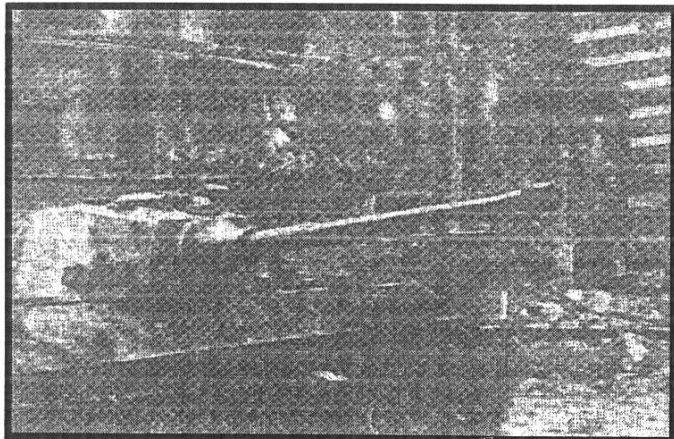


TACTICAL DOCTRINE

HOB

HISTORICAL BRV 1



Diplomatic Quarter, BERLIN, GERMANY, April 30th, 1945: Even at the end of a 6 year war German tactical doctrine held firm. In any defensive situation the best defense includes plans for an immediate and violent counterattack. During the battle for the Diplomatic Quarter, local German counterattacks helped to delay the Russian onslaught and led to the disappearance of an entire Russian Regiment. For the desperate men holding the final positions in front of the Reichstag the tactical doctrine of a local counterattack seemed natural and appropriate. With the last tanks available in support, the Germans launched an attack directly to the front of the Reichstag. With the Russians held up with their own preparations for the assault on the Reichstag, the last German attack struck.

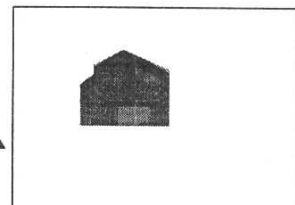
VICTORY CONDITIONS: To win the German player must earn \geq twice the number of CVPs as the Russian player earns and must earn ≥ 4 location VP. Additionally, the Germans earn 1 LVP for each building location in the Russian set up area which is in German control at Game End.

MAP CONFIGURATION:

BALANCE:

Exchange the Russian OB given 8-0 for a 8-1 Leader.

Decrease Game length to 4.5 turns.



PLAY AREA: All hexes south of the Spree with a hex-coordinate ≤ 14 between J and W are playable.

TURN RECORD CHART

RUSSIAN Sets Up First [102]	1	2	3	4	5	END
GERMAN Moves First [102]						



756th Rifle Regiment, 150th Division, 79th Rifle Corps, 3rd Shock Army [ELR: BRV8.1] set up on/west of hexrow O: {SAN: 3}

6-2-8 2	5-2-7 4	4-5-8 2	4-4-7 4	3-3-3 3	3-3-3 3	HMG 3 6-12	MMG 2 4-12	LMG 1 2-6	DC X12 30-1
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Remnants KG Weidling, Defense Sector "Z" and elements of the 11th SS Panzergrenadier Division "Nordland" [ELR: BRV8.1] set up on/east of hexrow R: {SAN: 4}

6-5-8 4	4-4-7 6	3-3-3 3	3-3-3 3	3-3-3 3	MMG 2 5-12	LMG 1 3-8	DC X12 30-1	Pz VIB 11 88LL 3/5/2
------------	------------	------------	------------	------------	------------------	-----------------	-------------------	----------------------------

SPECIAL RULES:

1. EC are Moist with no wind at start.
2. The German AFV may not set up in any building location.

Aftermath: With an ad-hoc force, the Germans tried to disrupt the impending Russian thrust toward the Reichstag. Two King Tigers were sent into the attack, but one was knocked out before it reached the jump off point. The Russians, although initially surprised, quickly gained an intense and overwhelming fire superiority. In the intense battle the Russian infantry beat off several attacks before the remaining Germans fell back to their initial positions. For their effort, they delayed the Russians for an hour and a half. Precious time for the Russian commanders, eager to get into the Reichstag and hoist the Victory Banner, was lost.

RUN FOR YOUR LIVES

HOB

HISTORICAL BRV 2



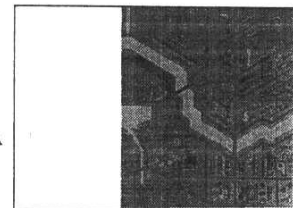
Charite Hospital, BERLIN, GERMANY, April 25th, 1945: The first of three defensive rings which were to save Berlin from a fate worse than death had been "manned" by the boys and their grandfathers of the Volkssturm. During the first hours of battle they had been steamrollered by the Russian assaults. The second ring was a 25 mile circumference using the railway tracks and S-Bahn as natural connecting barriers. This line could have been formidable if manned by veteran soldiers. But the Russian onslaught had slaughtered all those who were to occupy these defenses. As the vanguard of the Russian 79th Corps entered the Moabit district they pushed into and over the retreating Germans. The defenders attempted to fall back to the third ring, the Citadel, which existed in the heart of Berlin itself between the Spree and the Landwehr Canal. But some defenders, however, simply tried to run home to their families.

MAP CONFIGURATION:

BALANCE:

The German player may Battle Harden one OB given Leader.

The Russian Player may Battle Harden one OB given Leader.



PLAY AREA: All hexes east of hexrow P are playable.

VICTORY CONDITIONS: The German player must earn more VP than the Russian to win. The Russians earn CVPs normally. The Germans earn VPs for units which are on the south side of the Spree at Game end (treated as Exit VPs) exclusive of bridge locations. For both sides Capture (CVPs) apply normally.

TURN RECORD CHART

GERMAN Moves First [84]	1	2	3	4	5	6	END
RUSSIAN Moves Second [87]							

Remnants of the 9th FallschirmJager Division and Volksgrenadiers [ELR: 2] enter from the north edge of the play area on turn one: {SAN: 4}



5-4-8 3	4-3-6 9	8-1	7-1	LMG 1 3-8 2	PSK 1 12-4
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B Company 176th Rifle Regiment [ELR: BRV 8.1] enter from the north map edge on/after turn one: {SAN: 2}



4-5-8 7	2-4-8 2	9-1	7-0	LMG 1 2-6 2	T34/85 16 11 85L 2/4
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SPECIAL RULES:

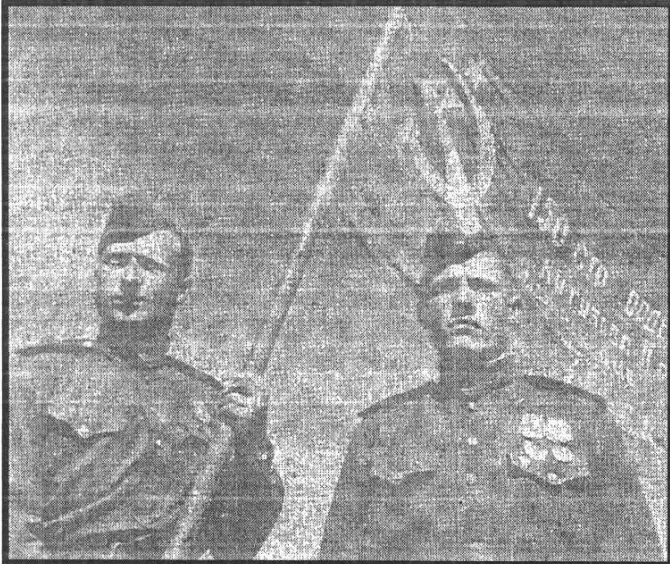
1. EC are Moist with no wind at start.
2. The German player may not use Double Time movement in their first MPh.
3. All German units have an ELR of 2. No Russian unit may enter a Bridge location. The German 5-4-8s are not SS but, are treated as having an underlined Moral Level.
4. The German player may set up either/both of his fortification counters HIP if they set up with a hex coordinate ≥ 4 .
5. The Russian T34-85 is considered to have already expended 8MPs prior to entry.

Aftermath: Some German generals were appalled to see full battalions manned by young boys and old men and they ordered these entire battalions to go home to their mothers and wives. As the Germans fled to the inner ring in the face of the Russian Guards, roving gangs of SS soldiers hunted deserters. Sixteen year-old Aribert Schulz (Hitler Youth) saw an SS trooper with a Wehrmacht sergeant who was dressed as a civilian. The trooper shoved the "civilian" into the street and then shot him, in the back. Later, Schulz was guarding a barricade when a T-34 suddenly appeared. As it swung its turret it was hit by an anti-tank round. One crewman survived and was captured. After his interrogation, Schulz saw the same SS trooper lead the Russian crewman into the street. The execution was repeated. Throughout the city, Berlin's defenders were melting into the inner, final, ring of defense.

RED BANNER NUMBER 5

HOB

HISTORICAL BRV 3



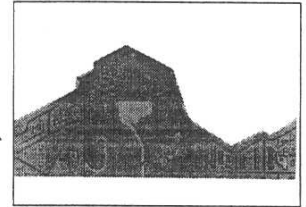
Reichstag, BERLIN, GERMANY, May 1st, 1945: After many hours of delay, the 176th Rifle Regiment of the 150th Rifle Division finally closed in on the dreaded Reichstag. Time was quickly running out to accomplish Stalin's directive to have a Banner flying on the Reichstag on May 1st. Nine special banners were distributed to the units taking part in the assault. One of these Banners had to be crowning the building in the next few hours or the commanders of the assaulting units could face a firing squad. The Russians blasted a small hole in the bricked up building with mortars. They placed two mortars against the stout pillars in front of the Reichstag, then fired point blank at the door. The mortars made a hole just large enough to squeeze men into the objective. Once inside the building the Russians were in complete darkness and had no floor plan of the structure. Only the flash of rifles and the explosion of grenades lighted the way. Desperate hand to hand fighting erupted as more Russian soldiers clambered through the breach.

MAP CONFIGURATION:

BALANCE:

Add two Demolition charges to the initial German OB.

Add One additional Red Banner counter to the Russian OB.



PLAY AREA: All hexes with a hex coordinate ≤ 21 which are south of the Spree river.

VICTORY CONDITIONS: The Russian player wins if at the end of any Game Turn the Red Banner counter remains emplaced on any rooftop location completely controlled by the Russian player as per BRV 14.

TURN RECORD CHART

GERMAN Sets Up First [90]	1	2	3	4	5	6	7	END
RUSSIAN Moves First [150]								

Reichstag detachment of Defense zone "Z" [ELR: BRV8.1] set up in any location of the Reichstag: {SAN: 3}



B Company 176th Rifle Regiment [ELR: BRV8.1 (-1)] set up on/west of the following perimeter; W10-S12-S13-Q14-Q16-R17-R21: {SAN: 3}



SPECIAL RULES:

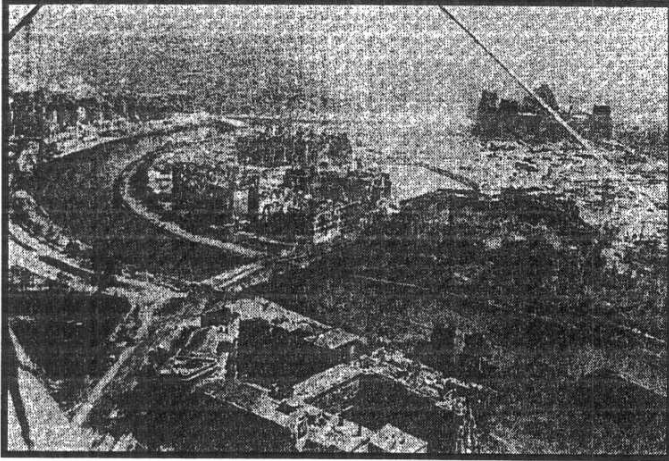
1. EC is Moderate with no wind at start. Due to the failing light the E1.7 LV DRM applies.
2. The German player may fortify one ground level building location within the Reichstag. A Breach exists in the Reichstag across hexside W18-X19 and is treated as a Breach across a Factory interior wall (O5.33-5.331).
3. As the last action of the first RPh all German units which are set up on the ground level of the Reichstag must take a NMC..
4. The Russians have no smoke capability. The Russian player may fortify four building locations in his set up area.

Aftermath: Carrying Red Banner Number 5 were two old friends and the regiments most trusted soldiers. Sergeants Yegorov and Kataria climbed through the small breach carrying the Banner. After an hour of intense fighting the duo made it to the second floor and waved the banner out the window. This was not good enough, the banner had to be on top of the Reichstag. The escort troops and the intrepid sergeants finally broke out to the roof of the building only to be stopped by a German machine-gun nest. The escort troops blasted the Germans with a hail of fire allowing the Banner men to get to an appropriate spot to hoist the Banner. With just 70 minutes to spare the flag was hoisted next to the statue of Germania. Yegorov and Kataria had accomplished the mission. They were both later awarded the Hero of the Soviet Union medal. The remaining Germans fought bitterly from the cellar until the late afternoon of the 2nd.

AT LAST THE SPREE

HOB

HISTORICAL BRV 4



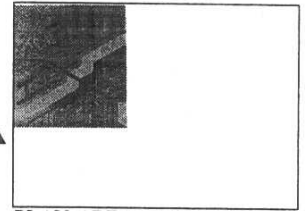
Moltke Bridge, BERLIN, GERMANY, April 28th, 1945: The 79th Corps of the 3rd Shock Army fought its way into the northern portion of Berlin. They were now poised to cross the last remaining river on the long road to the Reichstag. The Spree had three bridges that could be crossed close enough to the Reichstag to allow for an immediate attack on the Reichstag. The steep stone embankments forced the Soviets to make a bridge crossing. Both the Marschall and Kronprinzen bridges were ruled out because they were under direct fire from the Reichstag. The Moltke Bridge was the only choice. The Moltke was mined, barricaded and covered by wire. Despite these hazards the 79th Corps moved forward under the cover of darkness.

MAP CONFIGURATION:

BALANCE:

Add 6 AP mine factors *OR* 3 AT mines to the German OB.

Any Russian Elite MMC possessing any DC/FT is Fanatic while on/south of the River.



PLAY AREA: All hexes west of hexrow P with a coordinate of ≤ 15 are playable.

VICTORY CONDITIONS: To win the Russian player must earn ≥ 20 Exit VP at Game end. The Russian player earns EVPs normally by having unbroken units south of the Spree River, exclusive of bridge locations. The Russian Player also earns double EVPs for Russian infantry units in building K11. Russian vehicles/crews do not count for EVPs.

TURN RECORD CHART

GERMAN Sets Up First [116]	1	2	3	4	5	6	7	END
RUSSIAN Moves First [150]								

Elements of Defense Sector Z and 11th SS Panzergrenadier Division "Nordland" [ELR: BRV8.1 (-1)] set up in any non-bridge location south of the River Spree (see SSR 2) No more than two MMC may set up per hex: {SAN: 3}



8-3-8	6-5-8	4-3-6	9-1	8-1	7-0	5-12	3-8	30-1	12-4
4	8				2	2	2	2	

MPH/RPH: dr = MF CC: +1/-1	
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Elements of the 79th Corps, 3rd Shock Army [ELR: BRV8.1] set up north of the River Spree ≥ 2 hexes from H9: {SAN: 2}



4-5-8	4-4-7	9-2	8-1	7-0	8-16	6-12	2-6	30-1	24-1	16 11 85L	16 76L	13 11 152
6	12			2	2	4	3	2				

SPECIAL RULES:

1. EC is Moderate with scattered clouds and no wind at start. Night Rules are in effect. The Base NVR is 2 with a Full Moon. The Russian player may not use cloaking.

2. All German 8-3-8/3-3-8s are Assault Engineers (H1.22). The German player may set up these units on the bridge (along with any OB given SMC/SW). Such set up means that an OB given DC is Automatically SET (at Game Start) in the same Bridge hex (only) as the Assault Engineer (BRV11.3). Any leader that sets up with an Assault Engineer is assumed to have participated in the DC setting (each leader may participate in the setting of only one DC per Phase). Each Assault Engineer unit may set only one DC in this manner. Any Assault Engineer (and any leader with it) which sets up on the Bridge automatically has freedom of movement. Both German fortifications may set up HIP, and may set up on a Bridge Location.

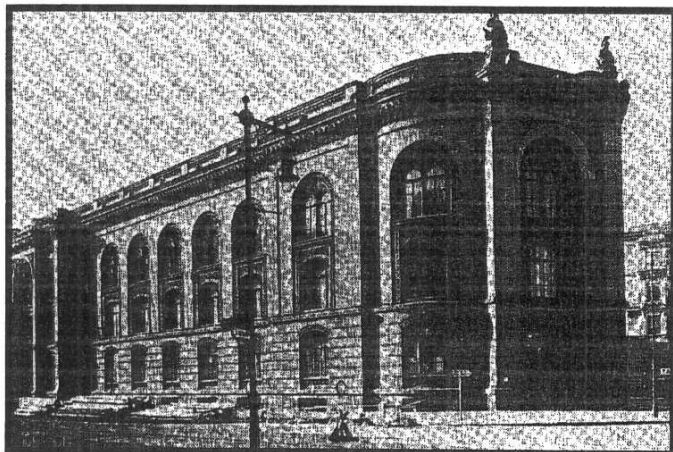
3. The Russian player receives a single recon dr as per E1.23

Aftermath: The Moltke Bridge was stormed about midnight by one battalion from each of the divisions of the 79th Corps. The Germans had strong positions on the south bank with enfilading fire. Unfortunately for the Germans, the charges set to collapse the Moltke did not all go off. Only half of one of the three spans over the river was destroyed. This enabled the Russians to finally overcome the strong positions on the south bank. By 0200 hours parts of the assaulting battalions had a foothold in the diplomatic quarter. Engineers were quickly brought up to try and repair the bridge as quickly as possible so that heavy equipment could be brought to bear for the final assault on the Reichstag.

HIMMLERS HOUSE

HOB

HISTORICAL BRV 5



Koningsplatz, BERLIN, GERMANY, April 29th, 1945: April 29th, 0700: Having crossed over the Moltke Bridge during the evening the remains of the 150th Guards Division had established a foothold in the buildings at the eastern end of the Diplomatic Quarter. The SS had fled across the wide expanse of the Alsen strasse to setup a new defensive line in the Western Quarter. During the evening new bodies were poured into the fighting as the SS garrison reinforced the Ministry Of The Interior building. The Russians called it "Himmler's House" because it was the office of the second most powerful man in Germany, Heinrich Himmler. Braced to defend their man and his honor, the SS soldiers and officers of the State Police would fight to the last man.

MAP CONFIGURATION:

BALANCE:



The German may Battle Harden any one leader and may place a Fanatic marker on ≤ 4 MMC at game start.



Add a FT to the Russian on board set up OB. And add a 7-0 leader to the Russian Reinforcement OB.



PLAY AREA: All hexes on/west of hexrow P are playable.

VICTORY CONDITIONS: To win the Russian player must control all non-Blaze locations in building M13 (Himmler's House) at game end. [EXC.: Cellars and Rooftops locations]. Any other result is a German victory.

TURN RECORD CHART

GERMAN Sets Up First [123]	1	2	3	4	5	6	7	8	END
RUSSIAN Moves First [212]									

Remnants of Defense Sector "Z" with elements of the 11th SS Panzergrenadier Division [ELR: BRV8.1] set up in the following road net; A16-B15-J10-N12-M22-G22-A19: {SAN: 4} (See



6-5-8 4	4-4-7 9	9-2	8-0	7-1	5-12 2	3-8 4
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674th Rifle Regiment, 150th Rifle Division [ELR: GD8.1] set up in building M10 and/or north of the Spree River: {SAN: 2}



4-5-8 8	4-4-7 4	8-1	8-0	2-6 1	30-1 2
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Enter on/after turn 1 from any map edge hex in play north of the Spree River.

6-2-8 8	10-2	2-6 3	30-1 2
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SPECIAL RULES:

- EC is Moist with no wind at start. Due to the early morning darkness the E1.7+1 LV DRM applies to the first two Game Turns only.
- The Germans may set up one squad/equiv. (and any SMC/SW which sets up with it) HIP. The Germans may also fortify up to two building location
- Before all set up a collapsed bridge counter is placed in hex I9 (See GD11.312).
- The Russian OB given 8-0 Leader is considered Heroic at scenario start, (mark it with the appropriate hero counter at scenario start).
- The German player may not set up more than two non-HIP MMC per hex. Place a Burnt Out Wreck counter in the following locations: K10 and L11.
- During the Russian Player Turn, if the sum of all non-Hand-to-hand CC attack/s DRs for a single location is > 20 a Flame is created in that location. Multiple flames may be created in such a location in this manner.

Aftermath: In an effort to enlarge their foothold and allow more men and material to be shoved at the Reichstag the 150th Division attacked across the Moltkestrasse at first light. After a brief 10 minute shelling the Guards rushed the building and entered it through it's main entrance at the corner of Herwarthstrasse and Moltkestrasse. Ruthlessly, the Russians battered their way up the main staircase in hand-to-hand combat. True to their word, the SS contested every room and every corridor to the last. The fighting was so savage that huge fires broke out amongst the combatants. Neither side was deterred by the choking smoke and the hateful fight raged on. Hour after hour the State's officers lashed at their men to keep the flames of the fight alive. The Russians blinked at the German fanaticism and the divisions reserve regiment had to be called up to replace the dead and dying. Darkness came but the flames kept the fight alight. Finally, after 21 hours of ghastly fighting with 150th Division losing half its men, the blood-soaked building fell silent. Himmler's House was under new management.

OPERA OF DEATH

HOB

HISTORICAL BRV 6



VICTORY CONDITIONS: The Russian player wins at Game end if they control ≥ 15 LVPs more than they started with (Each side is considered to be in control of all of the stone locations within their own set up perimeters). Each ground level stone location, including stone rubble, is worth 1 LVP [EXC: each ground level stone location in Building K13 is worth 2 LVPs]. Each ground level location in the Kroll Opera (Bld H19) is worth 3 LVPs].

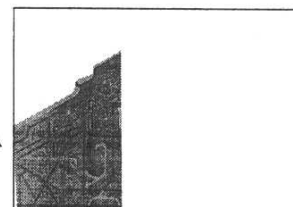
Kroll Oper, BERLIN, GERMANY, April 30th, 1945: After taking Himmler's House the Russians had only 20 hours left to place the Banner above the Reichstag and to satisfy their leader in Moscow. As the survivors left the Himmler's House to confront the Reichstag they came under murderous fire from their rear. The SS had fortified the Kroll Opera House with machine-guns and light artillery guns in the upper floors. The Opera House would have to be taken. In order to get at the Kroll Opera the Russians felt that the buildings along the Spree would have to be taken. Since the crossing of the Moltke two nights earlier German machine-guns and cannon had been exacting a toll on anyone crossing the Moltke Bridge from these buildings. The Russians brought up the Corps' reserve division and kicked out those who had survived the fighting in the Himmler's House into the attack to clear the river.

MAP CONFIGURATION:

BALANCE:

✈ Increase German FPPs from 40 to 60.

✈ Decrease German FPPs from 40 to 20.

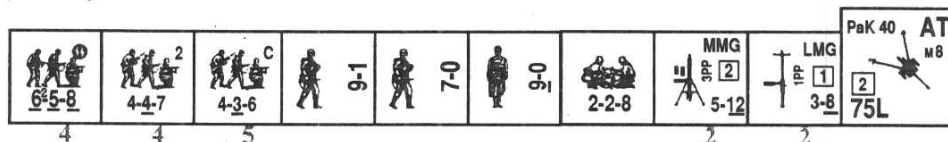


PLAY AREA: All areas on/west of hexrow P and south of the Spree River are playable.

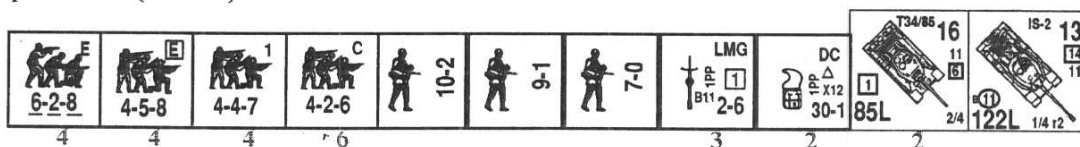
TURN RECORD CHART

✈ GERMAN Sets Up First [113]	1	2	3	4	5	6	END
✈ RUSSIAN Moves First [144]							

Remnants of Defense Sector Z [ELR: BRV 8.1] set up south of the following perimeter; A14-J10-J15-P18: {SAN:4}



598th Rifle Regiment, 207th Rifle Division [ELR: BRV 8.1 (-1)] set up North of the German set up perimeter: {SAN: 3}



SPECIAL RULES:

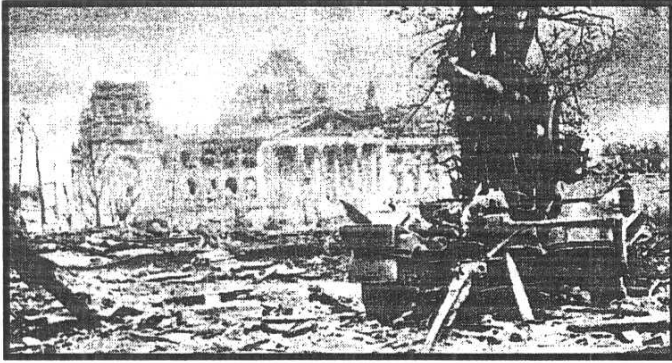
1. EC are Moist with no wind at start.
2. The Germans receive 40 FPPs to purchase fortifications from the RePh BRV8.621 Fortification Chart. Footnotes; C, D, E, and F are NA. All A-P Mine factors cost 2 FPPs instead of the normal 1. The Germans may not purchase Tunnels.
3. The Germans may purchase no more than 10% of their OB given squads HIP (any SW/SMC are free to set up HIP with any Purchased HIP MMC).
4. The Russians have PF capability as if they were 1944 German units (C13.1).

Aftermath: The Russians bombarded the Opera garrison with everything they had in preparation for the coming assault. The Russians even used captured Panzerfausts to smash in the walls of the Opera House. At first the Russians moved along the Spree and cleared the first block of buildings but then changed direction and attacked south into the Opera House. This attack was complimented by a second rush from the newly captured Himmlers' House. The combined attack was too much for the beleaguered SS and the Opera played its last tune. The Russians held their assault at the Charlottenburger Chaussee which was their Corps boundary. During this action the Russians were able to bring across the Moltke over 90 assault guns and artillery pieces for their next objective, the Reichstag.

GRIZZLY BEAR

HOB

HISTORICAL BRV 7



Konigsplatz BERLIN, GERMANY, April 29th, 1945: After 21 hours of intense fighting for the Ministry Of The Interior, the surviving three-fourths of the 150th Rifle Division were immediately ordered to attack the Reichstag. The hasty plan called for an assault across Alsenstrasse to grab the east end of the Diplomatic Quarter, and thereby putting the Reichstag under flanking fire. A second attack would rush across the Konigsplatz and assault the Reichstag head-on. With no rest and no time to recon the battlefield the infantry were kicked out into the attack

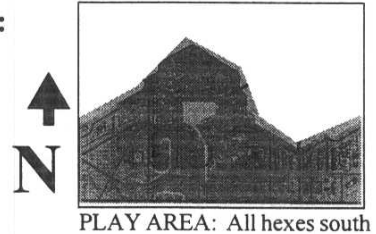
VICTORY CONDITIONS: The Russian player must completely control all ground level locations of two of the three following buildings: H19, Y18, R10-T10 (treated as one building). The Russians automatically win at the end of any Game Turn if the Red Banner is placed on any Reichstag rooftop location (see BRV 14.3).

MAP CONFIGURATION:

BALANCE:

Exchange two OB given 4-3-6(s) for two 6-5-8(s).

Add one ISU-152 and an 8-1 Armor Leader to at start Russian OB.



PLAY AREA: All hexes south

TURN RECORD CHART

GERMAN Sets Up First [147]	1	2	3	4	5	6	7	8	9	END
RUSSIAN Moves First [228]										

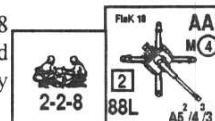
Defense Zone "Z" (KG Weidling), [ELR: BRV 8.1] set up on/south of the perimeter Q6-Q14-L17-K16-A21: {SAN: 4}



6-5-8 5	4-4-7 6	4-3-6 6	5-2 5	5-1 5	5-1 5	5-1 5	7-16 3	5-12 3	3-8 3	X10 12-4
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6	2 MIP/HIP: dr = MF CC: +1/-1	5 Trench OVR, ODA: +4 Other: +2
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Setup ≤ 6 hexes of Y18 (may set up concealed with OB given "?" but may not set up HIP)



674th Rifle Regiment, 150th Rifle Division [ELR: BRV 8.1 (-1)] set up in/adjacent to buildings M10, N8, K13: {SAN: 3}



6-2-8 8	4-5-8 5	4-4-7 11	10-2 1	5-1 2	5-1 2	7-0 2	8-16 2	6-12 2	4-12 4	2-6 3	50* [3-20] 3
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30-1 3	24-1 2	13 2
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SPECIAL RULES:

1. EC is Moderate with no wind at start.
2. Due to heavy smoke from the battle there is a +1 LV DRM which applies at ranges > 6 hexes.
3. The German Player may fortify two building locations.

Aftermath: The attack into the eastern end of the Diplomatic Quarter went smoothly with the Russians overwhelming the young defenders; however, as the 674th Regiment pushed into the Konigsplatz machine-gun fire from within the Reichstag pinned them down...in the open. Suddenly, to their horror, machine-guns and light artillery pieces opened up from behind them in the upper levels of the Kroll Opera House. Making matters worse, the twin-barreled 128mm AA guns sitting atop the Zoo Flak tower to the west spotted the Russian attack and began to fire their guns into the carnage. The Russians were slaughtered in detail and the survivors melted back into their old positions. The Opera House would have to be taken before Stalin's order could be met.

POLISH PRIZE

HOB

HISTORICAL BRV 8



VICTORY CONDITIONS: The Russian player wins immediately upon controlling all ground level locations of building 20H3.

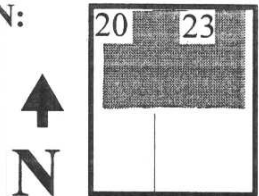
Tiergarten, BERLIN, GERMANY May Day, 1945: As the noose tightened around the Nazis many historic landmarks fell in violent clashes. The Technical High school was the sight of the Honor Parade for Hitler on his 50th birthday. The Russians had been mauled in the previous battles and had to call in the 1st Polish Infantry Division to take over. They would be supported by the remaining Shermans of the 55 Tank Brigade who had already lost 82 of their 97 Shermans. The frontal assault began on the exact spot where Hitler had taken his birthday salute. When the Poles arrived to take over from the battered Russians they were horrified to learn that the Russians had lost 95% of their effect strength. The feisty Germans would defend the honor of their leader to the last.

BOARD CONFIGURATION:

BALANCE:

The German player receives 40 FPPs.

The German Player receives 20 FPPs.



PLAY AREA:
Only hexes A-P on both boards are playable.

TURN RECORD CHART

GERMAN Sets Up First [94]	1	2	3	4	5	6	END
POLISH Moves First [132]							

Remnants of the 18th Panzergrenadier Division [ELR: 2] set up on/south of hexrow D and east of the Canal: {SAN: 4}



5-4-8 4	4-4-7 6	2-2-8	1-1-1	1-1-1	1-1-1	1-1-1	5-12 2	3-8 3	x10 12-4	30-1 3	50L [75]	30 FPP see Below
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Fortification costs: 1 Squad Foxhole=1FPP, Trench= 5FPP, AP mine=1FPP, AT mine=4FPP, Roadblock=11FPP, HIP=1/2/3 (SMC/HS/SQ), "??=1FPP, Fortified Building Location= 5 FPP, increase SAN to "5"-8FPP.

Elements of the 1st Polish Rifle Division [ELR: 3] enter on Turn one from the north map edge: {SAN: 2}



4-4-7 12	1-1-1	1-1-1	2-6 5
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Reinforcements: elements of the 55th Guards Tank Brigade [ELR: 4] enter on Turn Two from any map edge which is east of the Canal (including hexrows 23P1-6 and 23A1-3) (Treat as Guards for all purposes).

6-2-8 4	1-1-1	2-6 2	30-1 2	14 2
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SPECIAL RULES:

- EC are Moderate with no wind at start. The Canal (B21.11) and its extending River are Deep with a Slow Current flowing to the south. Building 20C7 is a Factory (B23.74).
- The German player may purchase Fortifications from the table provided. No more than 10% (FRU) of the German player's OB (and any SW stacked with a HIP unit) may set up HIP, in addition to the AT Gun and it's manning crew.
- All German units have an ELR of 2. No Russian unit may enter a Bridge location. The German 5-4-8s are not SS but, are treated as having an underlined Moral Level.
- Any/all roadblocks may be removed by a KIA or K/ result as per B29.5
- No Quarter is in effect and both players may declare Hand to Hand as per J2.31.
- Prior to viewing the German set up the Russian player secretly records one of the following forms of OBA attack:

A. Bombardment: one board is Bombarded as per C1.8 [EXC: Bridges are not affected by this Bombardment]. B. 200mm Rocket OBA (C1.9): the Russian player secretly records the target hex that a Rocket FFE:1 counter will be placed in at the beginning of the first PFPh. Battery access, Radio contact, and LOS automatically exist. Normal Direction/Extent of error is rolled as per C1.9. If the Russian player chooses the Rocket OBA option he may set up AFTER determining Direction/Extent of Error, but before any FFE DRs are made. **Aftermath:** Following the traditional bombardment of the Reds the Poles jumped off from the Institute of Physical Research building and crossed Berliner Strasse and into the High School. The High School was flanked to the east by the Landwehr Canal which allowed the Germans to concentrate their fire directly ahead of the advancing Poles. The Poles manhandled artillery pieces into the upper floors directly across from the school and fired at point blank range at the Germans who were resisting everything that was thrown at them. The attack was stalled, however, until the divisions reconnaissance company outflanked the school and broke into it in a swirling melee. After another bloody victory the Poles were able to hoist their National flag on the Victory Column which had been moved from in front of the Reichstag into the center of the Tiergarten.

JAIL HOUSE ROCK

HOB

HISTORICAL BRV 9



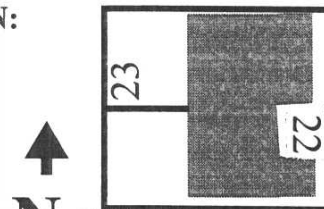
Westhafen Canal Locks, BERLIN, GERMANY, April 26th, 1945: The 79th Corps fought its way toward the Reichstag to meet Stalin's tall order to fly the Red Banner atop the Reichstag by May 1st. As they approached the Moltke Bridge from the northeast they first had to cross the bridges at the Westhafen Canal. Defending this area were the tough anti-Communist volunteer Russians under the command of the distinguished Lt.-General Andrei A. Vlasov. Vlasov's men guarded the bridges into the Moabit district which held the grounds of the Moabit Prison but the German command was skeptical about their ability to stand and fight due to the inevitable circumstances. Inside the walls of this prison held pro-Communist Germans and Russian POWs who were waiting for their death sentences to be executed and who were guarded by SS.

BOARD CONFIGURATION:

BALANCE:

The German reinforcements arrive on Turn two.

The Russian Player may Battle Harden 4 MMC at scenario start.



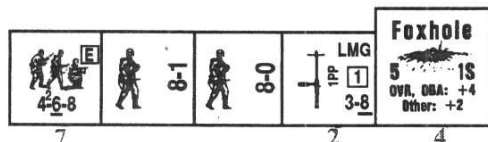
PLAY AREA: Only hexrows 23R-23GG & 22P-22A are playable.

TURN RECORD CHART

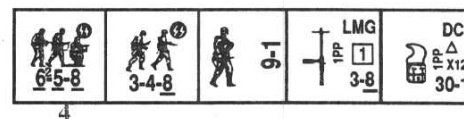
GERMAN Sets Up First [158]	1	2	3	4	5	6	7	END
RUSSIAN Moves Second [111]								



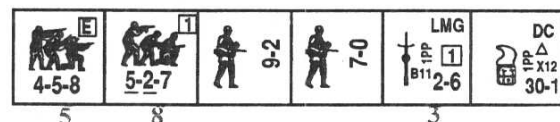
Pro German Volunteer Russians [ELR: 0] set up south of the Canal in any building or in any OB given foxhole (no more than one MMC may set up per building): {SAN: 4}



11th SS Panzergrenadier Division [ELR: 4] enter on/after Turn three from the south edge of board 22. See SSR 3.



Elements of the 79th Rifle Corps., 3rd Shock Army [ELR: 4] set up north of the Canal (see SSR 4 & 5): {SAN: 2}



VICTORY CONDITIONS: The Russian player wins at Game End if he has earned ≥ 35 VPs. The Russian player earns CVPs normally (including double CVPs for captured units) and earns VPs for Good Order Russian units (including Liberated Prisoners, see SSR 5) which are south of the canal at Game End [Treated as Exit Victory Points (A26.3)].

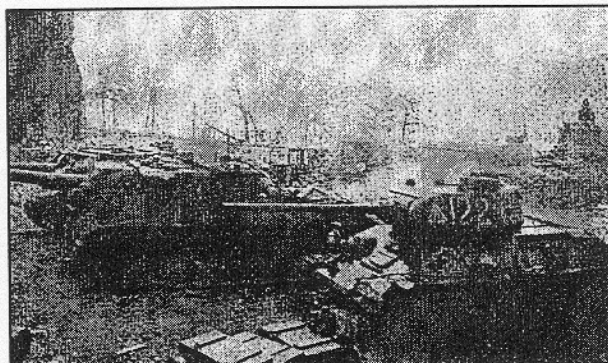
SPECIAL RULES:

- EC are Moist with no wind at start. No unit may enter a Canal water location. The Stream is Deep. Due to the heavy bombing of the area all Orchards are considered Out-of Season. Buildings 23Y7 and 22G5 are warehouses and are treated as Factories (B23.74). Kindling is NA.
- All German SMCs have an ELR of 4. The 4-6-8s are treated as non-SS German units and suffer Unit Replacement (A19.13) normally except as follows: if such a unit fails a MC by greater than its current Moral Level it is replaced by the next lower quality unit. If it fails a MC by two greater than its current ML it suffers double Unit Replacement. If it fails a MC by three greater than its current ML it suffers triple unit replacement, etc. EX. A 4-6-8 takes a IMC and rolls a Final DR of "9". The unit has rolled two greater than its current ML and becomes a broken 4-4-7 (it was reduced to a 4-6-7 then to a 4-4-7). If a 4-6-7 rolls a final DR of "10" it would become a broken Disrupted 4-3-6.
- The German reinforcement units are SS and are treated as having a underlined ML with an ELR of "4".
- As the first action of the Russian PFPh the Russian player may place one +3 TEM Smoke counter and one +2 Dispersed Smoke counter in any non-Canal hex(es) which is on/adjacent to a Canal bridge hex.
- All multi-hex wooden buildings on board 22 are Prisons and have a ground level only.

- As the last action of each Russian player turn in which the Russian player has complete control of a Prison building with a Good Order Russian MMC Liberated Prisoner/s are created. Only one 3-3-7 may be liberated from each non-rubbed/non-blazing hex of a Prison building (players should keep track of liberated buildings with a building control marker), and are placed in any Location of that building which contains no Enemy units. Liberated prisoners are treated as Inexperienced Russian units (A19.3) and may not form a Multi-location FG. They receive a -1 DRM in Hand to Hand combat, and an additional +2 DRM to any HOB DR. They receive a -1 DRM to any Leader Creation DR (+1 Russian DRM is N/A). Liberated Prisoners have an underlined ELR of 2.
- The Germans may fortify three non-prison building locations during set up.
- No Quarter is in effect and Hand-to-Hand may be declared by either side as per J2.31.

Aftermath: As the Germans feared, Vlasov's men proved unreliable at this stage of the game and they melted away under the Red horde. As the Russians broke into the prisons they began freeing the inmates. The inmates were given a meal, a rifle, a speech and a one-way ticket to the front. The melee was complete as Vlasov's men, inmates, SS guards and regular Russians mixed it up in a fight for "freedom". In the end it was the Communists who won their freedom. The depleted Soviet ranks were strengthened with the fresh bodies of some 2,000 liberated prisoners who utterly sacked Berlin for days.

HISTORICAL BRV 10



River Spree, BERLIN, GERMANY, April 28, 1945: The final blow and the final river in the long road toward the end of the war came on the 28th. Elements of the 79th rifle Corps had made it to the Spree River (CON'T on rules page 16).

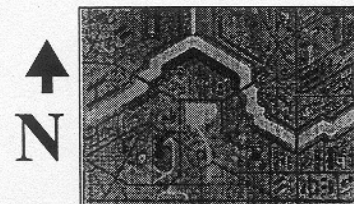
MAP CONFIGURATION:

PLAY AREA: Entire map is in play.

BALANCE:

Decrease game length to 8 turns.

Increase game length to 10 turns.



VICTORY CONDITIONS: The Russian player wins at game end if he has earned more than 1.5 times as many VPs than the German player, provided that the Russian player has earned at least 15 LVPs. The Russian player receives VPs for Good Order units [EXC.: Vehicles/crews] south of the Spree (treated as EVPs) and for LVPs. The Russian player earns 1 LVP for each ground level location of a multi-hex building south of the Spree and west of hexrow II (the ground level locations of buildings H19 are worth 2 LVPs, K11 are worth 3 LVPs and Y18 are worth 5 LVPs). The Germans earn CVPs normally [EXC.: Russian Vehicles/inherent crews]. The Russians automatically win at the end of any Game Turn that the Red Banner is emplaced on any Reichstag rooftop location (see BRV14.3). The Germans automatically win at Game End if the Russians do not control all locations of at least one bridge.

GERMAN Sets Up First [330]	1	2	3	4	5	6	7	8	9	END
RUSSIAN Moves First [280]										

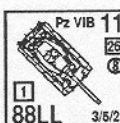
Defense Sector "Z" and elements of 11th SS Panzergrenadier Division "Nordland" [ELR: BRV8.1] set up on/south of the Spree: {SAN: 4}



8-3-8	6-5-8	4-4-7	2-2-8	6-2	6-1	8-1	8-0	7-16	5-12	3-8	30-1
4	14	8				3		2	4	6	3

12-4	10	75LL	88L	88L	4	3	Enter on/after turn 2 from the south map edge ≤ 3 hexes from BB24.	33
2		3						4

Enter from the south map edge on/after turn 5 ≤ 3 hexes from hex BB24.



2

Elements of the 79th Rifle Corps., 3rd Shock Army [ELR: BRV8.1] set up north of the Spree River (infantry units may not set up adjacent to a river hex) and/or enter from the north map edge on/after turn 1: {SAN: 3}



6-2-8	4-5-8	4-4-7	10-2	6-1	8-1	8-0	6-12	4-12	2-6	30-1	24-1
6	10	14		2	2		2	4	4	3	2

50*	5/6/7	16	13	13	16	17	1	Enter on/after turn 3 from the north map edge	13
3		2	2	2	3				2

1. EC is Moist with no wind at start.
2. All Russian 6-2-8s and German 8-3-8s are Assault Engineers (H1.22).
3. The Russian SMC possessing the Radio may set up HIP. The Russian radio controls a module of 120mm OBA with Plentiful Ammo (smoke and HE only).

4. The German player may fortify two building locations in his set up area and may set up ≤ 2 squad-equivalents (and any SMC/SW stacked with it) HIP.
5. The German Panther turrets (PzKw V) are treated as Dug-In tanks (D 9.5) and may not be placed in a building/rubble location, but may be set up in a paved road location [EXC: Bridges]. See also O. 7.