

Himmler's House

7



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



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

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



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

2-2-8	8-0	(88) ^B / ₂ AA
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ELR: 5
SAN: 6



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

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



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

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

ELR: 4
SAN: 4

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

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

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

SPECIAL RULES:

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

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

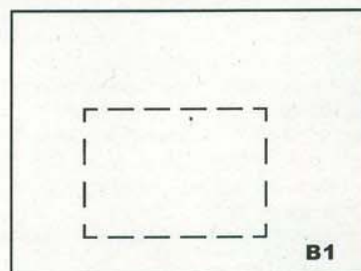
HANDICAPS:

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

TURN RECORD TRACK

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

MAP LAYOUT:



Götterdämmerung

8



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

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



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

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

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

AP Mine 120	? 7 morale 24	88 B 2	105 C 1	HE 81 D 3	2-60 MTR	20 B 3	75 B 2	HE 75 D 2	300 D 1	1-53 RCT	Trench	Wire
factors		2		2		2		2			8	12

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

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

SP GHW 36 HE D 2-13 50 3 MTR	? 7 morale 8	HE 81 D 3	2-60 MTR	75 B 1
2		2		3

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

9-2	9-1	88 A 1	11 B 1	88 B 2	11 C 1
		2			8

ELR: 5/2
SAN: 5

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

SPECIAL RULES:

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

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

playable.

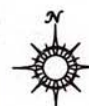
HANDICAPS:

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

TURN RECORD TRACK

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

MAP LAYOUT:



Wagnerian Crescendo

9



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



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

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

AP Mine 60 factors	? 7 morale 16	75 ^B ₂ AT	HE 75 ^D ₂ INF	HE 81 ^D ₃ 2-60 MTR	Wire Mph - RPh 8
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Reichstag Defenders set up third on/east of hexrow V:

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

ELR: 5/2
SAN: 5



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

6-2-8	4-5-8	3-3-8*	2-2-8	9-2	9-1	8-1	8-0	HMG MG 42 6 12 3	m1910 5P 4 10 2	DP 28 1P 2 6 1	P41 1P 1 12	AP HE 50 3-3 MTR
7	7	5	5					2	2	4	2	2

FT 1P 24 1	DC 1P 30 1	76 ^B ₂ ART	45 ^A ₃ AT	HE 82 ^D ₃ 3-75 MTR	152 ^C ART	76 ^B ₂ 16	152 ^C 13
2	2	2	2	2	2	2	2

ELR: 4
SAN: 4

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

SPECIAL RULES:

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

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

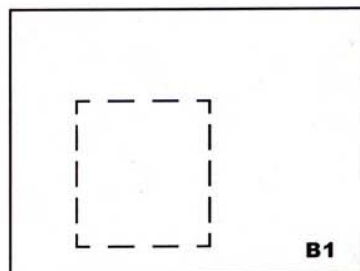
HANDICAPS:

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

TURN RECORD TRACK

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

MAP LAYOUT:



Clearing the Back 40

10



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



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

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



ELR: 2
SAN: 5



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

E 6-2-8	1 4-4-7	LP 3-3-8*	2-2-8	9-1	8-0	MMG m1910 SP 4 10 2 11	LMG DP 28 1P 2 6 1 11	FT 1P 24 1 10	DC 1P 30 1	? 7 morale	76-38 76 B ART
4	8	4	2		2		2		2	8	2

16 76 B 2	13 11 11
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2

ELR: 4
SAN: 4

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

SPECIAL RULES:

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

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

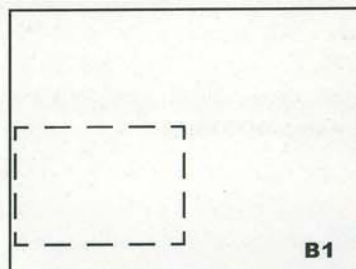
HANDICAPS:

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

TURN RECORD TRACK

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

MAP LAYOUT:



Over Open Sights

11



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



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

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

ELR: 5/2
SAN: 5



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

6-2-8	4-5-8	4-4-7	3-3-8*	2-2-8	10-2	9-1	8-1	8-0	8 16 3	6 12 3	4 10 2	2 6 1
8	6	6	4	13			2	2			2	4
1 12	24 1	30 1	50 3	8	203 D	152 C	76 B	82 D	122 B	76 B	16 11	16 11
2	2	6	3	8	2	2	4	3	2	2	2	2
85 B	122 B	76 B	310 D	14P								

ELR: 4
SAN: 3

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

SPECIAL RULES:

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

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

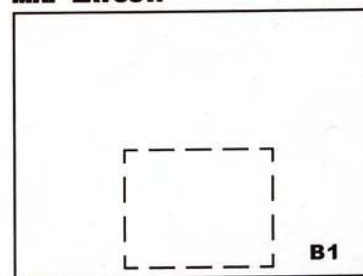
HANDICAPS:

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

TURN RECORD TRACK

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

MAP LAYOUT:



When Diplomacy Fails

12



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



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

4-4-7 3	4-3-6 4	2-3-6 2	8-0 2	6+1 2	MG 42 5 12 2 2	MG 42 3 8 1 3	1P 12 4 2	?	7 morale 12	Fortified 2
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3P 300 ^D ₁ 11 RCT
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Elements of the SS Anhalt Battalion set up on/east of hexrow V in hexes numbered ≥ 23:

6-5-8* 12	2-2-8 2	9-2 2	8-1 2	8-0 2	HMG 7 16 3 3	MG 42 3 8 1 4	1P 12 4 2	11* 88 ^A ₁ 5 3/2	AA 88 ^B ₂	11* 88 ^{Psk} ₂ 3-TH DRM	Trench 3	Trench 2
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(See SR5)



ELR: 5/2
SAN: 4



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

6-2-8 6	4-5-8 6	4-4-7 6	2-2-8 3	9-2 2	8-1 2	8-0 2	HMG DS1938 5P 6 12 3	m1910 5P 4 10 2 11 2	DP 28 1P 2 6 1 11 4	P41 1P 1 12 2	4P HE 50 ^D ₃ 3-20 MTR 2	DC 30 1 3
76 ^B ₂ ART 2	203 ^D _{IF NA} 2	13 122 ^B _{A 22} 2	13 152 ^C 2	16 85 ^B ₁ 4 2	16 76 ^B ₂ 4 2							

ELR: 4
SAN: 3

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

SPECIAL RULES:

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

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

HANDICAPS:

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

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

TURN RECORD TRACK

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

MAP LAYOUT:

