into flames. Thinking that the tank had been knocked out the Germans stopped firing at it. This few seconds of confusion allowed this burning tank to cross the bridge and roll into the German line with guns blazing. Russian infantry followed the tank across and another bridgehead was gained. Heavy room to room fighting erupted

on the north side of the canal as the desperate SS attempted to eliminate the Red Army troops and secure the lines. Additional waves of Russian troops pushed the Germans back from the canal and secured the Red Army control of the bridgehead.

Elements of SS Panzer Grenadier Regiment 24 "Danmark" and Berlin Volkssturm set up north of the Landwehr Canal:

	6	3	6	3	3	3	2							2
ELR: 5/2 SAN: 5	2	4	3	18		48	8							
	factors factors													

Elements of the 220th Rifle Regiment set up south of the Landwehr Canal:

	10	10	8			2		2	2	2	4	2	3	2
ELR: 4 SAN: 3	4			2	2			2	2	2				

OBJECTIVES: The Russians must have at least twice as many unbroken Squad-Equivalents (excluding crews) north of the canal as the German player at Game End. Each mobile (with functioning MA) AFV counts as TWO squads for victory purposes.

SCENARIO RULES:

1. All BVR are in play.
2. EC are moderate no wind at start.
3. The German MINES and WIRE may be placed in bridge hexes. Place a One Lane/Bridge Debris marker in hex X64. Mark hexside X64/Y64 as Cleared. Any mines set up in bridge hexes are placed on map during set up (i.e., HIP is NA).
4. The German player may use HIP for 4 Squad-Equivalents and any SMC/SW stacked with them.
5. Before German set up the Russian player may designate two hexes as the target for a pre-registered Smoke FFE. After all set up and before the first German Rally Phase an accuracy dr is made for each FFE and dispersed Smoke counters are placed in each hex of the FFE (including Landwehr Canal hexes). These Smoke counters are removed normally (per ASOP) of German Player Turn two.
6. The Germans may set up two Fortified building Locations.

HANDICAPS:

- German: Add a 10-2 AL to the German OB.
- Russian: Add two FT to the Russian OB.

MAP CONFIGURATION: The Berlin II map is used. Only V-LL and hexes numbered ≥ 58 are playable.

TURN RECORD TRACK

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

MAP LAYOUT:



Faustniks



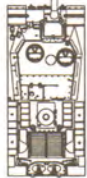
BERLIN, GERMANY, 28 April, 1945: During bloody fighting at the canal the Red Army gained a small bridgehead at the Belle Alliance Platz. They then poured tanks into the plaza in an attempt to force a breakthrough with masses of steel. In an effort to contain the bridgehead 2 platoons of anti tank troops were sent to the front. The Russian attack kicked off at dawn with columns of tanks advancing up the Wilhelmstrasse heading straight towards the heart of the defense with only light infantry support. Lacking heavy weapons the desperate French SS jumped out of the rubble and shot up one tank after another with panzerfausts. The attack quickly stalled and the Red Army pounded the Germans with an unlimited supply of heavy artillery. As the shells came in the Germans retreated back into the rubble and the remaining tanks retreated back to the Belle Alliance Platz. Both sides licked their wounds and prepared for the next round. This round went to the Germans but the Red Army could replace their losses. Each German that fell would not be replaced.



Elements of the 5th Shock Army set up ≤ 3 hexes from hex XX70:

6-2-8 4	4-5-8 4	3-3-8* 4	9-1 3	8-0 3	LMG DP 28 1P 2 6 11	DC 30 1 2	16 4	16 3	13 2	13 2
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13 152C	15 100B
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ELR: 4
SAN: 2



Elements Sturm Battalion SS Charlemagne set up on/east of hexrow SS, ≥ 5 hexes from hex XX70:

6-5-8* 4	3-3-8* 8	9-2 2	8-1 2	8-0 2	1-4-9 2	LMG MG 42 1P 3 8 11	PSK 12 4 4	DC 30 1 2	? 7 morale 16
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ELR: 5
SAN: 6

OBJECTIVES: The Russians win immediately upon exiting ≥ 3 squads off the north edge. For exiting purposes THREE AFVs (each with Functioning MA) are the equivalent of ONE squad.

SCENARIO RULES:

- All BVR are in play.
- EC are moderate with no wind at start.
- The Germans may set up six MMC (including any SMC/SW that stack with them) using HIP. HEROS provided in the German OB (and any SW they Possess) may set up using HIP (even if set up alone, i.e. not stacked with a HIP MMC).
- HEROS apply a -2 DRM on their DC Placement DR when attacking an AFV. Voluntary vehicle Abandonment (D5.4) is NA.
- Starting on the first turn after there is a Known German unit on the map the Russian player gains the use of two 152mm (HE only) OBA modules, both with Plentiful Ammo. Each module has an Offboard Observer recorded before all set up at Level 2 in a hex along the south edge used for spotting purposes only.

MAP CONFIGURATION: The Berlin II map is used. Only hexrows OO-CCC and hexes numbered 56-73 are playable.

HANDICAPS:

- German: Add two additional Heroes to the German OB.
- Russian: Both Russian OBA modules are 203mm.

TURN RECORD TRACK

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

MAP LAYOUT:



Charge of the Light Brigade



BERLIN, GERMANY, 28 April, 1945: The first attempt to break out of the small bridgehead at the Belle Alliance Platz was led by tanks moving up the boulevards leading from the plaza. As the tanks headed up the street in a column French SS men waited in the rubble with panzerfausts, ready to open fire when their targets were in range. Without significant infantry support one tank after another went up in flames as the panzerfausts found their targets. The surviving tanks retreated behind the cover of their flaming comrades. The French turned back this attack but their victory was short lived as a massive artillery barrage blasted their position in preparation for the inevitable next onslaught. The Red Army was short on time but had plenty of tanks, shells...and lives to expend.

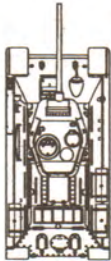
Elements of Sturm Battalion SS "Charlemagne" set up anywhere in the play area:



ELR: 5
SAN: 5

② 6-5-8*	① 3-3-8*	① 9-1	① 8-0	① 1-4-9	LMG MG 42 3 8 1P*	PSK 1P 12 4	DC ▲ 1P 30 1	?
2	6					3	2	12

Elements of the 5th Shock Army enter on turn one or later along the south edge:



ELR: 4
SAN: 2

① 6-2-8	① 9-1	LMG DP 28 2 6 1P 11	① 8-1	① 16 76 2	① 16 85 1 11 A6 4 2
3				6	4

OBJECTIVES: The Russians win immediately upon exiting ≥ 6 AFVs off the north edge. For every German squad-equivalent eliminated, reduce the exit total needed by one AFV. AFVs that exit must have Functioning MA to count toward victory conditions.

SCENARIO RULES:

- All BVR are in play.
- EC are moderate with no wind at start.
- The Germans may set up four MMC (including any SMC/SW that stack with them) using HIP. The HERO provided in the German OB (and any SW it Possesses) may set up using HIP (even if set up alone, i.e. not stacked with a HIP MMC).
- The Russian infantry must enter as Riders (D6.2) and Russian units may not enter Concealed.

MAP CONFIGURATION: The Berlin II map is used. Only hexrows SS-CCC and hexes numbered 56-70 are playable.

HANDICAPS:

- German: The Russians must exit ≥ 7 AFVs to win.
- Russian: The Russians must exit ≥ 5 AFVs to win.

TURN RECORD TRACK

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

MAP LAYOUT:





BERLIN, GERMANY, 28 April, 1945: The 5th Army attacked across the Landwehr Kanal on a broad front and was able to establish several small bridgeheads on the north bank. The Russians packed as many tanks and guns into the crossing points as possible while combat engineers built pontoon bridges in areas where infantry had been able to get across on make-shift rafts or by swimming. The Germans were not quiet while these enemy preparations were taking place. The remaining SS and Volkssturm troops in the sector were deployed as close as possible to the canal with orders to counter-attack and eliminate the enemy crossings. Also, the internal security troops at the chancellery were mobilized under party bosses along with the remaining *Königtigers* to reinforce the thin front line. Before this last group could reach the main line of resistance the Red Army attacked out of its bridgeheads. Tanks moving out from the Belle Alliance Platz area quickly ran into the French SS of the Sturm Battalion "Charlemagne" and were stopped with heavy casualties. However, the

combined force of the attack forced the French back one block. The attack towards the Anhalter Station also gained little ground against the reconnaissance battalion of the 11th SS Division "Nord". Neither side achieved victory as the Germans were unable to throw the enemy back across the canal while the Russians were unable to break the line and capture the Reich Chancellery. The battle developed into three more days of slow bloody street-fighting until the last defenders of Berlin could be crushed under the Red Army steam-roller.

Elements of Sturm Battalion SS "Charlemagne", SS Panzer Grenadier Regiment 24 "Danmark", 11th SS Panzer Division "Nord" and Berlin Volkssturm set up Concealed, north of the Landwehr Canal/bridges ≥ 3 hexes from any Russian set up area:

② 6-5-8*	2 4-4-7	C 4-3-6	④ 4-2-7*	④ 1 3-3-8*	C 2-3-6	2-2-8	④ 10-2	④ 9-2	④ 8-1	9-1	④ 9-0	8-1
16	6	9	3	6	5	2				2		
7-0	6+1	HMG MG 42 7 16 3P	MMG MG 42 5 12 2P	LMG MG 42 3 8 1P	SP G/W 38 HE 50 D 2-13 MTR	PSK 1P 12 4	DC 30 1	? 7 morale	9-2	⑪ ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮ ⑯ ⑰ ⑱ ⑲ ⑳ ㉑ ㉒ ㉓ ㉔ ㉕ ㉖ ㉗ ㉘ ㉙ ㉚ ㉛ ㉜ ㉝ ㉞ ㉟ ㊱ ㊲ ㊳ ㊴ ㊵ ㊶ ㊷ ㊸ ㊹ ㊺	⑱ ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮ ⑯ ⑰ ⑱ ㉑ ㉒ ㉓ ㉔ ㉕ ㉖ ㉗ ㉘ ㉙ ㉚ ㉛ ㉜ ㉝ ㉞ ㉟ ㊱ ㊲ ㊳ ㊴ ㊵ ㊶ ㊷ ㊸ ㊹ ㊺	3
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2	2	2	2	2	2	3	4					

Elements Sichereitshauptamt and SS Schwere Panzer Abteilung 503 set up second in/ADJACENT to building MM45 (see SR #5):

③ 8-3-8*	④ 4-4-8*	9-0	6+1	④ 9-1	MMG MG 42 5 12 2P	LMG MG 42 3 8 1P	PSK 1P 12 4	FT 24 1	Radio 1P 8	10-2	9-1	⑪ ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮ ⑯ ⑰ ⑱ ㉑ ㉒ ㉓ ㉔ ㉕ ㉖ ㉗ ㉘ ㉙ ㉚ ㉛ ㉜ ㉝ ㉞ ㉟ ㊱ ㊲ ㊳ ㊴ ㊵ ㊶ ㊷ ㊸ ㊹ ㊺	⑬ ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫ ⑬ ⑭ ⑮ ⑯ ⑰ ⑱ ㉑ ㉒ ㉓ ㉔ ㉕ ㉖ ㉗ ㉘ ㉙ ㉚ ㉛ ㉜ ㉝ ㉞ ㉟ ㊱ ㊲ ㊳ ㊴ ㊵ ㊶ ㊷ ㊸ ㊹ ㊺
2	8	2	2		2	2						2	2

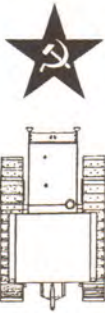
ELR: 5/2
SAN: 5



Left: Cherubic Hitler Youth fighters like these destroyed many Russian tanks and fought on to the final days of the Third Reich.



Right: Invulnerable to incoming fire, the massive Berlin Flak Tower rained fire down on enemy targets throughout the battle.



Elements of the 5th Shock Army set up as per SR #3:

6-2-8 18	4-5-8 22	2-2-8 11	10-2 2	9-2 2	9-1 2	8-1 2	8-0 2	7-0 2	5P 8 16 3	5P 6 12 3	5P 4 10 2 11	1P 2 6 1 11
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320 4P 50 3 MTR 3	1P P41 1 12 4	1P DC 30 1 2	10-2 2	9-1 2	8-1 2	7 morale 8	16 76 B 2 6	16 85 B 1 5	13 122 B 4 4	13 122 B 4 2
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16 85 B 1 2	13 152 C 1 2	14 15P 4T 4	14 12P 4T 2	35 33P 4T 2	203 D IF NA 2	152 C ART 2	76 B 2 4	82 D 3 3
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Enter on turn three along the south edge:

6-2-8 10	2-2-8 6	9-2 2	7-0 2	5P 6 12 3	5P 4 10 2 11	1P 2 6 1 11	320 4P 50 3 MTR 2	1P P41 1 12 2	1P DC 30 1 4	1P 24 1 AA 3	1P 8 2	8-1 2
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16 76 B 1 4	16 85 B 1 2	14 12P 4T 4	35 33P 4T 2	203 D IF NA 2	152 C ART 2	122 B 1 2
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ELR: 4
SAN: 3

OBJECTIVES: The Russians must Control > 13 'blocks' north of the canal, as well as the Anhalter Station (hex HH61) and the RHSA (hex KK55) at Game End. A *block* is defined as a group of building hexes completely enclosed by road hexes (including roads filled with rubble). Blocks located entirely east of hexrow BBB do not count for victory. The German player wins immediately if there are no unbroken Russian MMC/mobile AFV north of the Landwehr canal/bridge hexes. The Russians win immediately upon Controlling building MM45 or the FB/VB Locations of hexes JJ42 and KK42.

SCENARIO RULES:

- All BVR are in play.
- EC are moderate with no wind at start.
- The Russian player must set up in the following set up areas. Within two hexes of hex XX70, within three hexes of the following hexes: XX74, X64 and/or EE72. The Russian player may also place up to 3 pontoon bridges in any Landwehr Canal hex and may set up within two hexes any Pontoon Bridge or anywhere south of the canal. The Russian player may not set up non small/very small vehicles/guns in set up areas that can only be accessed by pontoon bridge.
- The bridge in hex X64 is set up marked with a One Lane/Bridge Debris counter at set up with ONE hexside A-T Barricade hexside set up marked as Cleared (Russian player' choice).
- The German units set up in/ADJACENT to building MM45 may not move/Advance before turn six unless a Known enemy unit is within the LOS of a German leader or AFV in this group. If either of these requirements is met *all* of the units in this portion of the German OB may move/Advance normally. The Zoo Flak Tower is active, but may not be used until turn five.
- The German player may set up eight squad-equivalents (including any SMC/SW in the same Location) may set up utilizing HIP.
- The German player may set up twelve building Locations Fortified. The Germans may place up to two Set DC during set up.

8. Starting on turn one the Russians receive two modules of 200mm OBA controlled by two Offboard Observers spotting from south edge hexes at Level 2 recorded prior to all set up. Each of these modules receives one Pre-Registered hex. The radios that arrive with the turn three reinforcements receive the Russian player's choice of two of the following 'a-c' (make a side record before all set up): a) One module of 82mm battalion mortar OBA (HE & Smoke); B) One module of 300mm Rocket OBA; c) One module of 120mm Battalion Mortar OBA (HE & Smoke). All Russian OBA receives Plentiful Ammunition.

MAP CONFIGURATION: The entire Berlin II map is used.

HANDICAPS:

German: The Russians must Control ≥ 14 blocks.

Russian: The Russians must Control ≥ 12 blocks.

TURN RECORD TRACK

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

MAP LAYOUT:
















Rock the Block











BERLIN, GERMANY, 29 April, 1945: Unable to stop the rising tide of Red Army troops and tanks, the French SS were forced to give up their lines on the Hedemannstrasse and reform on a second line one block north. To cover the retreat, Courturin, a Parisian firefighter in his pre-war life, found a hole in the enemy lines and was able to occupy the basement of a building that the Russian troops had failed to secure. This basement storage room was filled with paper that he soon set ablaze with several hand grenades. As the building was quickly engulfed in flames the Russian troops in the upper levels were forced to abandon their positions to escape the flames. This short respite allowed Fenet to rally his troops and stabilize the line. The stability would be short lived as Russian tanks advanced up the boulevard two abreast and started to blast Fenet's command post with point-blank fire. A lone King Tiger and Frenchmen with panzerfausts returned the fire and the streets erupted with the shock of explosions as more Russian tanks died. Once again the Red Army served up another order of heavy artillery to batter the stubborn defenders. The Russians were able to make small gains at great cost as

casualties piled up on both sides and the fighting raged on.

Elements of Sturm Battalion SS "Charlemagne", Hitler Youth and Berlin Volkssturm remnants set up in hexes numbered ≤ 61:















 6-5-8* 5	 4-4-7 2	 4-3-6 3	 4-2-7* 3	 1-3-3-8* 3	 2-3-6 3	 10-2 3	 8-1 3	 9-1 3	 8+1 3	 7-0 3	 6+1 3	 1-4-9 3
--	---	---	--	--	---	--	--	---	---	---	---	---








 7 16 3 2	 5 12 2 2	 3 8 1 3	 50 D 2-13 MTR 3	 1P 12 4 4	 7 morale 12	 9-2 12	 11* V28 A.8 88 1 5 3/2
--	--	---	---	--	---	--	--

ELR: 5/2
SAN: 7

DEUTSCHER VOLKSTURM WEHRMACHT
Volkssturm arm-band

Elements of the 5th Shock Army enter on turn one along the south edge:

 6-2-8 10	 4-5-8 12	 2-2-8 4	 10-2 2	 9-1 2	 8-1 2	 8-0 2	 8 16 3 2	 6 12 3 2	 4 10 2 11 3	 2 6 1 11 5	 4P HE 50 D 3-20 MTR 3	 30 1 3	 1P 8
--	--	---	--	---	---	---	---	--	---	--	---	--	--

 24 1 2	 16 76 B 2 3	 16 11 A.6 85 B 1 2	 13 11 122 B 4 21 2	 14 15P/4T 2	 76 B 2 2	 82 D 3 2
--	--	--	--	--	--	--

ELR: 4
SAN: 3

Special recognition goes to Jeff, Stephen and Richard Patten for playtesting excellence.

OBJECTIVES: The Russians must Control ≥ 85 building/rubble Locations (excluding Rooftops/Cellars) in the German set up area at Game End.

SCENARIO RULES:

- All BVR are in play.
- EC are moderate with no wind at start.
- The Germans may set up four Fortified building Locations.
- The Hero in the German OB sets up using HIP in any building Location within the German set up area and may attempt a special Kindling attempt during play. This attempt may be made during any fire phase in place of a normal attack provided the Hero is still HIP (or if newly revealed via enemy entry). On a DR of ≤ 10 a Blaze marker is placed in the Hero's Location. There is a +1 DRM for each Russian squad-equivalent in/adjacent to the Location at the time the DR is made. The Hero is revealed and placed on map after the DR regardless of success. If the DR results in a Blaze the Hero may be placed in any adjacent Location not occupied by an enemy unit. If no such Location is available, the Hero remains in place (if no enemy unit entered) or a Blaze marker is placed and ALL units in the Hero's Location are marked with a Melee marker. Any Blaze or spreading fire caused via this method is excluded from VP penalties of A26.16.

5. The Russians receive one module of 82mm Battalion Mortars OBA (HE & S) and one module of 203mm OBA (HE only).

MAP CONFIGURATION: The Berlin II map is used. Only hexrows EE-XX and hexes numbered 53-64 are playable.

HANDICAPS:

German: The German player may fortify eight building Locations.
Russian: Add one additional FT to the Russian OB.

TURN RECORD TRACK

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

MAP LAYOUT:





BERLIN, GERMANY, 29 April, 1945: Sturm Battalion Charlemagne was able to hold off the first Russian attack on the second defense line but the units to either side were forced back, leaving the French flank exposed. The Red Army took advantage of this turn of events by launching a two-pronged attack at both the front and now exposed left flank. This time the tanks stayed back outside of panzerfaust range and sent shell after shell crashing into the French troops while heavy mortar shells rained down. Using the enclosed courtyards inside the contested block the French SS were able to hold for a while. But as the Russian infantry advanced on two sides there was no choice but to fall back and straighten the lines and each step back was one step closer to final defeat.



Elements Sturm Battalion SS "Charlemagne" set up *inside* the road net defined by hexes RR56-RR60-XX60-XX56:

9	2				7 16 3	5 12 2	3 8 1	12 4	7 morale
							3	2	9

ELR: 5
SAN: 5



Elements of the 5th Shock Army enter on turn one along the east and/or south edges:

6	8				8 16 3	6 12 3	4 10 2	2 6 1	50	3-20	24 1	30 1	8
				2				3	2		2	4	

76 2	85 1	122 B
3	2	

ELR: 4
SAN: 4

OBJECTIVES: The Russians win at Game End by controlling ≥ 24 building/rubble Locations in the German set up area.

SCENARIO RULES:

1. All BVR are in play.
2. EC are moderate with no wind at start.
3. The Germans may set up two Fortified building Locations.
4. The Russians receive one module of 120mm Battalion Mortars OBA (HE & Smoke) with Plentiful Ammunition.

MAP CONFIGURATION: The Berlin II map is used. Only hexrows PP-BBB and hexes numbered 56-64 are playable.

HANDICAPS:

German: The German player may fortify three building Locations.

Russian: The Russian player may fortify one building Locations.

TURN RECORD TRACK

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

MAP LAYOUT:



Fires in the Night



BERLIN, GERMANY, 29 April, 1945: After a day of heavy fighting the Red Army had been only able to push the French SS troops back about 100 yards. As night fell both sides knew there would be no let up in the fighting. In an effort to break the German lines special engineering troops armed with flamethrowers moved into the lines. Using darkness as cover some of these troops were able to infiltrate through the rubble and get to within yards of the French lines before opening fire. As the city burned, around them men from both sides engaged in a close order dance with death. Even through this hell the French lines held and once again the Russians threw in more tanks and poured salvos of heavy mortar fire to break the line. Come morning the exhausted French SS held and this line would hold one more day.



ELR: 5
SAN: 5

Elements of Sturm Battalion SS Charlemagne set up in buildings MM56, LL55, JJ55, and/or HH55:

6	3			7 16 3	3 8 1 1P	12 4	6



ELR: 4
SAN: 5

Elements of the 5th Shock Army set up on/east of hexrow QQ and/or in hexes numbered ≥ 59 :

6	4			2	2 6 1 1P	24 1 MA	30 1	

Enter on turn three along the south and/or east edges:

--	--	--	--

OBJECTIVES: The Russians win immediately if there are no Good Order German units in play or at Game End by Controlling ≥ 3 buildings in the German set up area. Any building Location that contains a Blaze marker is considered to be Controlled by the Russians.

SCENARIO RULES:

- All BVR are in play.
- EC are moderate with no wind at start. Night (E1) rules are in effect [EXC: there is no Scenario Defender or Attacker (i.e., rules E1.2, 1.4 are NA)], with an initial Base NVR of one hex.
- Set up Blaze markers in the following hexes: QQ58, PP56, OO57, KK58, and FF57.
- The Germans may set up two Fortified building Locations.
- The German player may set up two Squad-Equivalents (and any SMC/SW that set up in the same location) utilizing HIP.
- The Russians receive one module of 120mm Battalion Mortars OBA (HE & Smoke) with Plentiful Ammunition.

MAP CONFIGURATION: The Berlin II map is used. Only hexrows FF-SS and numbered 54-61 are playable.

HANDICAPS:

- German: Replace the German 10-2 leader with a 10-3.
- Russian: Replace the Russian 9-1 leader with a 10-2.

TURN RECORD TRACK

	GERMAN Sets Up First	1	2	3
	RUSSIAN Moves First			

4	5
---	---

MAP LAYOUT:



Toast the Morning with Tanks

10



BERLIN, GERMANY, 30 April, 1945: The heavy fighting the night before failed to deliver the needed breakthrough for the Red Army. As the men of Sturm Battalion Charlemagne were waking up, and fortifying their positions for another round of combat, the Red Army brought in another fresh supply of tanks. Forgetting the lessons they should have learned during the fighting over the days before the tanks move into the French lines without infantry support. A major sin when fighting in the streets of a demolished city. Waiting with panzerfausts in hand the French soon took aim at the steel beasts, roaming around without support. The lead T-34 burst into flame as a panzerfaust found its mark. Tanks continued to roll into the kill zone, and one after another they met their end. When the attack finally stopped later that day, 21 burning tanks surrounded the French headquarters in the Berlin library making the position even tougher.



Elements of Sturm Battalion SS "Charlemagne" set up in buildings MM56, LL55, JJ55, and/or HH55:

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

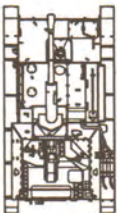


ELR: 5
SAN: 5



Elements of the 5th Shock Army set up on/east of hexrow QQ in hexes numbered ≥ 59:

6-2-8	3-2-8	9-1	7-0	LMG DP 28 1P 2 6 11	DC 1P 30 1
4	2			2	2



ELR: 4
SAN: 5

Enter on turn one along the south and/or east edges:

9-1	16 76 ^B ₂ 4 1	13 122 ^B ₄ 26 11	16 85 ^B ₁ 11 4 27	13 152 ^C ₁ 14 11
	3	2	2	

OBJECTIVES: The Russians win immediately if there are no unbroken German units remaining in play.

SCENARIO RULES:

1. All BVR are in play.
2. EC are dry with no wind at start.
3. The Germans may set up two Fortified building Locations.

MAP CONFIGURATION: The Berlin II map is used. Only hexrows FF-SS and numbered 55-61 are playable.

HANDICAPS:

German: Replace the German 10-2 leader with a 10-3.

Russian: In the Objectives replace the victory condition verbiage as follows: The Russians win immediately if there are no Good Order German units remaining in play.

TURN RECORD TRACK

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

MAP LAYOUT:





BERLIN, GERMANY, 1 May, 1945: French SS men had been locked in mortal combat with the hated 'Ivans' for years and now had their backs to the wall. Not able to return to France, and knowing the Russian captivity would be a death sentence, they had nothing left to loose. No longer having any heavy weapons infantry teams with panzerfausts had caused heavy losses to Red Army tank units attacking their positions. In order to stop the losses in the tank units the Red Army changed its tactics and sent in Assault teams equipped with flamethrowers to burn the French SS fanatics out. Advancing past the burning wrecks of several tanks the flamethrower teams were able to infiltrate through the ruins to close enough to play their flamethrowers over the ruins containing the French defenders. As the flames started to spread Gorges an ex Paris Fireman attempted to put the fires out. As more infantry closed and the fires spread the French SS were forced out of yet one more position leaving more of their comrades behind.



Elements of Sturm Battalion SS "Charlemagne" set up in hexes numbered ≤ 57:

6-5-8*	9-2	8-0	1-4-9	MMG MG 42 3P	LMG MG 42 1P	PSK 1P 7 651	? 7 morale
6					2		6

ELR: 5
SAN: 7



Elements of the 5th Shock Army enter on turn one along the south edge:

6-2-8	4-5-8	9-1	8-1	LMG DP 28 1P	FT 1P 24 1 10 MA
4	6			2	2

ELR: 4
SAN: 3

OBJECTIVES: The Russians win Immediately when there are no Good Order German MMC in any two of the following three buildings within the German set up area: II54, KK55, and/or MM54.

SCENARIO RULES:

- All BVR are in play.
- EC are dry with no wind at start.
- The Germans may set up two MMCs marked as Fanatic and one Fortified building Locations.
- Place burning wrecks in hexes RR58 and MM58.

MAP CONFIGURATION: The Berlin II map is used. Only hexrows HH-TT and numbered 47-60 are playable.

HANDICAPS:

- German: Replace the German 9-2 leader with a 10-3.
Russian: Add one FT to the Russian OB.

TURN RECORD TRACK

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

MAP LAYOUT:





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.

continued on following pages of scenario 12



SS holdouts set up in building P21 in Level 1 Locations:

6-5-8*	9-2	8-1	HMG MG 42 3P 7 16 3
4			2

Remnants of the 3rd Heavy Flak Battalion set up in/adjacent to hex V24:

2-2-8	8-0	AA 88 2
-------	-----	---------

ELR: 5/2
SAN: 4



First echelons 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-O, and any Locations within building P21:

6-2-9	6-2-8	4-5-8	4-4-7	2-2-8	10-3	9-1	8-1	8-0	HMG 50 cal 5P 8 16 3	HMG DP 1928 5P 6 12 3	MMG m1910 5P 4 10 2 11	LMG DP 28 1P 2 6 1 11
4	10	12	8	4		2	2		2	2	4	

m1 4P HE D 50 3 320 MTR	DC 30 1	FT 1P 24 1	AT 77 42 45 3	m1 4P HE D 50 3 320 MTR
3	2	2	2	2

ELR: 4
SAN: 3

OBJECTIVES: The Russians win at the end of any Game Turn that they accomplish ≥ 4 of the following victory conditions:

- 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.
- Place and maintain a RED BANNER marker in a rooftop Location of the Reichstag for ≥ 6 consecutive turns.
- Control ALL Locations of the Reich Chancellery.
- Control ALL Locations of the Reich Air Ministry.
- Control the Führerbunker/Vorbunker locations of hexes JJ42 and II42 and capture/eliminate Adolf Hitler.

SCENARIO RULES:

- All BVR are in play. SR CG 6 from CG 4 is in effect.
- EC are moderate with no wind at start. A +1 LV Hindrance per six hexes is applied during turns marked as "Hazy". Night rules are NOT in effect during turns marked "Dark". Instead, a +3 LV Hindrance PER HEX is applied. Starshells (E1.92) and Illumination Rounds (E1.93) may be placed during "Dark" turns. Illumination (E1.9) eliminates the +3 LV Hindrance in illuminated hexes.
- The Germans may set up three MMCs marked as Fanatic and twelve Fortified building Locations. The Germans may set up eight squad-equivalents (and any SW/SMC in the same location) utilizing HIP.
- The Russian units that set up south of the Landwehr Canal may also set up north of it and ≤ 2 hexes from hex XX70 or ≤ 3 hexes from the following hexes: XX74, X64 and/or EE72. Before German set up the Russian player may set up ≤ 3 Pontoon Bridge counters in any Landwehr Canal hex and no Pontoon Bridge may be greater than two hexes long. These Pontoon Bridges may NOT carry vehicles/guns that are not small/very small target sizes.

5. Place a One Lane/Bridge Debris marker in hex X64. One A-T Barricade hexside may begin play marked as Cleared (Russian player's choice).

6. The Sicherheitshauptamt elements in the German OB may not move nor Advance before turn twelve unless an enemy unit is in the LOS of a German leader from this group.

7. Starting on turn one the Russians receive OBA from two modules of 203mm (HE only) spotted by off-board FOs recorded in a south edge hex of the Berlin II map and spotting from Level 2. Each module receives one Pre-Registration hex. The radios that set up/enter with Russian reinforcements may be used for any of the following OBA modules: i) 82mm (HE & Smoke) Battalion Mortars; ii) 300mm (HE only) Rocket OBA; iii) Two modules of 120mm Battalion Mortars (HE only). All Russian OBA modules have Plentiful Ammunition (i.e., including the 203mm modules).

8. The Germans receive two modules of 105mm (HE only) OBA with Scarce Ammunition. The Germans also receive six modules of 310mm Rocket OBA that may each place one FFE:1 only. Each Rocket OBA FFE:1 attacks its OWN hex and is then removed from play (i.e., no FFE: 2/FFE:C is placed). Each phone may be used to direct >1 OBA module. Each radio may direct one module/Rocket OBA only. The Zoo Flak Tower is active.

9. No Russian unit may set up in the same Location as a German unit. German units (including emplacements) must set up outside of ALL Russian set up areas listed in SK #4.

HANDICAPS:

German: The Russians must only accomplish ALL listed victory conditions to win.

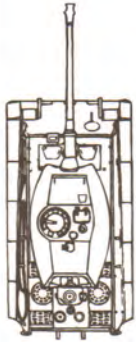
Russian: The Russians must only accomplish ≥ 3 victory conditions to win.



Elements of Sturm Battalion SS "Charlemagne", SS Panzer Grenadier Regiment 24 "Danmark", 11th SS Panzer Division "Nord" and Berlin Volkssturm set up on the Berlin II map anywhere north of the Landwehr Canal in hexrows V-YY and in hexes numbered ≤ 67 in hexrows ZZ-CCC:

2 6-5-8*	2 4-4-7	C 4-3-6	1 3-3-8*	2-2-8	9-2	9-1	8-1	8-0	7-0	6+1	HMG MG 42 3P 7 16 3
14	8	12	4				2				2

MMG MG 42 3P 5 12 2	LMG MG 42 1P 3 8 1	SP G-W 36 HE D 50 2-13 MTR	PSK 1P 12 4	? 7 morale	10-2	PzG 15* 18 6 75 A 1 5 3/2	MG 42 75 D 2 INF
3	6	2	4	12			



Elements of SS Schwere Panzer Abteilung 503 enter along the west edge of the Berlin II map in hexes numbered ≤ 50 and/or the south edge of the Berlin I map on/between hexrows K-U on/after turn twelve:

9-2	9-1	PzG 11* 28 A-8 88 A 1 5 3/2	PzG 13 8 3 4* -1*
		4	4

Hitler Youth Elements and Panzerfaust tank hunters set up within any of the German set up areas:

4-2-7*	1 3-3-8*	C 2-3-6	8-1	9-0	8+1	1-4-9
10	4	10				

Elements of the 9th Fallschirmjäger Division and Berlin Volkssturm set up on Berlin I map, north of the Spree River and ≥ 2 hexes north of the S-Bahn, on/between hexrows Z-AAA:

E 2 5-4-8	1 4-6-7	2 4-4-7	C 4-3-6	2-2-8	9-2	9-1	8-1	8-0	7-0	6+1	HMG MG 42 3P 7 16 3	MMG MG 42 3P 5 12 2	LMG MG 42 1P 3 8 1	PSK 1P 12 4
11	6	10	3	4			2				2	3	4	3

MG 42 75 D 2 INF	75 B 2 AT	PzG 13 8 3 4* -1*
2	2	3

Elements of Panzer-Vernichter-Abteilung 1 enter along the west edge of the Berlin II map in hexes numbered ≤ 50 and/or the south edge of the Berlin I map on/between hexrows K-U on/after turn four:

PzG 11* 28 A-8 88 A 1 5 3/2
8

By the evening of 28 April the 301st Rifle Division had taken the Reichs 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 Russians 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 south west 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 metres of Königsplatz towards the Reichstag. For Stalin, the



Sicherheitshauptamt elements set up in any hex of building LL55 (see SR #6):


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







Nazi Party leaders set up in the *Führerbunker* (hex marked 'FB') and/or *Vorbunker* Locations of hexes JJ42/ KK42:

 Adolf Hitler 6-0 SMF	 Martin Bormann 7-0
---	--

SS Guards set up in the *Vorbunker* (hex marked 'VB') location of hex KK42:

 3-4-8*









Forward Observers set up in any German set up area:

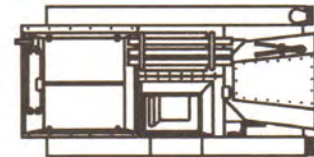
 8-0	 7-0	 Radio ▲ 1P 8	 Phone ▲ 12 11
2	2	2	2

Wilton-Fijenoord armored car set along hexside LL44/LL43 with VCA facing MM44/MM45:

 21
 1 0
 20 2 3 1

Emplacements and Wurfgerat set up in any German set up area and/or emplacements may set up in any bridge hex (Exceptions : hex M19, N19, or XX73):

 2-2-8	 AP Mine 24	 AT Mine 6	 DC 30 1 5	 3P 300D 1-SS 11 RCT	 Trench 12	 Roadblock 4	 Wire Mph - RPh 10
--	---	--	--	---	---	---	--



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 Russians 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 north west. 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 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 centre they became concentrated. By now there were about 10,000 German soldiers in the city centre, 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 centre 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 German troops in the centre much more
























Left: Adolf Hitler continued to exert his will upon Nazi generals. The dictator is seen here greeting another obsequious general in the Berlin bunker, no doubt ready to clap heels, and shout, "Heil Hitler" before exiting newly charged to do what he was told.



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

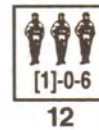
Elements of the SS Anhalt Battalion, Kriegsmarine Infantry and Berlin Volkssturm set up on the Berlin I map north of the Spree River on/between hexrows R-ZZ and ≤ 2 hexes north of the S-Bahn and/or south of the Spree River on/between hexrows V-ZZ and/or on/between hexrows A-N in hexes numbered ≥ 25:

 20 6-5-8*	 12 4-4-7	 8 4-3-6	 5 2-2-8	 10-3	 9-1	 8-0	 8-0	 7-0	 6+1	 2 HMG MG 42 7 16 3	 2 MMG MG 42 5 12 2	 4 LMG MG 42 3 8 1	 2 FT 24 1
--	---	--	--	--	---	---	---	---	---	---	---	--	--

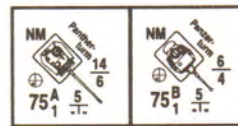
 2 SP G/W 36 HE 50 D 2-13 MTR	 4 PSK 1P 12 4	 12 ? 7 morale	 75 B 2 AT	 75 D 2 INF	 20 B 3 AA	 105 C 1 ART	 88 B 2 AA
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


Berlin civilians set up in NON rubble/Reichstag/Reich Chancellery building hexes in any portion of the German set up areas:



Dug In Pantherturm and Panzerturm set up in street/rubble + street hexes north of the Landwehr Canal on the Berlin II map and on the Berlin I map on/east of hexrow DD with each Pantherturm/Panzerturm ≥ 10 hexes away from another:



Kriegsmarine and locally formed Kampfgruppe elements set up on the Berlin II map on/between hexrows CC-AAA in hexes numbered ≤ 54:

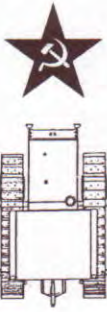
 2 8-3-8*	 4 6-5-8*	 10 4-4-7	 8 4-3-6	 9-2	 9-1	 8-0	 7-0	 2 HMG MG 42 7 16 3	 3 MMG MG 42 5 12 2	 3 LMG MG 42 3 8 1	 2 FT 24 1	 2 PSK 1P 12 4
--	---	---	--	---	---	---	---	---	--	--	--	--



Left: 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).



Right: Adolf Hitler continued to exert his will upon Nazi generals. The dictator is seen here greeting another obsequious general in the Berlin bunker, no doubt ready to clap heels, and shout, "Heil Hitler" before exiting newly charged to do what he was told.



Elements of the 5th Shock Army set up on the Berlin II map anywhere south of the Landwehr Canal or enter along the south edge of the Berlin II map on/after Turn 1:

E 6-2-8 10	E 4-5-8 8	15-2-7 6	10-2	9-1	8-1	8-0	HMG SPP 50 cal 3 8-16	HMG SPP 3 6-12	MMG SPP B11 2 4-10	LMG SPP B11 1 2-6	MTR SPP (3-20) 3 50*	ATR SPP 1PP 1-12
DC 1PP X12 30-1 4	2-2-8 10	CH 14 T4 15PP 2	CH 14 T4 12PP 2	CH 15 T4 33PP 4	CH *8 T6 9PP 2	CH M-4 M158B 5-4 203* ART 2	CH M2 GP 26-37 152 ART 2	CH M9 PTP 36-38 76L ART 6				

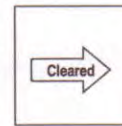
Armored elements of the 5th Shock Army enter on/after Turn 1 on the Berlin II map on hex CCC74, BBB76, and/or UU76:

10-2	9-1	8-1	CH 16 S17-5 76L 8	CH 16 S17-5 85L 2/4 12	CH 13 S17-5 122L 1/4 ² /4 6	CH 13 S17-5 122L 1/4 ² 2	CH 13 S17-5 122L 1/4 4	CH 13 S17-5 122L 1/4 2	CH 16 S17-5 85L 1/4 2
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Artillery radios set up/
enter with any portion of
the Russian OB:



Cleared A-T Barricade may
be marked within three hexes
of the Landwehr Canal on the
Berlin II map after all German
setup (see SR #5):


















During the morning, Mohnke informed Hitler that the centre 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 centre 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 Russians from above, turning the main hall into a medieval style killing field. Suffering many casualties, the Russians 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 ampule and either shot themselves at the same time, or were given a coup de grâce immediately afterwards by the SS guard detailed to dispose of their bodies. As promised by the Russians, 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.





Second Echelon and supporting artillery set up on the Berlin I map north of the Spree River on/west of hexrow P:

 E 6-2-9	 E 6-2-8	 I 4-5-8	 I 4-4-7	 2-2-8	 9-1	 8-1	 8-0	 7-0	 HMG 50 cal SP 8 16 3	 HMG DG1930 SP 6 12 3	 MMG m1910 SP 4 10 2 11	 LMG DP 28 1P 2 6 1 11	 FT 1P 24 1 AA
6	6	10	10	8	2	2	2	2	2	2	2	2	2

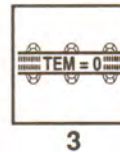
 9-1	 8-1	 13 SU 102 v14 152 ^C	 16 SU 102 v14 11 A 6 85 ^B 1	 14 SU 102 UA 15P/4T	 8* SU 102 UA 9P/6T	 14 SU 102 UA 12P/4T	 33 SU 102 UA 9P/10T	 152 ^C ART	 76 ^B ART	 122 ^B ART
2	2	2	4	2	2	2	2	2	4	2

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

 16 SU 102 v14 11 A 6 76 ^B 1	 13 SU 102 v14 11 A 6 122 ^B	 13 SU 102 v14 11 A 6 152 ^C	 14 SU 102 UA 15P/4T	 8* SU 102 UA 9P/6T	 8* SU 102 UA 9P/6T	 152 ^C ART	 76 ^B ART	 203 ^D IF NA	 16 SU 102 v14 11 A 6 76 ^B 2	 13 SU 102 v14 11 A 6 122 ^B 4
6	2	2	2	2	2	2	2	2	4	2

 13 SU 102 v14 11 A 6 122 ^B 4	 16 SU 102 v14 11 A 6 85 ^B 1	 2-2-8	 9-2
4	2	6	6












Pontoon bridges erected across the Landwehr Canal by Russian engineers set up before any German unit as per SR #4:



Bridge debris set up in hex X64 (see SR #5):















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

 E 6-2-8	 I 4-5-8	 I 4-4-7	 9-1	 8-1	 7-0	 HMG DG1930 SP 6 12 3	 MMG m1910 SP 4 10 2 11	 LMG DP 28 1P 2 6 1 11	 FT 1P 24 1 AA	 DC 1P 30 1
5	10	8	2	2	2	2	2	2	2	2

Elements of the 301st Rifle Division enter on turn four or later along the east edge of the Berlin II map in hexes numbered ≥ 62:












 E 6-2-8	 I 5-2-7	 I 4-5-8	 2-2-8	 9-2	 9-1	 8-0	 MMG m1910 SP 4 10 2 11	 LMG DP 28 1P 2 6 1 11	 HE D 82 ³ 378 MTR
4	6	8	3	2	2	2	2	2	3

Elements of the 12th Guards Rifle Corps enter on turn one or later along the north edge of the Berlin I map on/between hexrows II-XX:

 E 6-2-8	 I 4-5-8	 I 4-4-7	 8-1	 8-0	 7-0	 6+1	 HMG 50 cal SP 8 16 3	 MMG m1910 SP 4 10 2 11	 LMG DP 28 1P 2 6 1 11	 DC 1P 30 1	 13 SU 102 v14 11 A 6 152 ^C
4	4	14	2	2	2	2	2	2	2	2	2

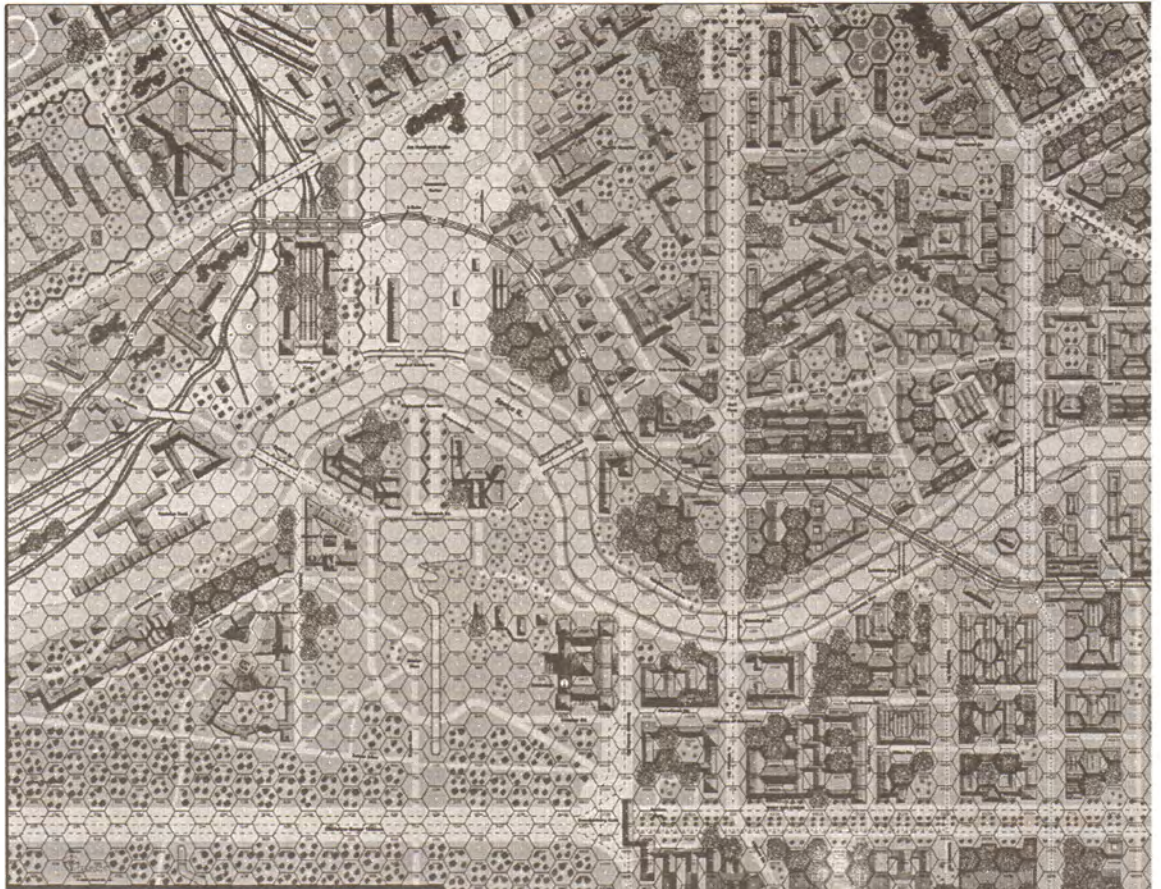
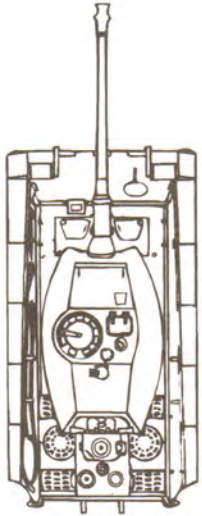


Elements of the 26th Guards Rifle and 32nd Rifle Corps enter on turn 8 or later along the east edge of the Berlin I map in hexes numbered ≤ 17:

 E 6-2-8	 I 4-5-8	 I 4-4-7	 9-1	 8-0	 6+1	 HMG 50 cal SP 8 16 3	 MMG m1910 SP 4 10 2 11	 LMG DP 28 1P 2 6 1 11	 DC 1P 30 1	 13 SU 102 v14 11 A 6 152 ^C
4	2	10	2	2	2	2	2	3	2	2



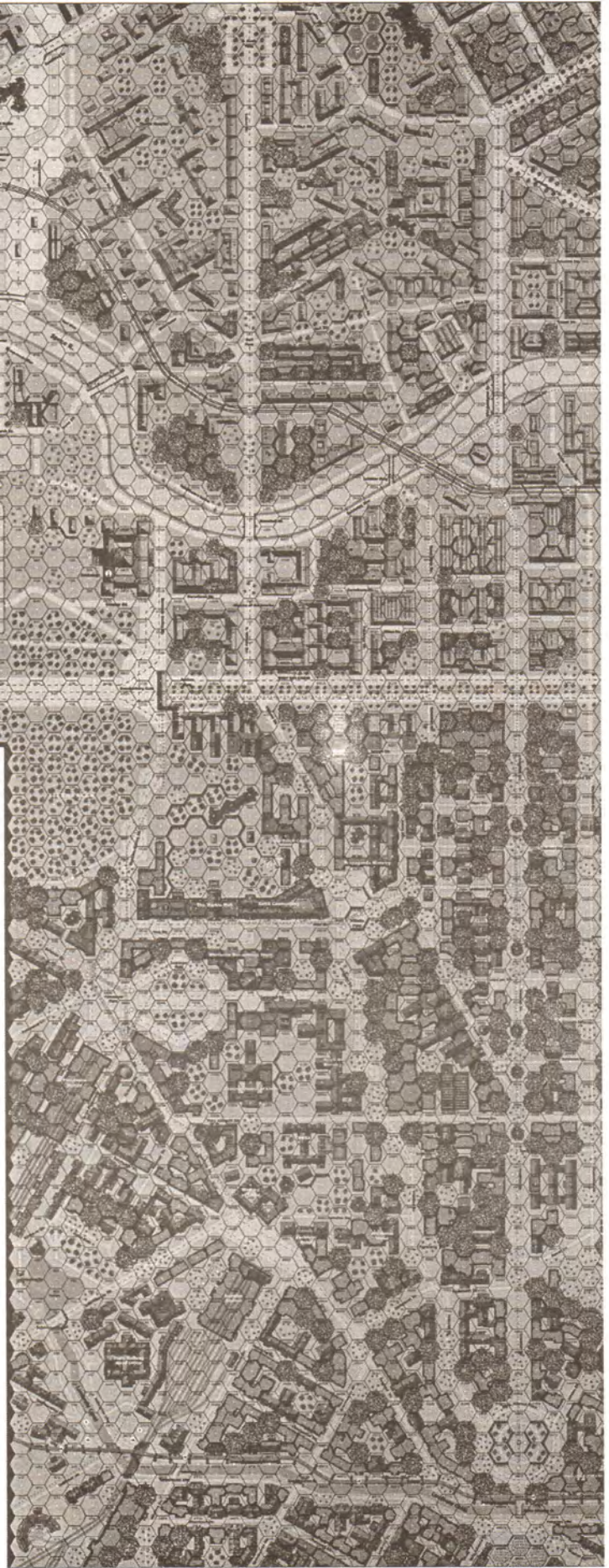
MAP LAYOUT:



MAP CONFIGURATION: The entire play areas of the Berlin I and II maps are playable.

TURN RECORD TRACK

✚ GERMAN Sets Up First						
★ RUSSIAN Moves First						
1 4/29/45	2	3	4	5	6	7
8	9	10	11	12	13	HAZY 14
15	16	DARK 17	18	19	20	21
22	23 4/30/45	24	25	26	27	28
29	30	31	32	33	34	35
HAZY 36	37	38	DARK 39	40	41	42
43	44	45 5/1/45	46	47	48	49
50	51	52	53	54	55	56





BERLIN, GERMANY, 30 April, 1945: Finally clearing the Potsdam Railroad Station the 79th Guards Rifle Division reached the Muenchburg Panzer Division's headquarters located in the underground station under the Potsdamer Platz. Guarding the entrances was the crippled King Tiger commanded by Unterscharfuhrer Turk. With its drive train damaged this tank could barely move but the 88mm gun was still able to deal death. Between the fire from Turk's tiger and the headquarters troops firing from the fortified entrances to the station the Red Army was unable to clear the plaza. The SS had set off explosives in the tunnels to block an attack from underground. Not making any progress the 79th halted the attack to re-group. Out of ammo and unable to move Turk and his crew abandoned the tiger and slipped into the rubble. Getting another tiger Turk would again see action during the break-out two days later. With the massive German tank out of action the 79th was able to clear the plaza on May 1st.

Elements of Panzer Division "Müncheburg" headquarters set up within 3 hexes of hex AA49:

	② 6-5-8*	4-4-7	4-3-6	4-2-7*	9-1	10-2	8+1	7-0	MG 42 3 8 1 1P	PSK 1P 7/15J 12 4	? 7 morale	9-2
	2	4	2	2					3	2	6	

ELR: 5/2
SAN: 4

V28
A8
88
1
5
3/2

Elements of the 79th Guards Rifle Division enter on turn one along the south edge:

	6-2-8	4-5-8	9-1	8-1	8-0	D51938 5P 6 12 3	m1610 5P 4 10 2 11	DP 28 1P 2 6 1 11	FT 1P 24 1 11 AA	DC 1P 30 1	16 V4 76 B 2	16 11 A6 85 B 1 4 2-
	8	4						3		2	2	2

ELR: 4
SAN: 3

OBJECTIVES: The Russians must Eliminate/Recall the German PzKfw VIB and Control ≥ 4 U-Bahn and S-Bahn Locations at Game End.

SCENARIO RULES:

1. All BVR are in play.
2. EC are dry with no wind at start.
3. Due to severe transmission and steering damage the German PzKfw VIB may only enter one new hex during the German Player Turn and may change VCA by one hexside during any Game Turn both of which require a Mechanical Reliability DR. An additional VCA change may be made (for a total of two per Game Turn) in a turn but a Mechanical Reliability DR is required. When making a Mechanical Reliability DR (for any reason), a DR ≥ 10 Immobilizes the PzKfw VIB.
4. The subway tunnels are blocked in hexes AA53 and CC53. No unit may enter/exit the U-Bahn from those hexes.
5. Before set up, the players alternately place wrecks in non-building Locations on the map, starting with the German player, until each player has placed 3 wrecks. After placing each wreck a dr is made. On a dr of 5-6 the wreck is burning.

MAP CONFIGURATION: The Berlin II map is used. Only hexes numbered 45-54 in hexrows V-DD are playable.

HANDICAPS:

- German: Add a MMG to the German OB.
- Russian: Add a MMG to the Russian OB.

TURN RECORD TRACK

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

MAP LAYOUT:





BERLIN, GERMANY, 29 April, 1945: Once the Landwehr Kanal line had been breached the next assignment for The 9th Rifle Corps was to capture the Anhalter Railway Station. Moving up Saarlandstrasse the first echelon encountered stiff German resistance coming from the fortified Cristus Church and the nearby post office. As these positions were being reduced the 11th SS Panzer Grenadier Division launched a counter attack supported by some of the last running King Tiger tanks in Berlin. Supported by the 92nd Guards Tank Regiment the Soviet troops were able to defeat the counter attack. The German tanks crawled back into the rubble and the 9th Corps reached the station.



Elements 11th SS Panzer Grenadier Division Nord and Berlin Volkssturm set up ≥ 4 hexes from the Russian entrance area:

② 6-5-8*	4-3-6	4-2-7*	1 3-3-8*	2-2-8	9-1	9-0	6+1	HMG MG 42 7 16 3	MMG MG 42 5 12 2	LMG MG 42 3 8 1 1P	PSK 1P 12 4	SP GrW 34 HE D 50 3 1/3 MTR
2	3	2								2	2	

?	HE 75 D 2 INF
7 morale	
12	

Enter on turn two along the north edge:

② 6-5-8*	9-2	8-0	MMG MG 42 5 12 2	LMG MG 42 3 8 1 1P	PSK 1P 12 4	9-2	11*	18	18
4							88) 1 5/3/2	MG 18	37) 3 1/3

ELR: 5/2
SAN: 5



Elements 9th Rifle Corps enter turn one or later ≤ 3 hexes from hex OO69:

6-2-8	4-5-8	9-2	8-1	8-0	HMG 30 cal SP 8 16 3	HMG DS1338 SP 6 12 3	MMG m1910 SP 4 10 2 11	LMG DP 28 1P 2 6 1 11	P41 ATR 1 12	4P m41 HE D 50 3-38 MTR	DC 1P 30 1
6	9						2	3	2	2	2

9-2	16 11 A 6 76) 2 4 1	16 11 A 6 85) 1 4 2
	3	3

ELR: 4
SAN: 4

OBJECTIVES: At Game End the player Controlling the most building/rubble Locations in building JJ62 wins.

SCENARIO RULES:

- All BVR are in play.
- EC are moderate with no wind at start.
- The German player may set up one squad-equivalent (and any SMC/SW stacked with them using) HIP and may fortify two building Locations.

MAP CONFIGURATION: The Berlin II map is used. Only hexes numbered 58-69 in hexrows EE-QQ are playable.

HANDICAPS:

- German: Replace the 9-1SS leader in the starting OB with a 9-2 SS leader.
- Soviet: Replace the 9-2 leader with a 10-3.

TURN RECORD TRACK

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

MAP LAYOUT:



Counter-attack on the Friedrichstrasse 15



BERLIN, GERMANY, 29 April 1945: After the Sturm Battalion fell back to the second line of defense at Puttkamerstrasse the Red Army captured the block east of Friedrichstrasse and threatened the flank of the new line. In order to straighten the line a force of internal security troops that had been recently sent to reinforce the French were ordered to counter-attack the Soviet bulge. As the riposte was developing, the French company commander Rostaing spotted a heavy Joseph Stalin tank coming up the Friedrichstrasse. Waiting until the tank was at point-blank range he and four other men fired panzerfausts at the steel monster destroying it totally. The counter-attack succeeded in restoring the line but without any heavy weapons the victory came at a high cost. Many more Germans lay dead in the street or buried in the rubble.



Elements of Sturm Battalion SS Charlemagne set up first on/west of hexrow WW in hexes numbered ≤ 60 :

2 6-5-8*	1 3-3-8*	9-2	8-1	1-4-9	MG 42 5 12 2	MG 42 3 8 1 1P	1P 12 4	30 1	24 1	7 morale
5					9					



ELR: 5
SAN: 6

Sicherheitshauptamt Elements set up last in hexes numbered ≤ 54 :

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

Elements of the 5th Shock Army set up second on/east of hexrow YY in hexes numbered ≥ 55 and/or on/west of hexrow WW in hexes numbered ≥ 62 :

6-2-8	4-5-8	9-2	8-0	1-4-9	m1918 SP 4 10 2 11	DP 28 2 6 1 11	30 1	1P 24 1 AA	7 morale
6	6		2			3			12



ELR: 4
SAN: 5

Elements of the 34th Heavy Tank Regiment enter on turn three along the south edge:



OBJECTIVES: The Germans must earn ≥ 12 more Victory Points than the Russians at Game End. Each side earns 1 VP for each building/rubble Location in the opponent's set up area Controlled at Game End. Only Locations in hexes on/west of hexrow W are counted for VP purposes.

SCENARIO RULES:

1. All BVR are in play.
2. EC are moderate with no wind at start.
3. The German HERO applies a -2 TH DRM when firing a PF or PSK at an AFV.

MAP CONFIGURATION: The Berlin II map is used. Only hexrows RR-CCC and hexes numbered 53-65 are playable.

HANDICAPS:

German: The Germans must earn ≥ 10 more VP than the Russians.

Russian: The Germans must earn ≥ 14 more VP than the Russians.

TURN RECORD TRACK

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

MAP LAYOUT:

