

Battle for Berlin

A World War II Fantasy:
Allies vs. Russians in Europe, 1945
by Roy Easton

By the waning days of World War II, the Allies and the Soviets were learning that they really weren't such good friends after all. Churchill realized this simple fact earlier than most and constantly pushed for increased Allied influence to counteract the Russians in Eastern Europe. The Soviet desire to conquer the world became apparent to all after the war but there were no direct military confrontations between the Allies and the Soviets.

Things could have been quite different, however. Patton was all set to drive on Vienna and Montgomery was preparing to capture Berlin when they were halted by Eisenhower's express orders since these were "political" and not "military" objectives. Had these orders not been issued, there would have been a race between the Allies and the Soviets for the occupation of these cities.

This variant uses *Panzerblitz* and *Panzer Leader* boards and counters to simulate clashes between Allied and Soviet units attempting to reach the axis capitals. The *Panzer Leader* rules are used with the following modifications.

1. **STACKING**—Four Allied units may stack in a hex; three Soviet units may stack in a hex except for Soviet infantry units which can stack with only one other unit.
2. **INDIRECT FIRE**—No Soviet unit may use indirect fire; all Allied M and (H) units may use indirect fire.
3. **RANGE**—Soviet infantry units have a range of 2*.

NOTES

The Allied player soon learns that his tanks are inferior to the Soviet heavy tanks and that he has nothing to match the SU-152's. In fact, it usually becomes necessary to use the SPA's as assault guns and the premature loss of these units will often cost the Allies the game. The Allied anti-tank guns are longer-ranged than the Russian ones and this is a definite advantage on defense; on the other hand, the British infantry is noticeably inferior to that of the Soviets. The Soviet SMG units are excellent for close assaulting and the Allies have nothing to equal these units. These are very mobile scenarios and the victor must be very good at both attack and defense.



Situation #21

Austria: May, 1945

Available Units:

U.S.

4 I 2	24 A 10	16 A 10	3 M 12	15 A 20
10 I 10	10 I 10	9 I 6	9 I 3	1 I 1
x6	x8	x2		
3 I 2	2 C 2	40 I 32	0 C 0	
10 I 1	1 I 10	7 I 8	1 I 14	
	x7	x3	x2	

Notes:

Use M4/75 counters with M4/76 values.

Boards:

Two *Panzerblitz* boards and one *Panzer Leader* board are used in this scenario.

Soviet Player enters first on hex I-Q-1.

U.S. Player enters second on hex 2-Q-10.

Victory Conditions:

Each side receives 10 points for each hex of Nece, Artain, and Merden occupied by its units (which may be disrupted) at the end of the game. A hex is considered occupied by one side when that side has units in the hex or its units were the last to pass through the hex. In addition, each side receives points for eliminating enemy units:

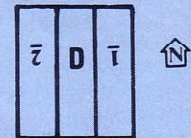
The Soviet player receives 5 points for each U.S. tank, tank-destroyer, or M-7 unit eliminated and 10 points for each U.S. infantry unit eliminated.

A task force from Combat Command A of the 11th Armored Division of the U.S. Third Army clashes with the 213th Guards Tank Brigade (reinforced) on the way to Vienna.

Soviet:

15 A 8	16 A 8	18 A 8	40 H 10	24 H 20	12 A 5
10 I 11	15 I 8	12 I 8	16 I 7	2 I 0	2 I 0
6	2	2	2		
2 M 12	6 I 5	8 I 1	3 I 2	0 C 0	
3 I 1	18 I 1	12 I 1	8 I 1	1 I 12	
2	2	2	2	4	

Map Configuration



Game length: 10 turns

The U.S. player receives 7 points for each Soviet armored unit eliminated and 15 points for each Soviet infantry unit eliminated.

Victory Levels:

Marginal victory—Have more points than your opponent

Tactical victory—Have more points than your opponent and occupy every hex in 2 of the 3 towns.

Decisive victory—Occupy every hex in all 3 towns.

Situation #22

Germany: May, 1945

Available Units:

British

10 A 8	9 A 8	3 A 5	35 I 35	9 A 5	2 C 2
8 I 8	8 I 7	3 I 16	7 I 8	5 I 0	2 I 10
x8	x4	x3	x3	x3	x9
2 I 2	16 A 10	0 C 0	3 M 8	3 I 2	
6 I 1	1 I 9	1 I 14	3 I 1	10 I 1	
x9	x2	x6		x2	

Notes:

Use 76mm AT gun counters with 17 pdr values

Boards:

Two *Panzer Leader* boards and one *Panzerblitz* board are used.

Soviet player enters first on hex D-A-8

British player enters second on hex A-Q-1

Victory Conditions:

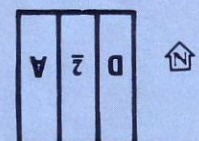
British win a decisive victory if there are no undisrupted Soviet units in Caverge, Grancelles, Kuhn, Bednost, and Nece at the end of the game. They win a tactical victory if there are no undisrupted Soviet units in any 4 of these cities at the end of the game. The Soviets win a decisive victory if there are no undisrupted British units in

British armored units of the Guards Armored Division run into units of the Soviet 17th Tank Corps as both sides attempt to secure a vital road to Berlin.

Soviet

12 A 6	15 A 8	40 H 10	0 C 0	12 A 5
9 I 11	10 I 11	16 I 7	1 I 12	2 I 0
6	6	2	6	3
2 M 12	24 H 20	5 I 4	8 I 1	3 I 2
3 I 1	18 I 1	12 I 1	8 I 1	8 I 1
2	2	2	2	

Map Configuration



Game Length: 10 turns

Bednost, Kuhn, and the five Grancelles hexes north of the river at the end of the game. They win a tactical victory if there are no undisrupted British units within one hex of the north-south road on board 2 at the end of the game. Any other result is a draw.