

Raise the Red Banner!

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

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



8 6-5-8*	6 4-3-6	2 9-2	2 8-0	2 7-0	2 HMG MG 42 3P 7 16 3	2 MMG MG 42 2P 5 12 2	3 LMG MG 42 1P 3 8 1	2 PSK 1P 12 4	36 AP Mine	3 88 PsK 2 11* V3 V2* -2TH DRM	3 Trench
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ELR: 5/3
SAN: 5

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



3 6-2-9	7 6-2-8	12 4-5-8	7 2-2-8	9-2	3 8-1	2 HMG DS1938 5P 6 12 3	2 MMG m1910 5P 4 10 2 11	5 LMG DP 28 1P 2 6 1 11	2 4P m41 HE D 3-20 MTR 50 3 24 1 10	2 FT 1P 30 1	4 DC 1P
2 76 B 2 16 V4 1	2 123 B 4 13 V26 11 V14 11	2 152 C 13	2 17* XT1 BF 76 4 11 V11 6 V4 4	2 82 D 3-78 MTR	2 76 B 2 ART	2 152 C ART	2 203 D IF NA ART				

ELR: 4
SAN: 4

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

SPECIAL RULES:

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

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

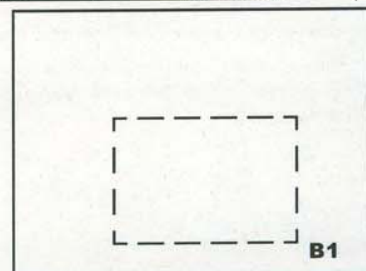
HANDICAPS:

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

TURN RECORD TRACK

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

MAP LAYOUT:



In the Belly of the Beast











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




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

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



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










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

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








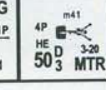


ELR: 5/2
SAN: 5

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



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

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

 6-2-8	 4-5-8	 2-2-8	 9-2	 8-1	 6 12 3 5P	 2 6 1 11	 4P HE 50 3 MTR	 76 ^B ₂ ART	 15
4	4				2				6

ELR: 4
SAN: 4

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

SPECIAL RULES:

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

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

HANDICAPS:

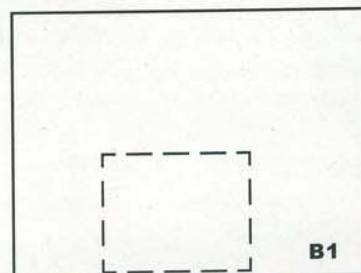
German: The Russian player must Control ≥ 8 other building/rubble Locations.

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

TURN RECORD TRACK

★ † SEQUENTIAL Set Up	1	2	3
4	5	6	

MAP LAYOUT:



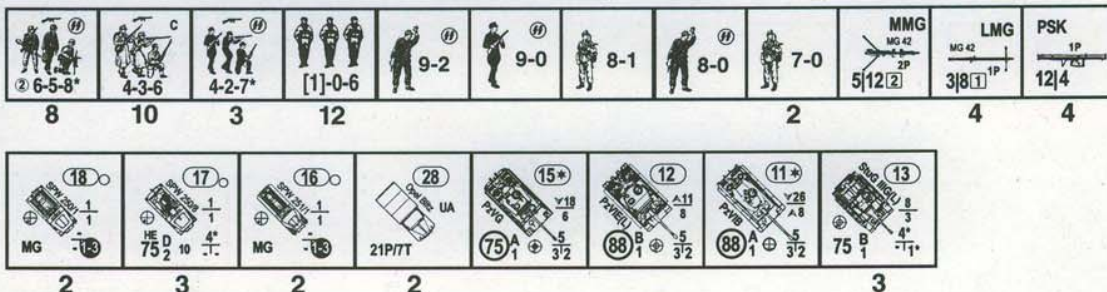
Breakout From Hell



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

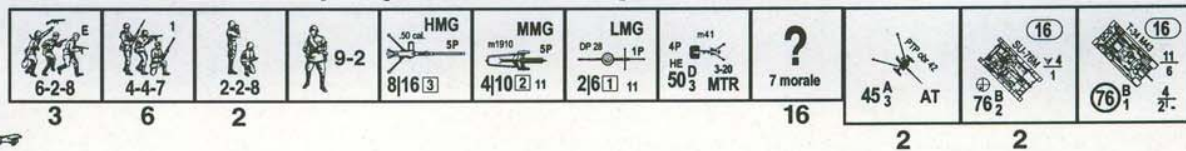
around them, they ran into more groups of Russian troops and tanks and in the confusion many men, including General Ziegler, were killed, and the unit quickly lost all semblance of an organized combat unit as the survivors were forced to split up into smaller groups. These small groups attempted to find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

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

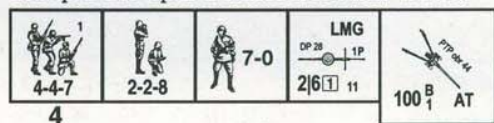


ELR: 5/2
SAN: 3

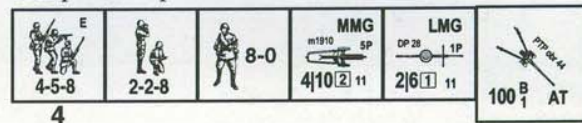
Elements of the 3rd Shock Army set up ≥ 6 hexes north of the Spree River (see SR #3):



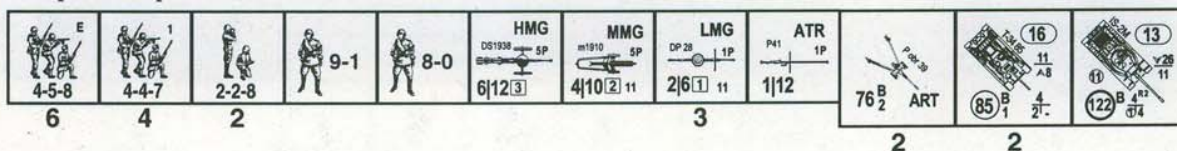
Group 1 set up ≤ 6 hexes from hex WW22:



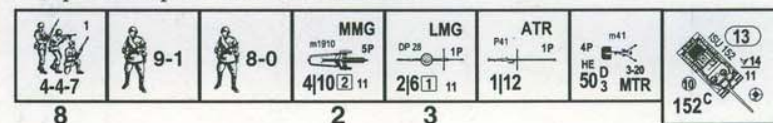
Group 2 set up ≤ 6 hexes from hex II26:



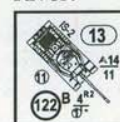
Group 3 set up ≤ 8 hexes from hex WW6:



Group 4 set up ≤ 8 hexes from hex II7:



Group 5 set up anywhere north of the Spree River:



ELR: 3
SAN: 4

Breakout From Hell

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

SPECIAL RULES:

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

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

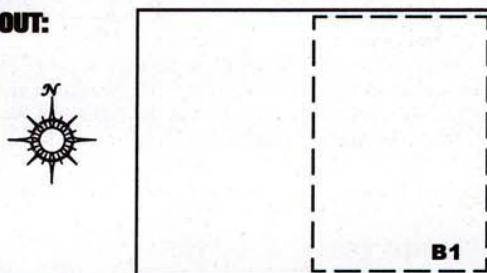
HANDICAPS:

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

TURN RECORD TRACK

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

MAP LAYOUT:



Götterdämmerung

8

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



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

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

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

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

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






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











Elements of the Berlin Volkssturm set up anywhere in play:

 C 4-3-6 6	 H 4-2-7* 4	 C 2-3-6 2	 H 9-0 2	 7-0 2	LMG MG 42 3 8 1 1P 3	PSK 1P 12 4 2
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Remnants of the 9th Fallschirmjager Division and 56th Panzer Corps enter on turn one along the north edge:








 E 5-4-8 4	 1 4-6-7 2	 2 4-4-7 4	 9-1 9-1
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 8-1 2	 8-0 2	 1-4-9 2	MMG MG 42 5 12 2 2P 2	LMG MG 42 3 8 1 1P 3	DC 1P 30 1 2	PSK 1P 12 4 2	 9-1 2	 12 HE 150 ^D 3	 13 75 B 1 7	 15* 75 A 1 3 1/2	 11* 88 Psk 2 2 TH DRM
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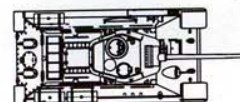
ELR: 3
SAN: 3



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

 E 6-2-8 8	 E 4-5-8 10	 1 4-4-7 10	 9-2 2	 9-1 2	 8-1 2	 8-0 2	HMG DS1938 5P 6 12 3 2	MMG m1910 5P 4 10 2 11 3	LMG DP 28 1P 2 6 1 11 5	4P m41 HE 50 ^D 3-20 MTR 2	FT 1P 24 1 10 2	DC 1P 30 1 3
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 17* 76 1 4	 16 76 B 1 2	 16 85 B 1 4	 21 29P/4T 2
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ELR: 4
SAN: 2

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

SPECIAL RULES:

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

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

HANDICAPS:

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

TURN RECORD TRACK

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

MAP LAYOUT:

