

BERLIN: Red Vengeance

The Battle for the Reichstag
April 28th-May 1st 1945

New version with larger map hexes
and all errata incorporated!

Berlin: Red Vengeance is a historical Module. Compatible with ASL and miniature games. If ASL is used, the following modules are needed: Beyond Valor, Yankee, and KOP II. Included in this package are: 10 Historical scenarios, a 9 scenario Campaign Game, Rules covering the specific aspects of this battle, a color map (24x39 hexes) with 1" boxes, and 56 originally designed die-cut mounted counters.

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BERLIN: RED VENGEANCE

The Battle for the Reichstag

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The following rules are in effect for all CGS/Scenarios played on the *Reichstag Historical map only*.

1.0 No Quarter is in effect for all CGS/Scenarios.

2.0 Hand-to-Hand may be declared by either player as per J2.31.

3.0 Only the following RB SSR apply (on back of Scenario RB5): RB3, RB5, RB8, RB10, RB16, RB17 (units are not free to set up concealed if setting up in concealment terrain in a daytime scenario as they were in RB). Debris rules (O1) apply (EX. S15; some Debris hexes have vehicle depictions in them but have no effect on play and exist solely from creative license). Some printed rubble hexes have building depictions in them; however, they are considered rubble for all purposes and remain a half-level Obstacle. Railway Embankment rules(O2) are in effect (EX. E7-F7). Trenches/AT Ditches *do not* connect to buildings/cellars as they did in Red Barricades. Cellars are playable for all multi-hex stone buildings (as per Red Barricades O6).

4.0 Rooftops (B23.8) are in play for all multi-hex buildings [EXC: Roofless buildings (see BRV12.2)].

5.0 Kindling is NA.

6.0 *CLIFFS* (EX. S7-S8): Cliff depictions exist along some of the lower road along the Spree River.

7.0 *ORCHARDS*: Due to the heavy bombardment that the terrain had previously received all Orchards are considered to be Out-of-season.

8. INFANTRY CHARACTERISTICS

8.1 *ELR*: The following table illustrates the historical ELR for each infantry unit type. An ELR may only be reduced during the CG (KGP II assimilation RePh 8.6123), or from this chart as stated on a Scenario Card in the ELR listing of each OB (see also BRV 8.21).

RUSSIAN INFANTRY		ELR
6-2-8 ◇		5
3-3-7 (Prisoners)		2
SMC, All others		4
GERMAN INFANTRY		ELR
8-3-8 ◇		5
SMC, 6-5-8		4
4-4-7, 4-3-6		2
◇ = Assault Engineer (H1.22).		

8.2 SS MMC suffer Unit Replacement in the following manner (Note: A German 4-4-7 will Battle Harden to a 6-5-8; 6-5-8 are not considered to have an underlined Morale Level).

- 8-3-8 - 3-3-8 x2
- 6-5-8 - 4-4-7
- 4-4-7 - 4-3-6
- 4-3-6 - 2-3-6 x2 ¹
- 2-3-6 - Disrupt NA

8.21 Some CGS/Scenarios may designate that a side has its ELR reduced by a given number. In such a case each ELR printed in BRV8.1 is reduced by the corresponding amount provided in the CGS/Scenario. EX: If the ELR listing appears as "[ELR: BRV8.1 (-1)]" this illustrates that the ELR from the BRV 8.1 table is reduced by one level for all unit type(s) of that nationality.

8.3 *SS*: German personnel are considered SS for all purposes even if they have suffered Unit Replacement (A25.11, which includes an increased Morale Level on their broken side and Assault Fire capabilities etc. [EXC: Volkssturm units do not receive the Assault Fire bonus]).² The Germans are always considered Elite for Special Ammunition purposes (C8.0). Players should keep in mind that SS units do not become Disrupted vs. the Russians nor will they surrender via the RtPh/HOB methods, etc.



8.4 *PARTY LEADERS*³: The Germans may be given Party Leaders in a scenario or may purchase Party Leaders in the CG. Party Leaders are represented as 9-0 and 10-0 leaders and are treated as Commissars (A25.22) [EXC: Party Leaders may not be substituted by/for other leaders in the German OB].



8.5 *GESTAPO*⁴: The Germans may be given Gestapo Leaders in a scenario OB or may purchase the Gestapo Platoon in the CG. Gestapo Leaders are represented by 8-0 and 7+1 Leader counters with an underlined Morale Level and are considered as SS. Gestapo Leaders function as Commissars (A25.22) except as amended below.

8.501 Gestapo Leaders may not be substituted to/for other leaders in their OB as per A25.22. A 7+1 may Battle Harden to an 8-0. An 8-0 that Battle Hardens becomes Fanatic.

8.502 Gestapo Leaders do not break but become Wounded as per A17.1.

8.503 The A25.221 Morale Level increase only applies when Gestapos attempt to Rally Broken units [EXC: When a Broken unit routes through a Gestapo location (see 8.506) or when it goes Berserk]. If a Gestapo Leader goes Berserk all MMC in the same location must take a NTC as per A15.41 (the Commissar A25.221 ML increase *does* apply). Failure of this NTC is treated as a failed Rally attempt. All units which pass this TC become Berserk.

8.504 Gestapos are not considered Elite for SW usage, may not use radios/field phones and treat all SW as Captured (A21.12). Gestapos are considered Axis Minors (A25.8).

8.505 Good Order Gestapos are considered superior to other Good Order leaders in the same location if the Gestapo's current printed Morale Level is $\geq$ other leaders' current printed Morale Level and only for the purpose of Rallying Broken units in that location and, therefore, *must* attempt to Rally those Broken units (including other Broken leaders) as per A25.222.



EX. If a 9-1, 7-0 and 2-1 occupy the same location as a broken squad the 9-1 would be able to attempt to Rally the squad. However, if the 9-1 made a Recovery attempt during the RPl then only the 7-1 could (and must) attempt to Rally the Broken squad.

8.506 A Gestapo may not Voluntarily Rout with a broken unit as per A10.711. Any Broken unit which routes *out* of a location containing an un-Pinned, Good Order Gestapo must first pass a NMC (using its broken side Morale Level, the A25.221 Morale Level increase and any terrain Rally Bonus only). Failure of this NMC is treated as a failed Rally attempt as per A25.222. After taking this NMC the broken unit may continue to route normally (even if it failed the NMC).

8.6 GUARDS: All Russian forces are considered to be Guards units for Elite Special Ammunition purposes (C8.0).

8.7 HITLER COUNTER: TBA.

9. ENTRENCHMENTS/FORTIFICATIONS

9.1 Due to complete Russian air superiority all German Roadblocks/Barricades/AT-Ditches/Wire must be set up on board. All other entrenchments which are not set up in concealment terrain must also be set up on map [EXC: Night]. The German player should always use a Roadblock counter to show the existence of a Barricade (see 9.2), however, whenever a known Good Order Russian unit has an LOS to a Roadblock/Barricade the German player must place the correct type of hexside barrier on board.



9.2 BARRICADES: In addition to a normal Roadblock the German player may be given/purchase a Barricade. Except as follows, a Barricade is treated as a normal roadblock (B 29).

9.21 CROSSING: The only vehicles which may cross a Barricade are non-stopped fully tracked AFVs. They may attempt to cross a Barricade hexside by expending 1/2 or 1/4 of its printed MP in the location prior to crossing the Barricade hexside. Such an attempt may not be made while using VBM nor if such a vehicle has Riders.

9.211 To successfully cross a Barricade a moving player must announce how many MP he is going to expend in order to cross the Barricade (1/2 or 1/4 of the printed MP {FRU}). All such MPs expended in this crossing attempt are expended in the vehicle's current hex. After surviving any/all enemy fire the vehicle may make a Crossing Attempt DR. Using the following chart a player determines the success of his Crossing Attempt final DR:

≥ 11	AFV fails & is Immobilized in current location
9-10	AFV fails & is Bogged in current location
8	AFV fails (-1 Labor status gained)
7	AFV fails (-2 Labor status gained)
4-6	Successful Crossing (flip counter over)
≤ 3	Successful Crossing (Barricade is eliminated)

The following DRM apply to a Barricade crossing attempt:

- +2 Crashing the Gate [the vehicle spends only 1/4 of its MP (FRU) as per BRV 9.21].
- +1 If the vehicle has a printed Red MP.
- +1 For each multiple of 5 tons < 30 tons that the vehicle weighs; FRU (see pp H8 & H22).
- 1 For each multiple of 5 tons > 30 tons that vehicle weighs; FRD (see H8 & H22).
- +1 If the attempt is made vs. a Barricade hexside which has a Bridge location as one of its mutual hexes.
- 1 or -2 Labor status (-2 max).
- ± x Armor Leadership Modifier/Inexperienced.
- 1 If CE.

9.212 If the final DR results in the AFV failing to cross the Barricade it must end its movement in that location and is considered Stopped. Place an appropriate Labor counter in the location from which the AFV made its Crossing attempt.

9.213 Any existing Labor counter may be used by the same AFV in another MPH or by any additional AFV making a Crossing attempt in that same MPH (or in any subsequent MPH) but only if the Crossing attempt is made from the location where the Labor counter is currently. Labor counters are removed only when the Barricade is eliminated. Labor counters gained due to vehicular crossing failure may be applied to infantry clearance DR (but only if the infantry unit is in the same location as the labor counter), and vice versa. Each subsequent Crossing/Clearance attempt which fails may increase the Labor status of the Crossing/Clearance attempt but only to a maximum of -2.

9.214 If an AFV successfully crosses a Barricade turn the Barricade counter over to its Breached side. The vehicle may continue its movement normally. Fully tracked AFV (only) may cross a Breached Barricade by announcing their intention to cross at the Breach and expend 1/4 of their printed MP (FRU) to do so, but do not have to make a Crossing DR. Any vehicle which crosses over the Breached Barricade may be targeted for an Underbelly Hit as it expends its 1/4 MPs. Vehicles may still attempt to cross a Breached Barricade as per 9.211 in an attempt to eliminate the Barricade rather than pass through the Breach.

9.215 Any final Crossing attempt DR ≤ 3 is treated as a successful Crossing and eliminates the Barricade completely.

9.22 CLEARANCE ATTEMPT: There is a -2 DRM to an infantry clearance attempt vs. a Barricade as per B24.7.

9.221 Any KIA or K/ will cause the Barricade to be cleared as per B29.5.

10. WATER TERRAIN

10.1 SPREE RIVER (EX: B14): The river is Deep and flooded with a Slow current flowing to the west. The sandbar depictions in the Spree have no effect on play. The Spree is considered to be at level -1 (B21.21).

10.2 EXCAVATION PIT (EX: Q13, R19): Excavation Pits are treated as Shallow Streams (B20.42) at level -1. Hex Q16 contains both Debris and an Excavation Pit. There is an additional IMF cost to enter this location (i.e. 4MF). The Debris hindrance exists at the level of the depiction for applicable LOS/LOF checks. The only fortification which may occupy an Excavation Pit is Wire. No vehicles are allowed to enter an Excavation Pit location. The Excavation Pit extends to hex R22 and is then treated as a Culvert (KGPII P4.2).

10.3 CULVERT (EX: R23): P4.2 (KGP II) applies to the Culvert locations on the Berlin Map.

10.4 POND: Hex V19 contains a fordable Pond (B21.13).

10.5 HOHENZOLLERN CANAL: A Canal exists from hex P1 to P4. All Canal rules apply normally (B21.11). The Canal is Deep with a Slow current flowing to the south.

11. BRIDGES

11.1 Hex R20 contains a two lane stone bridge as per B6.



11.2 Hex P4 (the Admiral Scheer Bridge) contains a completely destroyed bridge location. No units may occupy this location. The destroyed bridge depiction still creates a LOS/LOF Hindrance.

11.3 SPREE BRIDGES: All bridges over the Spree are two lane stone bridges with the black and white edge depicting the railing. Spree Bridges are not effected by any attack other than a set DC [EXC: a Partially Destroyed Spree Bridge location is treated as a Wooden bridge and may be effected by other HE attacks but is not subject to Burning].

11.31 A Spree Bridge location may be Completely Destroyed/Partially Destroyed by a German Assault Engineer unit by replacing rules A 23.71 with BRV 11.311-3151:

11.311 After completing the required tasks in A23.7 the German player may make a secret detonation DR. Any set DC detonation final DR which results in a KIA or K/ will Partially Destroy a non-Partially Destroyed Bridge location⁷. A set DC on a Spree Bridge location will receive the leadership DRM of any one leader which participated in the setting of the DC (each Leader may participate in the setting of only one DC per Ph). If the bridge location is Partially Destroyed place a Damaged counter in this location. The actual weight limit of the Partially Collapsed bridge location remains a secret to the Russian player until he makes a successful Bridge Collapse DR (B6.42) or after an elite Russian unit has made a successful Search dr (A12.152).

11.312 The collapsed condition of the bridge creates a +1 TEM/Hindrance into/across the entire bridge depiction which replaces any railing TEM/hindrance. A Partially Destroyed Spree Bridge location costs 2 MF for infantry, 2 MPs for fully tracked vehicles and 4 MP for other vehicles. Such a collapsed bridge location is not considered a road for road bonus.

11.313 Once a Spree Bridge location becomes partially collapsed it is considered to be a single lane Wooden bridge (B6.42: [EXC: Burning (B 6.5) is NA]) with a 30 ton weight limit as per B6.42. However, for each KIA# result on the final set DC detonation DR the weight limit of the Collapsed Bridge location is reduced by 5 tons.
EX: An 8-3-8 and a 9-2 have successfully set a DC on hex I9 (A23.7) and have moved into hex K11. After passing a NTC during a friendly fire phase they roll an original 7 on the 36 FP column. The -2 Leadership DRM makes the final DR a 5, which results in a 2KIA. The bridge is Partially Destroyed and now has a weight limit of 20 tons {30 tons - 5 tons (x2KIA) = 20 tons}.

11.314 Units which are on the bridge when a set DC is detonated are attacked with half firepower using the same original DR [EXC: No Leadership DRM apply to any enemy unit(s)]. No TEM/Hindrance apply. Any vehicle on a bridge location when it is Partially Destroyed must take an immediate Bridge Collapse DR.

11.315 ADDITIONAL SET DC: Any additionally set DC which are set in the same bridge location must be detonated during the same Phase or they are eliminated. A set DC which is set in a bridge location which has a Completely/Partially Destroyed bridge location between it and its setting unit(i.e., a path of locations which can be entered by an infantry unit during the same MPh) must also be exploded during the same Phase during which the Completely/Partially Destroyed location is created or it is eliminated (the detonation wires are assumed to be cut).

11.3151 If a Partially Destroyed bridge location is successfully damaged (i.e. KIA or K/ result) due to a second set DC detonation(or other HE attack as per a Wooden bridge {B6.42}) the bridge location is considered completely destroyed and is eliminated (see B6.331, using stone rubble).

11.4 Roadblocks/Barricades may be set up along a hexside which has ≥ 1 Bridge hex which make up that hexside.

12. BUILDINGS

12.1 All multi-hex buildings have a ground and first level only with an inherent stairwell in each hex. All multi-hex buildings containing a square Stairwell symbol have a ground, 1st, and 2nd levels (as well as cellar/rooftop locations [EXC: roofless buildings]).

12.11 Building H13 contains rubble and building depictions but is considered one building for control purposes (keeping in mind that the rubble in this building is inherent terrain and, therefore, the hexsides are clear at all levels above the 1/2 level obstacle of the rubble location).

12.2 ROOFLESS BUILDINGS⁸: Any building with a debris depiction on its roof and also at the ground level of a building hex is a Roofless building hex (EX. D10, BB23). Such a building is still a level 1 1/2 or level 2 1/2 obstacle, however, there is no rooftop location for such a building hex. The uppermost location of the building is a Roofless building location and is treated as a building for all purposes except as stated herein. It costs one additional MF to enter a Roofless building Location. The TEM for all indirect fire into a Roofless building Location is reduced by one. A Roofless building Location is not considered an additional level for Indirect fire purposes for units at lower levels (B23.32). Mortars may be fired from a Roofless building Location. EC are applicable in Roofless building locations. No AA fire is allowed from a Roofless Building Location.

12.21 FALLEN ROOF LOCATIONS: The ground level non-building portion of a Roofless building hex is considered covered in debris. Both the debris and Building TEM are not cumulative. Any unit using Bypass movement across such a hexside is treated as if in/moving into a debris location. TB are NA in such a hex. The debris covered area only effects units using Bypass or if a LOS/LOF crosses the debris but does not bisect the building depiction itself. Infantry which are using Bypass to move around a rowhouse black bar into/out of a Roofless building hex must pay one additional MF to do so (as per B23.71) and are not considered to be moving in the open (i.e. it would cost 4 MF to move/advance/route in bypass around a Rowhouse black bar of a Roofless building hex).

12.3 REICHSTAG (EX. Y18): All German infantry in a Reichstag hex are Fanatic. All Russians are LAX inside the Reichstag. The Reichstag is a 2 1/2 level stone building and is considered inherently built-up. All fire which enters a Reichstag location through a non-building depiction hexside receives an additional +1 TEM [EXC: Rooftop]⁹. Additionally, all movement/advance across such a hexside is treated as per B23.922-9221. Although the Reichstag is built-up it is not considered fortified (unless fortified as per SSR/CG purchase) and therefore does not allow Guns to be set up in upper levels of the Reichstag (or allow Guns that could not normally be set up in buildings to set up in the Reichstag) nor does it allow upper levels to be fortified until a lower level has been fortified as per B23.9. The Reichstag may still be fortified as per B23.9.

12.31 The ground level of a built-up Reichstag location may be Breached from an ADJACENT ground level non-Reichstag location as per B23.711 (even if it is Fortified as per B23.9).

12.4 TOWERS: Each corner (and only the larger square-like depiction which fills up most of the hex) is a tower. Towers have a rooftop location which exists at level 3 (not level 2 1/2)¹⁰. The rooftop of the Tower is considered to have a wall around it and, therefore, the Tower is a 3 1/2 level obstacle (even though units on the Rooftop are



considered to be only at level 3 but as if behind a ground level wall). No movement is allowed to/from an adjacent Tower rooftop location to/from a 2 1/2 level rooftop location. Units on the rooftop of a tower are treated as if being behind a wall (B9).

12.5 DIET: Hex Y18 is the Hall Of The Diet. The Diet is treated as a Guttered Factory hex (O 5.5) [EXC: The Diet rooftop (the squared-domed depiction only) is an obstacle from Level 2 1/2 - 3 1/2]. The Diet has no playable Rooftop location other than it being an LOS/LOF obstacle. All hexsides which make up the Diet are considered building hexsides and, therefore, block LOS along those hexsides. Indirect/AA fire is NA from the ground level location. However, for all other purposes it is assumed to be a roofless building (i.e., Indirect Fire TEM {B23.32}; adjacent Rooftop LOS/LOF into the ground level of the Diet, etc.).

12.6 RUBBLE: Some Printed Rubble depictions have the remains of a building within. The building is NA for all purposes and is only depicted with creative license (the rubble hex remains a half-level obstacle).

12.7 FACTORY: Building B10 is a Factory and contains Factory Interior Walls. As such all RB O5. rules apply. This Factory is a two-level factory in all but two of its hexes. Hexes C11 and D11 have a ground and first level only which are clearly marked by having a White Circle in them. The black bar which separates them is considered to be at level 2 1/2 (as are the other hexes of the Factory).

13. ROADS

13.1 S-BAHN (Stadtbahn):¹¹ The S-Bahn (EX. DD11, C2) is treated as a single lane stone bridge which exists at level 1 as per B6. The black border of the S-Bahn is the bridges battered railing and as such all LOS/LOF hindrance rules apply. The ground level location under the S-Bahn is treated as non-open ground.

13.11 Only infantry units moving on the S-Bahn may receive the Road bonus as per 3.4-3.41. Manhandling attempts do not receive the -2 DRM for road hexside crossed when on the S-Bahn.

13.12 A unit may gain access to an S-Bahn location only from off map and only if the map edge hex was friendly controlled at Scenario/CGS start and is currently friendly controlled. During the CG units which end a CGS on an S-Bahn location may only set up in another non-S-Bahn location if they control at least one map edge S-Bahn hex and are able to trace a path of S-Bahn locations through friendly controlled hexes. Otherwise they must set up in any S-Bahn location which is within a friendly set up perimeter. If no such friendly perimeter exists the unit/s must attempt to escape.

13.2 WIDE CITY BOULEVARDS (B7): The road running from A24 to MM24 is a Wide City Blvd. Hex Q18 is considered a Runway hex (B7).

13.3 BRANDENBURG GATE (hex BB24): The Brandenburg Gate is treated as a level 1 LOS/LOF obstacle [EXC: A ground level unit has an LOS/LOF through the Brandenburg Gate to other ground level units only if the firer and the target are in Wide City Boulevard locations. In this case the Brandenburg Gate is a +1 Hindrance].

13.31 The Brandenburg Gate is considered a stone building except as stated below:

✦ All units in this hex receive a +1 TEM.

✦ A vehicle may *only* enter/exit the Brandenburg Gate hex from an ADJACENT road location and must pay 2 MP (+COT) to enter. Bypass is NA in a Brandenburg Gate hex. A vehicle may not change its VCA while inside a Brandenburg Gate hex.

✦ Mortars may be fired from a Brandenburg Gate hex.

✦ May not be fortified.

✦ Is Open Ground for rally purposes.

13.4 NARROW STREET: Some hexes contain a Narrow Street, as such, KGP II 5.1-5.15 apply. If a Narrow Street hexside does not have buildings in both hexes which make up their common hexside (EX. K11) KGP II 5.121 & 5.122 are NA.

14. RED BANNER

14.1 A Red Banner counter is treated as a 2 PP SW that may never be concealed nor may its possessing unit be concealed. A Red Banner counter may be destroyed as per other SW destruction [EXC: Small arms/MG/IFE].¹²

14.2 Whenever a Russian infantry unit which possesses a Red Banner counter is ≤ six hexes to the Reichstag the following rules effect the possessing unit:

✦ Instead of breaking the unit suffers Casualty reduction (even if part of a Human Wave).

✦ As long as the possessing unit is not involved in a Human Wave it is considered Fanatic.

✦ Russian MMC may Recover the Red Banner as if they were SMC (A 4.44).

14.3 SUCCESSFUL PLACEMENT: Whenever a scenario includes one or more Red Banner counters in the Russian OB the Russian player may earn Victory Points/Conditions by successfully placing the Red Banner counter on any rooftop location of the Reichstag in the following way:

✦ The Red Banner counter is considered successfully emplaced after making a successful Recovery attempt dr during a friendly MPH (only)

and after having survived any/all fire during the MF expenditure. There

is a +1 drm if the placing unit is a SMC and a -1 drm for any Hero participating in the attempt (even if it is the only unit attempting to place the Banner).

✦ Any Placement dr causes that unit to become TI.

✦ Such a Placement attempt dr causes the placing unit to use Hazardous Movement.

✦ If at the end of any Game Turn in which a Red Banner counter is emplaced in a Russian controlled location of a Reichstag rooftop the

Russian player has successfully placed the Red Banner and earns any scenario Victory Points/Conditions.

15. ARTILLERY

15.1 The following OBA table shows the types of ammunition available for each module of OBA:

RUSSIAN	GERMAN ¹³
76mm Light Artillery s*	88mm*
82mm Mortar s*M t	128mm*
120mm s*M t	
150mm t	
200mm Katyusha R	

Footnotes:

s= May fire smoke

*= May fire IR

M=Battalion Mortar (C1.22)

t= OP vehicle available (SSR only)

R= Rocket OBA (C1.9)



16. MISCELLANEOUS:

16.1 CLOAKING: All passengers may remain Cloaked as per E1.4 as long as they remain BU passengers [EXC: SW need not be dm].

16.2 HIP: A Leader possessing a Radio/Field Phone may set up HIP if in concealment terrain. A Concealed/HIP leader is not required to be marked with a Prep Fire/DFF Counter for attempting radio/phone contact.

16.3 SEWERS: Sewer movement (B 8.) is allowed normally as per B 8.4 [EXC: The Germans may enter a Sewer location after a leader passes only a 2TC]. Sewer Movement is NA under any Spree River hex but may be used to pass under the Hohenzollern Canal (i.e. P1-P4).

16.4 Any vehicle which sets up concealed may opt to secretly record the BU, CE, TCA, bogged, Immobilized, abandoned, out-Of-Gas, malfunctioned, disabled, Low-Ammo status of the vehicle instead of placing the counters on the vehicle itself. Place the actual marker/s when the unit is non-concealed and within 16 hexes of a Known enemy ground unit which has an LOS to it.

16.5 CELLARS: The B23.41 Cellar rules apply only to *multi-hex buildings*. An AFV falls into such a cellar (B23.41) on a Bog DR Original colored dr of ≥ 4 . Every AFV that sets up in a building must immediately undergo a Secret Bog DR [EXC: A vehicle which ended a CGS in a building location may set up in that location with the same VCA without a Bog DR].

16.6 VOLUNTARILY ABANDON: ¹⁴ Players may Voluntarily Abandon inherent crews as per D5.4, however, in order to Voluntarily Abandon a crew from a non-immobilized AFV with functioning MA the crew must take a Voluntary Abandon TC (VATC). In order for such a crew to Voluntarily Abandon its AFV the crew must roll *higher* than its current Morale Level. If an Armor Leader exists in the vehicle the Morale Level is that of the Armor Leader (Leadership DRM applies inversely to the Voluntary Disband DR). If successful in Abandoning the vehicle D5.4 applies normally. If the crew fails its Voluntary Abandon TC the vehicle is treated as if it used all of its MP in that location.

16.7 SUPPLEMENTAL ARMOR: To defeat the swarms of Panzerfausts smashing their tank formations, the Russians found a creative way to diminish the deadly effects of German HEAT rounds by hanging screen doors and bedspring mattresses from the tanks. In any scenario/CGS in which the Russian player has Supplemental Armor applications the following rules apply to all Russian *fully-tracked AFV* which are hit by HEAT rounds for the duration of that scenario/CGS:

* Whenever a known, Good Order German unit has an LOS to a Russian

AFV equipped with Supplemental Armor the Russian player must declare that his vehicles are so equipped.

* Any Final TH DR > half of the Modified TH# which scores a hit results

in the TK# of the HEAT/SCW round being halved (FRD).

16.8 TRENCHES: A 5/8" counter set up beneath a Trench counter (B27.51) may be removed from below that counter on any *subsequent* CGS [EXC: if immobilized/wrecked].

16.9 All Half-hexes are playable (including those with a hex coordinates of "0" and "25"; "A" and "MM").

16.10 KGP II SSR KGP12 (Stun) applies to the Germans only.

17. ABBREVIATIONS & DEFINITIONS:

AL: Armor Leader.

BRV: BERLIN: RED VENGEANCE.

CG: Campaign Game: The BRV CG has nine possible CGS and an independent Victory Condition which applies at the end of the final CGS.

CGS: Campaign Game Scenario: Each of the nine possible scenarios which make up the CG is a CGS. Each CGS has its own Victory Condition independent of the CG.

CGS Attacker: Campaign Game Scenario Attacker: The player moving first in a CGS.

CGS Defender: Campaign Game Scenario Defender: The player moving second in a CGS.

EVP: Exit Victory Points: Victory points which are awarded to a player for having units exit or enter a certain part of the play area.

FC: Friendly Controlled.

Lull: Any CGS in which both players selected the IDLE Chit.

LVP: Location Victory Point: A CVP addition based on captured/controlled terrain.

MoP: Moabit Prisoners: Infantry units which were loyal to the Russians or anti-Nazi and which were released from the prison in the Moabit district.

NT: Night (CGS).

Ptn: Platoon: The size of a purchased RG may be termed a Platoon.

RG: Reinforcement Group: A set of units which are purchased from a players' RG Chart.

SLoc: Strategic Location/s: Any hex containing an MMC, terrain with $\geq +2$ TEM or a map edge hex.

VC: Victory Condition(s).

18. CG CAMPAIGN GAME SPECIAL RULES: The following CG SSR apply in all CGS and RePh:

CG1. WEATHER: Players may wish to use the Random Weather Chart in RePh 8.6171 or use the Historical Weather listed in RePh 8.617.

CG2. MMC SELF RALLY: Two units may attempt Self Rally during a players' own RPh as per A10.63.

CG3. SNIPER: Each player places two sniper counters on board ≥ 16 hexes apart. A player may reposition his Sniper as per A14.2 but must place it ≥ 16 hexes from his other Sniper counter. Once a Sniper has been activated players should roll to determine which Sniper is activated: on a dr of 1-3 the easternmost Sniper is activated; on a dr of 4-6 the westernmost Sniper is activated. If both Snipers are in the same hexrow the owning player may determine which Sniper is activated.

CG4. Civilian Interrogation is in effect. German is in friendly territory, Russian is in Neutral territory (E2.).

CG5. GERMAN PF: In each CGS the number of available PF is 2 times the number of on map squads (C13.3). Whenever another German squad enters the map the number of available PF increases accordingly.

CG6. FUEL SHORTAGE: Starting on the April 30th AM CGS the Germans begin to have Fuel Shortages. KGP13 applies (replacing the "Dec 20th" date with April 30th).

CG7. NIGHT CGS: The NVR of a NT CGS is determined using E1.11 and the Historical Moon Phase of Full Moon. The side selecting the Attack Chit is considered the CGS Attacker, as is the side moving first in a Dual Attack as per RePh assimilation 8.6233. Conversely, the side selecting the Idle Chit is the CGS Defender (E1.2 applies). The CGS Defender may gain automatic Freedom of Movement (E1.21) for his single best on-board non-Reserve leader (use random selection if there are more than one of the same best leader) and any MMC/SMC stacked with it. Only the Germans may use Cloaking (E1.4-43) for his available on-board/entering Infantry and only if the German player has selected the Attack Chit and the Russian player has selected the Idle Chit. ¹⁵ Cloaking counter HIP is NA. On Map Cloaked SW must be dm if possible. CGS Defender RG entering the map may not enter until any



CGS Defender unit has been attacked by other than OBA/Sniper/Successful Ambush or has seen a known enemy unit. A reinforcing vehicle with a radio releases other friendly vehicle/s with radios as per E1.21. The Scenario Defender may freely set up $\leq 25\%$ of his non-reserve squads HIP (in addition to the 10% HIP that he may purchase).

CG8. During any Night CGS in which the Germans are the Scenario Defender any Assault Engineer unit (and any SMC/SW stacked with it) which sets up on a Spree Bridge location has Freedom of Movement if it attempts to set a DC as per BRV11.31.

CG9. OBA: Each side may have only one module of OBA in play during a CGS. A Katyusha RG is not considered an OBA module for this rule but only one Katyusha module may be used per CGS. Each side may freely choose either a radio or field phone for each module [EXC: if the observer enters from off-map, only a radio may be chosen for that module]. The Russian Security Area of a field phone must be traced to the nearest friendly north board edge hex. The German Security Area of a field phone must be traced to a friendly controlled south map edge hex. The possession of a radio/field phone may be secretly recorded and need only be placed on board if it is no longer possessed by the unit which possessed it at CGS start. An OBA module may be retained if no FFE:1 counter was ever used by that module during any previous CGS [EXC: IR Fire Missions]. Any/all pre-registered hexes may also be retained (and may be changed for the next CGS) and newly purchased pre-registered hex(es) may be added to a retained OBA module (maximum of two pre-registered hexes per module, however, each module will receive only one extra Black Chit for the first of any Pre-registered hexes it purchases with it). All Barrage/Creeping Barrage are NA.

CG10. Off-board Observers: Both sides have Off-board Observers available in their RG. The German Off-board Observer(s) may be secretly recorded at any FC map edge hex which is within 6 hexes of hex A24 and is considered to be at level 3 (regardless of whether it is friendly controlled or not). The Russian Off-board Observer(s) may be secretly recorded on any friendly controlled North, West or East map edge hex and is considered to be at level 3. Each Off-board Observer may direct the fire of one OBA Module per CGS. Off-board Observers may not be retained unless the module is also retained (CG7). A Russian OP Plane may be at any map edge hex for its OBA Aerial LOS Check/s (E7.61).

CG11. OPTIONAL/REMOVABLE EQUIPMENT/ARMAMENT: All desired optional armament (i.e. AAMG) must be rolled individually for each vehicle (H1.41). Follow any vehicle note(s) advisory. No additional CPP cost is required if successfully equipped. Any Retained vehicle may set up/enter a CGS with any and all eligible armament Removed (D6.631). A Retained vehicle may begin a CGS Abandoned at the owners option. Any Removed-weapon/-crew counter must begin that CGS in the same set up area as the vehicle it came from.

CG12. ENTRY AREAS: The Russians may enter from any friendly controlled map edge hex which is north of the Spree. The Germans may enter from any friendly controlled map edge hex which is south of the Spree. Either side may enter its off-map units from the stated friendly controlled map edge hex but only if the hex was FC at CGS start and is currently FC at the time of entry [EXC: The Germans may always enter from hexes A15-A24; and the Russians may always enter from the north map edge]. If at the beginning of the April 30th PM CGS the Russians qualify for the -2 CG Play Balance DRM (CG30) they may also enter from the east edge of the map and which is south of the Spree for the duration of the CG. Only newly purchased RG (i.e. RG which have not yet entered the game) may enter from the east edge and south of the Spree (even though these map edge hexes may be part of another Russian Set up Perimeter).

CG13. FRONT LINE LOCATIONS: A Front Line Location is any map edge hex, a hex which is adjacent to an enemy controlled non-isolated hex or adjacent to a No-Man's Land hex [EXC: Adjacent to a non-intact bridge River/Canal hex].

CG14. STRATEGIC LOCATIONS (SLoc): Any hex which contains $> +2$ TEM, Good Order MMC [EXC: Vehicle crew], or any map edge hex which has been controlled as per A26.11 is considered a SLoc. All non-Bridge River hexes are always considered No-Man's Land (see RePh 8.6051). At CG start all SLoc outside the German set up area are considered No-Man's Land until one side has controlled it.

CG15. ELR: Each side's initial printed ELR for the CG is as per BRV8.1. Each side's ELR may be reduced during the CG from the BRV8.1 list but may never be higher than that printed for each unit. The ELR of the Scenario Defender in a Night CGS is one lower than it would be in a daytime CGS.

CG16. MOABIT PRISONERS (MoP):¹⁶ The Russian RG Chart contains an infantry RG of 3-3-7s which is used to represent Liberated Moabit Prisoners (use Partisan Leader counters to represent Moabit Prisoner Leaders). MoPs are treated as Inexperienced Russian soldiers (A19.3) with the following changes:

- * Receive a -1 DRM in Hand-to-Hand
- * Receive an additional +2 DRM to any HOB DR
- * Receive a -1 DRM to their Leader Creation dr (+1 Russian is NA)
- * May not form multi location FG
- * MoPs do not count toward the CVP total for Russian ELR CVP Loss (see RePh 8.6123) or for CVP amassed for the German player.
- * Moabit Prisoners may not control buildings as per A26.12.
- * Due to their high propensity to drink heavily after sundown the Liberated Prisoners receive an additional +1 dr to their Ambush dr during any Night CGS (in addition to being Lax).
- * MoPs are treated as being Conscript for MF determination.

CG17. RED BANNER: Should a Red Banner counter be successfully placed as per BRV14.3 during a previous CGS it is set up in the same location for the next CGS played as the first unit to be set up (regardless of who is the CGS Attacker/Defender). At the beginning of the next CGS in which the Red Banner is flying the Russian ELR is automatically increased by one and the German ELR is reduced by one. If the Red Banner is subsequently removed/destroyed for any reason the ELR effects are immediately reversed. This process may be repeated even after the Red Banner has been removed.

CG18. PARTY LEADERS: After the German player has purchased his Party Leader RG (German RG ID 16) should all Party Leaders be eliminated at any time during the CG the German ELR is immediately reduced by one for the duration of the CG.

CG19. GUNS: Guns which are eligible for on-map set up may set up HIP as per A12.34 [EXC: A Gun may never set up HIP if it is setting up adjacent to a Non-Isolated enemy Front-Line location. In such a case the Gun may freely set up concealed (if allowed to do so normally)]. Due to the small fighting area and many roads Guns may be set up anywhere within their own Set Up Area [EXC: Shift]. However, Guns may not be removed from a pillbox/fortified location.

CG20. MAP EXIT: Good Order units may not exit the map during play or they are eliminated with full CVP awarded to their opponent. Broken units may exit the map during play but only off of a FC map edge and must pass a NMC (of its current broken Morale Level) to do so [EXC: The Germans must pass a 1MC]. Failure of this MC eliminates that unit and all SW possessed by it (leadership DRM are NA). For FC map edge confirmation, any hex in which a unit could enter the map may be



considered FC (see CG21). Any successfully exited units are retained for map entry/set up for the next CGS played. Vehicles may freely exit the map from any FC map edge but may not carry passengers/riders.

CG21. SET UP/ENTRY: All retained off map units and those purchased for on-map set up may freely set up in any Non-Isolated FC location. Any units which set up for entry but do not enter the map during that Player Turn are retained for the next CGS. All SW/SMC of a newly purchased RG must set up/enter with an MMC of their RG [EXC: Leaders which set up with a radio/field phone]. A newly purchased RG may be split to set up/enter in different set up areas.

CG22. RESERVE: Each Russian/German RG whose ID on the RG Chart begins with the letter "I" may be set up in Reserve as per **KGP II** CGSR by spending 1< its printed CPP cost for each such RG. The following exceptions apply to **KGP II** CGSR:

7a) [EXC: The first paragraph is NA; references to vehicles are also NA; each Reserve Cloaking Counter must set up $\geq$ six hexes from an enemy Front Line location].

7b) [EXC: An enemy ground unit may Release a Reserve Cloaking Counter's contents if it is $\leq$ 3 hexes from it].

CG23. LULL: Any CGS in which both players select the IDLE Chit creates a LULL CGS. Any side whose ELR has dropped one or more levels during the CG may increase his current ELR by one level at this time (see RePh 8.6123). A players' ELR may only be increased once in this manner during the entire CG. All retained off-map/Reserve RG may freely set up on map in any non-isolated friendly set up area. All retained on map 5/8" Guns may set up anywhere in their current set up area [EXC: if in a fortified location].

CG24. ELR LOSS: For every multiple of 70 CVP suffered by a player during the CG (i.e. cumulative from each CGS) that players' ELR drops by one [EXC: Vehicles are NA for ELR loss determination (but their inherent crew/armor leaders are) nor is any captured CVP bonus]. At the end of each CGS players should keep a side record of these CVP (see RePh 8.6123). All infantry losses which occur during the RePh count towards a players' ELR Loss CVP. ELR Loss effects all units of that side (A19.13 & BRV8.1). Units which have an underscored Morale Level still suffer their normal Replacement (i.e. a squad will be Replaced by its two broken HS) but with a reduced ELR. BRV8.1 applies as each sides' CG at-start ELR.

CG25. MASSACRE: If a Massacre occurs during any CGS/RePh all effects of A20.3-4 apply for the remainder of the CG.

CG26. ATTACK CHIT LIMITS: After the Initial CGS the Russian player receives 7 additional Attack Chits for the remainder of the CG while the German player receives 3 Attack Chits. A player need not use all of these Attack Chits but may not use more than this number.

CG27. TERRAIN CHANGES: Any alteration of printed terrain during a CGS is permanent [EXC: Clearance/removal]. Unless covered in falling Rubble/Blaze location, etc., all Fortifications, Breach, Rubble, TB, Shellhole, Partial Bridge Collapse and Wreck counters remain on the map (record the weight limit of each Partial Bridge Collapse location on the map). Each terrain Blaze is resolved in the RePh (8.609-.6095). Wrecks are not removed from play due to being in a terrain blaze but are turned into Burnt-Out Wrecks during the RePh. Any Immobilized, Out of Gas, Abandoned vehicle which also has no functioning inherent weapons is immediately turned into a Burnt-Out Wreck (CVP may then be awarded to the units' opponent) [EXC: vehicles which create no Wreck are removed from play].

CG28. SIGHTING TASK CHECK: Due to the heavy layer of smoke caused by the battle there is a +1 DRM to all Sighting TC (E7.3). Additionally, since two Russian Army Groups' boundaries crossed through the fighting area for the Reichstag there is a +1 DRM to any Russian Sighting TC starting on the April 30th AM CGS. At the start of any CGS where the Russians have any portion of their set up area

[EXC: Isolated set up area/s] south of the Spree there is an additional +1 DRM to all Sighting TC.

CG29. LOCATION VICTORY POINTS (LVP): LVP are added to a players total controlled Stone Locations for CGS Victory determination only. At CG start all LVP that are inside the German set up area considered German controlled. All of the Stone Locations outside of the German set up area are considered No-Mans land until one player controls them. A player may only receive LVP if at the beginning of a CGS the LVP location was in enemy Control but at CGS end it is in friendly Control. All stone locations are worth 1 LVP except those listed on the following table:

Terrain	LVP	Hex.
Reichstag	5	Building Y18
Kroll Opera	2	Building H19
Himmlers' House	3	Building K13

CG30. CG PLAY BALANCE PROVISION: The following Play Balance DRM/drm apply as applicable throughout the rules:

- 1 If your side has lost two more CGS than your opponent.
- 2 If your side has lost $\geq$ three CGS than your opponent.

CG31. CRITICAL DATE CHART: The following DRM/drm are in effect where applicable according to current CGS Date being played:

DATE	RUSSIAN	GERMAN
4/28/PM	-1	-2
4/28/NT	-1	-1
4/29/AM	0	0
4/29/PM	-1	+1
4/29/NT	+1	-1
4/30/AM	+2	0
4/30/PM	-2	-1
4/30/NT	0	0
5/1/AM	+1	+2

CG32. GAME END: At the end of the following Game Turns the DEFENDER makes a dr to determine if the CGS ends:

CGS Defender	
Turn 5:	1
Turn 6:	1-3
Turn 7:	1-5
Turn 8:	CGS Over

CG33. BALANCE PROVISIONS:

- ✦ The German Player may substitute any/all 7-0/8-1 leaders for 7+1/8-0 Gestapo leaders as per A25.22
- ✦ Each Russian elite infantry unit which is south of the Spree River and possessing a FT/DC is Fanatic.

19. BRV RePh

The BRV RePh is assimilated from KGP II: Only the changes to the KGP II system are listed here. If a change is not stated here then the KGP II rule applies in full. All references to U.S. units are NA unless so noted. Any newly created BRV RePh rule # will be underscored.



8.601 CONCLUSION OF MELEE

8.6011 ORDER OF RESOLUTION

8.602 MARKER REMOVAL

8.6031 RALLY & UNLOADING: The first two sentences are NA. All broken units are now rallied.

8.6032 CG-SCENARIO VICTORY DETERMINATION: See BRV 20. Campaign Game Start.

8.6033 NEW CG-LVP TOTALS: NA

8.6041 ENCIRCLEMENT

8.6042 MINEFIELDS

8.6043 SHOCK/UK

8.6044 BOGGED/MIRED: Delete the last sentence.

8.605 SET UP AREA DETERMINATION: Add to the end of the first paragraph: Players should now mark all FC map edge hexes.

8.6051 NO MAN'S LAND: In addition to KGP II: During the initial CGS all Strategic Locations outside the German set up area are considered No-Man's Land until controlled by a side (see CG13), however, no perimeter may be drawn *through* such a hex but a perimeter may be drawn *around* such Strategic Locations/No-Man's Land (and, therefore, may be controlled as per RePh 8.6054).

8.6052 ISOLATED UNIT: In addition to KGP II: For the definition of "Eligible Entry Areas", CG12 applies. Additionally, any German set up-area/unit north of the Spree (or any Russian set up-area/unit south of the Spree) is considered isolated if friendly unit/s could not trace a path of contiguous, *enterable*, Uncontrolled-Territory/friendly-Set up-Area locations to an Eligible Entry Area.

Note: Since all Spree River hexes are considered *un-enterable* [EXC: intact Bridge locations] a Friendly Controlled path must be kept across these bridges to prevent isolation [EXC: On/after April 30th PM the Russians may use *all east* map edge hexes as Entry Areas if allowed as per the Balance Provision].

8.6053 UNCONTROLLED TERRITORY

8.6054 SURROUNDED HEXES

8.6055 IN FRIENDLY SET UP AREA

8.6056 NOT IN FRIENDLY SET UP AREA

8.6057 UPPER LEVEL ISOLATION

8.606 ESCAPE

8.6061 ESCAPE RESULTS: Last sentence of the 1st paragraph is NA (see BRV CG21).

8.6062 ENCIRCLED-MARKER REMOVAL

8.607 EQUIPMENT POSSESSION & HIDDEN FORTIFICATIONS

8.6071 IN SET UP AREA Fighter-Bombers are NOT retained if unused or if they failed to enter during a CGS (CVPs are NA for unused/un-entered FB unless earned normally during play).

8.6072 NOT IN SET UP AREA

8.6073 HIDDEN FORTIFICATIONS: Note: All still-hidden Fortifications may remain HIP unless they are now in the purchaser's *opponents* Set up Area.

8.608 PRISONERS

8.609 EXTINGUISHING FLAMES AND BLAZES: Players should perform the appropriate terrain changes when following steps 8.6091-.6094:

8.6091 BURNING WRECK

8.6092 WOODEN RUBBLE: Replace with the following: "If a Blaze exists in this location remove the Wooden Rubble counter and replace it with a Shellhole counter. All other previous terrain in that location is

eliminated (each Vehicle/Wreck counter in the location becomes/remains a Burnt-Out Wreck). If a Flame counter exists in this location flip the counter over to its Blaze side."

8.6093 STONE RUBBLE: Replace with the following: "Remove any Blaze marker. Any vehicle/wreck becomes/remains a Burnt-Out wreck. Flip any Flame counter over to its Blaze side."

8.6094 BUILDING: Replace with the following: "Each building *hex* currently marked with ≥ 1 Blaze marker is considered completely consumed by the fire. Place an appropriate Rubble counter in this hex [EXC: If a Factory hex place a "Gutted" marker in the hex/s]. Each building *hex* which contains ≥ 1 Flame marker is considered to have spread to all locations of that *hex* [EXC: If such a non-Factory building also had a Blaze counter in it the hex is now a Blazing rubble]."

8.6095 ELIMINATIONS

8.610 WOUNDED LEADERS

8.611 BATTLE HARDENING & PROMOTION

8.6111 (RE)COMBINING: The last "[EXC:...]" is NA.

8.6112 VEHICLE CREW COMBINING: KGP II SSR KGP12 Applies (see BRV16.10).

8.6113 HEROES & MMC: Add the following DRM:

-1 If Russian.

8.6114 LEADERS

8.6115 PROMOTION OUT OF THE RANKS: Each player may promote a 7-0 Leader to his retained OB if such a promotion does not increase the ratio of leaders: squads by greater than 1:4 if German or 1:6 if Russian.

8.612 NEW CGS & SAN ADJUSTMENT

8.6121 NEW CGS

8.6122 SAN ADJUSTMENT: "If the Russian players' SAN is ≥ 4 OR if the German players' SAN is ≥ 5 the owning player must make a dr, ...". "Failure of this dr reduces that sides SAN # by ONE".

***8.6123 ELR ADJUSTMENT:** The number of applicable ELR-Loss CVP suffered in the previous CGS is divided by 70 (see CG24). The resultant number is the number which that players' ELR is lowered. The remaining sum (if any) is retained and added to the number of applicable ELR-Loss CVP suffered in the next CGS. If this CGS is a LULL then any player who has had his ELR reduced in this manner may have his ELR increased by one at this time. However, a sides ELR may only be increased in this manner once per CG.

EX: The Russian player has suffered 147 ELR Loss CVP in his first CGS. Therefore, 147 will be divided by 70 with the result being 2. The Russian players' ELR is now reduced by 2. There are 7 remaining CVP which are added to the next CGS' CVP total which would be divided by 70.

8.613 SHIFT: No on board unit may be shifted off map and, therefore, may not attempt to re-enter from off map

8.6131 VACATED SET UP AREA: Any set up area which is completely vacated by both sides becomes a No-Man's Land. Both players must declare that they have no HIP units remaining in this area/s [Exception to both KGP II 8.6051 and 8.6053: at the beginning of the next *played* CGS all SLoc in such a vacated set up area become Uncontrolled territory].

8.614 EQUIPMENT REPAIR AND REPLENISHMENT

8.6141 VEHICLES



8.61411 MA DISABLED: All vehicles with a Disabled MA (either from a repair attempt dr of 6 or from a previous RePh 8.6142 failure) may have its MA repaired by making a DR ≤ 2 with the following DRM:

drm	
+x	Armor leader/Inexperienced Crew
-x	CG Play Balance
-1	If previous CGS was a Lull

Additionally, any German vehicle with a Disabled MA may set up/enter the game.

8.6142 WEAPON REPAIR: Replace with the following table:

Make a dr for each Malfunctioning, non-captured Retained Weapon in each friendly Set up Area that contains Personnel (or, in the case of a vehicle, an Inherent crew in such a vehicle).

WEAPON REPAIR TABLE

Final dr	Effect	drm:
≤ 1	Repaired	-x (Weapon Repair Number)
≥ 2	Eliminated *	-1 If vehicular +1 If only Non-Qualified Use (A21.13) possible. +1 If the weapon had an original B# which is <12 . [EXC: Circled B#]

*- If vehicular-mounted, the weapon is Disabled; if MA see RePh 8.61411 during the next CGS RePh.

8.61421 PIAT/PSK/FT/DC: German drm are NA.

8.6143 VEHICULAR -MG EXCHANGE

8.6144 CAPTURED EQUIPMENT

8.6145 ABANDONING, SCROUNGING & REMOVAL

8.6146 SPECIAL AMMO: All non-captured/non-isolated units have their Depletion/Low Ammo status returned to normal.

8.6147 US LOW AMMO REMOVAL: NA

8.6148 US AMMUNITION SHORTAGE REMOVAL: NA.

8.6149 SW/GUN dm/ELIMINATION

8.615 FORTIFICATION, WRECK & IMMOBILE-VEHICLE REMOVAL: Each reference to a Roadblock is also assumed to include a Barricade and each reference to a Minefield is also assumed to include a Wire/Entrenchment. Add the following drm:

-1 If the attempt is made vs. a Barricade.

8.6151 SECRET INITIATIVE SELECTION:¹⁷ Players now secretly select their Initiative Chit for the next CGS.

8.616 CPP REPLENISHMENT

8.6161 CPP BASE NUMBER: Replace with the following:

Date	CGS	Russian	German
4/28	Night	30	20
4/29	AM	40	30
4/29	PM	45	32
4/29	Night	35	28
4/30	AM	30	36
4/30	PM	50	35
4/30	Night	30	28
5/1	AM	20	20

8.6162 CPP MODIFIER TABLE (Secret DR):

Final DR:	<1	1	2	3	4	5	6	7	8	9	10	11
CPP Modifier	+6	+5	+4	+3	+2	+1	+0	-1	-2	-3	-4	-5

Base CPP Modifier DRM:

drm	
+2	Chose Attack Chit in previous CGS
-1	Per 25 CVP suffered in previous CGS (FRD)
-3	Won previous CGS
-x	Balance Provision (CG30)
-x	Critical Date Chart (CG31)

8.617 BRV WEATHER: Replace with the following:

BRV HISTORICAL WEATHER CHART

CGS	CGS	Moon Phase	Cloud Cover
April 28 NT	Moist	FULL	None
April 29 AM	Moist		Clear
April 29 PM	Moist		Clear
April 29 NT	Moist	FULL	Scattered
April 30 AM	Moderate		Overcast
April 30 PM	Moderate		Clear
April 30 NT	Moderate	FULL	None
May Day AM	Moderate		Clear

8.6171 BRV RANDOM WEATHER: Replace with the following:
BRV RANDOM WEATHER AND EC CHART

Weather	DR	EC	dr
Fog/Mist 2	$\geq$	Wet	≤ 1
Overcast 4	3-	Moist	2-4
Clear 11	5-	Moderate	5
Clear & Gusty	≤ 12	Dry	≥ 6

Weather DRM: -1 Previous CGS was Overcast

Environmental Conditions drm: -2 Previous CGS was Wet
-1 Previous CGS had Fog/Mist

8.618 GERMAN AMMUNITION SHORTAGE: NA

8.619 PURCHASING REINFORCEMENT GROUPS See Charts at end of rules section.

8.6191 ID

8.6192 GROUP TYPE

8.6193 (FULL/DEPLETED) UNIT TYPES

8.6194 CPP COST:

a) On-Board set up: Each Russian/German RG whose ID on the RG Chart begins with the letter "I" or "V" may be set up on-map in any friendly controlled, non-isolated Set up Area played on the same CGS as it was purchased by spending 1 extra CPP if German, or 2 extra CPP if Russian [EXC: Russian RG ID I7, I8; German RG ID I5, I6, I7, or any RG ID "V" which sets up as a dug-in tank may all set up on board without any additional CPP cost (see Initial SSR I3)]. If purchased for on map set up all units of that RG must set up on map in any FC non-isolated set up area. Such units may set up in different FC non-isolated set up areas but all SMC/SW of that RG must set up with an MMC of that RG [EXC: Leaders possessing radio/field phones]. All RG ID "G" may be purchased at their printed CPP cost and may set up on map HIP normally, however, they may only set up HIP if they do not set up in a Front line location (in which case they may freely set up concealed if allowed to do so normally) [EXC: Initial CGS].

b) Reserve Set up: Each Russian/German RG whose ID on the RG Chart begins with the letter "I" may be set up in Reserve as per KGP II CGSR by spending 1< its printed CPP cost for each such RG. The following exceptions apply:



7a) [EXC: The first paragraph is NA; references to vehicles are also NA; each Reserve Cloaking Counter must set up $\geq$ six hexes from an enemy Front Line location].

7b) [EXC: An enemy ground unit may Release a Reserve Cloaking Counter's contents if it is $\leq$ 3 hexes from it].

c) Map entry: All other RG may enter the map from any map edge hex which is currently FC and was FC at CGS start.

8.6195 CGS MAX

8.6196 CG MAX

8.6197 US ENTRY CODE: NA

8.6198 RG PURCHASE RECORD

8.620 RG STRENGTH, QUALITY, WEAPONS & LEADERS

8.6201 RG STRENGTH: Replace with the following chart which applies to both German and Russian players:

RG STRENGTH TABLE

Final DR	RG Strength
≤ 8	Full Strength
≥ 9	Depleted

DRM

+1 RG ID Type is "G" [EXC: MTR RG]

-1 If RG Type "V"

$\pm$ x Critical Date Chart DRM (CG31)

-x Balance Provision (CG30)

8.6202 US INFANTRY-TYPE-PTN QUALITY: NA

8.6203 US MEDIUM TANK MODELS: NA

8.6204 INFANTRY-TYPE-PTN SW: Replace with the following chart:

Infantry Support Weapons Allocation

INFANTRY UNIT SW CHART					
	LM	PSK	DC	FT	50mm MTR
German RG:					
SS Rifle D	1	1			
SS Engineer D	1		2	1	
SS Hitler Youth	B				
SS Volkssturm					
Gestapo Ptn					
Party Leader Ptn	1	1			
Russian RG:					
Banner Escort	1				
SMG Ptn					
Moabit Prisoner					
Rifle Ptn					C
BRVS GDS Rifle Ptn	1				
BRVS GDS MG Ptn	1		A		
Engineer Ptn D	1		2	1	

Infantry SW Footnotes:

A= If the RG is not Depleted make a dr. If the dr is a 1-3 the RG receives another LMG. If the dr is 4-6 the RG receives a DC.

B= If the RG is not Depleted make a dr. If the dr is a 1 the RG receives a LMG. If the dr is 2-6 the RG receives a German 50mm Mtr.

C= If the RG is not Depleted make a dr. If the dr is 1-3 the RG receives a LMG. If the dr is 4-6 the RG receives a Russian 50mm Mtr.

D= If the RG is Depleted make a dr for each SW available. If the dr is 1-4 the SW is received, otherwise, it is forfeited.

8.6205 GERMAN HEAVY WEAPONS PTN: Replace with the following OBA Ammunition Level Chart which applies to both players:

OBA AMMUNITION LEVELS:

	German	Russian
Plentiful	≤ 2	≤ 5
Normal	3-5	6-10
Scarce	≥ 6	≥ 11

DRM

-1 if Russian Med/Hvy Arty

-x CG Play Balance (CG30)

$\pm$ x Critical Date Chart (CG31)

8.6206 LEADER DETERMINATION: Replace with the following chart:

Each Russian RG ID "I" which is eligible to generate a Leader (see footnote "L" on the Russian RG Chart) must make a dr to determine if they are eligible to roll for a leader on the following table. If the dr is 1-4 the Russians may roll to attempt to generate a leader. There is a -1 drm if the RG is Assault Engineers and a +1 if the RG is Moabit Prisoners. Otherwise, all RG which have a footnote "L" may roll on the following chart:

DR	German	Russian	Armor Leader
≤ 1	10-3	10-3	10-2
2	10-2	10-2	10-2
3	9-2	9-2	9-2
4	9-1	9-1	9-1
5	9-1	9-1	8-1 *
6	8-1	8-1	-
7	8-1	8-0	-
8	8-0	7-0	-
9	7-0	6+1	-
10	6+1	-	-
11	-	-	-
12	-	-	-
≥ 13	-	-	Inexperienced @

LEADERSHIP GENERATION DRM:

Cumulative with both Inf/Armd Nationality DRM: +1 If RG is Depleted

	Infantry	Armor
SS Platoon DRM	-1 6-5-8 +1 4-4-7 +2 4-3-6 -1 8-3-8◇	-1 King Tiger RG

Russian Ptn DRM	-2 6-2-8◇ -1 6-2-8 -1 4-5-8 +1 5-2-7 +2 3-3-7 -2 Banner Escort	-1 Russian RG ID V4/V5/V6
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*= Replace the 8-1 with a 9-1 if applied to a Tiger RG

@= All Crews of this RG are Inexperienced (D3.45).

◇ = Assault Engineer (H 1.22)



8.621 PURCHASING FORTIFICATIONS: Replace with the following chart:

Fortification Type	FPP Costs
Foxhole	1/2/3 ^{IF}
Trench	4 ^{CD F}
A-P Mine	1 ^{CD FG}
A-T Mine	3 ^{CD FG}
Wire	6 ^{CD FG}
HIP	1/2/3 ^{A H}
"9"	1
Tunnel	21 ^{GE}
Roadblock	16 ^G
Barricade	9 ^G
A-T Ditch	12 ^{GE}
Pillbox	(a+b+c) x 1.5 (FRU) ^{BCEFG}
MMG Armored Cupola	10 ^{EG}
HMG Armored Cupola	21 ^{EG}
Supplemental Armor	22 ^(see 16.7)
Fortified Location	5

Fortification Footnotes:

A= SMC/HS-Crew/Squad

B= (CA+NCA+Capacity) ¹⁸

C= NA in an Isolated location

D= Double FPP cost if purchased after the Initial CGS

E= NA to be purchased after the Initial CGS

F= NA in to be set up in a Front Line Location

G= Only the German player may purchase this Fortification type

H= May purchase ≤ 10% of a side's non-reserve on-board squads HIP

I= 1 squad/2 squad/ 3 squad capacity

R= Only the Russian player may purchase this FPP type (see 16.7).

Such protection lasts for the next *played* CGS only. The Russian player may purchase this Fortification only once during the CG.

8.622 PURCHASING RECONNAISSANCE

8.623 INITIATIVE DETERMINATION: (see RePh 8.6151)

8.6231 ATTACK CHIT LIMITS: The following ATTACK CHIT Limits are available for each player:

Russian 7

German 3

8.6232 PROCEDURE: Change all references of the "US" player to the Russian player. Delete all references to "LVP".

8.6233 a). DUAL ATTACK: To determine which side moves first each player makes a dr. The player who rolls the lowest moves first (the other player will set up first; see CG7). Players must re-roll until one player has rolled less than the other. The following drm apply:

-x Play Balance (CG30)

± x Critical Date Chart (CG31)

b). **NIGHT DUAL ATTACK:** See CG7. During Night Dual Attack CGSs both sides are considered Scenario Attacker.

c). **GERMAN ASSAULT:** The German player is the CGS Attacker. The Russian player will set up first while the German player will move first.

d). **RUSSIAN ASSAULT:** The Russian player is the CGS Attacker. The German player will set up first while the Russian player will move first.

8.6234 BRV CG VICTORY CONDITIONS: Replace with **BERLIN: RED VENGEANCE** 20 CG START (Below).

8.624 UNIT SET UP: The German player will begin declaring which hexes will be inspected before the Russian player.

8.6241 ISOLATED UNIT SET UP: Set up any Red Banner counters before any Isolated Units are set up.

8.6242 NON-ISOLATED UNIT SET UP

8.6243 RECON INSPECTION

8.625 SCENARIO COMMENCEMENT: Table is NA. END THE WAR!

20. BERLIN: RED VENGEANCE CAMPAIGN GAME

The battle for the Reichstag building was an isolated battle within the greater battle for Berlin. The Reichstag was the great prize for the Russian Army's conquest over Germany. The Soviet command considered the Reichstag to be the equivalent of the Kremlin in its political prestige. Stalin deliberately placed the boundry for two army Fronts along the main road running just south of the Reichstag (the Charlettenburg Chaussee) in the hope that his two most popular army commanders would sully themselves for a chance to take the 'lair of the beast'. In between these two powerful Russian forces stood the last remnants of the once vaunted German war machine, survivors of six years of total war. The defenders ranged from veteran SS units to the heroic paratroopers of Cassino to the children and grandfathers of the so called "master race." Marshall Zhukov beat out Marshall Koniev for the chance to take the symbolic building. His third Shock Army broke into Berlin from the north. One last river and the Reichstag would be his, and the Nazi's would finally be destroyed. But first, the 79th Corps had to cross the Spree River and dig the Germans out.

CG START

CG Dates: 4-28 PM to 5-1 AM

CG VICTORY CONDITIONS: The Russian player wins the CG if at the end of any CGS the Russian player has complete control of The Reichstag. Otherwise, the German player wins.

ATTACK-CHIT LIMITS (RePh 8.6151): Russian 7; German 3

CGS VICTORY CONDITIONS: The CGS Attacker must earn > twice as many CVP - LVP as he suffers CVP to win at CGS end [EXC: Russian Moabit Prisoners/vehicles do not count for CGS victory total but their inherent crews/Armor Leaders do]. During a Dual Assault the side which earns the most CVP + LVP is the winner (if a tie, the side moving second is the CGS winner).

INITIAL SCENARIO SET UP SEQUENCE: German player sets up first; Russian player moves first.

INITIAL GERMAN OB:

Remnants of Defense Sector "Z" (citadel) and the 11th SS Freiwillige Panzergrenadier Division 'Nordland' [ELR: see BRV8.1] Set up as indicated: {SAN 4}

Set up anywhere south of the Spree and/or set up on/north of the Spree but ≤ 5 hexes of an intact Bridge location:

RG: 11 x2 Foxholes x5
60 CPP 40 FPP

INITIAL RUSSIAN OB:

79th Corps, 3rd Shock Army [ELR see BRV8.1] Enter on/after Turn one from the north board edge: {SAN: 3}

RG: 12 x1
RG: 13 x1
80 CPP

INITIAL-SCENARIO SPECIAL RULES:

11. At CG start the Weather is Clear and the EC are Moist with no wind.

12. After the Initial CGS all German AA RG are deleted from the German RG Chart.



13. The Germans may purchase RG ID V1, V2, V3 and/or V4 as Dug-in tanks at a cost of 50% (FRU) of its original CPP cost. Dug-in tanks may be set up in Debris, Paved Road locations [EXC: Bridge] (see D9.5 & RB O.7). Any BMG may be removed and added to the German OB as a German LMG.

14. The Russians may not purchase an Off-Board Observer for the Initial CGS.

15. The German player may set up all of his purchased RG on board without the RePh 8.6194 additional 1 CPP cost per RG.

16. Bore sighting is NA.

17. All locations within the German set up area are considered in German control. All locations outside of the German set up area are considered No-Man's Land until controlled by one side.

18. The north map edge is considered the Russian Front Line for the purpose of determining Reserve RG set up restrictions (CG22).

19. Note: The German OB given Foxholes may be used to help link one complete Set Up Perimeter.

Aftermath: One Battalion from each of the 79th Corps rifle divisions were ordered to force a crossing of the Spree at the Moltke Bridge. SS engineers wired the bridge for destruction and set the bridge to blow as the soviet onslaught approached. Only one of the bridge spans blew up amidst great heaps of water and smoke. The Russians were able to cross the river, albeit at a tremendous cost. Next the Soviet force had to clear the Diplomatic Quarter and the Ministry of the Interior, home of the Gestapo. The Soviets also had a deadline of May 1st to hoist one of 9 special Victory Banners atop the Reichstag. In two days of ferocious fighting, units of the 150th Division forced their way into the building. In complete darkness a bloody hand to hand struggle developed in the ruins of the building. With just 70 minutes to spare, Red Banner #5 was hoisted atop the Reichstag, just in time for the May Day celebration. The last German defenders were still in the cellar fighting to the last bullet of the last man. From the moment the 79th corps crossed the Spree River, 600 yards from the Reichstag, until its final clearing on May 2nd, over 2,400 Soviet and 2,200 German soldiers died fighting for the Reichstag.

BERLIN: RED VENGEANCE CREDITS

DESIGN: Steve Dethlefsen, Eddie Zeman.

HISTORICAL RESEARCH: Steve Dethlefsen.

DEVELOPMENT: Eddie Zeman.

LIBRARY: Ed Keith

SCENARIOS: Steve Dethlefsen, Bruce Kirkaldy, Eddie Zeman.

MAP ART: Eddie Zeman.

MVP (CG): Scott Blanton & Locke Monroe.

MVP (Scenarios): David Coleman (after having several fingers cut off in a work accident and having them subsequently sewn back on he single handedly [pun intended] playtested 15 scenarios in a row. Of course, what else would you do with your time-off work!?).

PROOFING: Jim Millard (so blame him for any typos!).

PLAYTESTING: Brian Abella, Jim Aikens, Jeffery Allen, Sam Belcher, Scott Blanton, Laurent Closier, Sylvain Desne, Bryan Earl, Chuck Hammond, Jerry Hensly, Karl Johnson, Jerry Keeling, Locke Monroe, Matt Romey, David Rosner, Paul Simonsen, Jeff Tomasko

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DEDICATED TO: Ed Keith. The last great warrior poet, he may have left a leg in Vietnam, but did not leave his passion for the military art. He has also assembled the finest military library known: and to Jenna the newest member of the HOB Team. Born: 6/10/97



RUSSIAN REINFORCEMENT

ID	Group Type	F/D	Unit Type(s)	CPP Cost	Max CGS	Max CG
I1	Rifle Ptn	3/2	4-4-7 ^L	4	4	8
I2	Guards Rifle Ptn	3/2	4-5-8 ^L	6	8	13
I3	SMG Ptn	3/2	5-2-7 ^L	4	4	6
I4	Guards SMG Ptn	3/2	6-2-8 ^L	6	8	11
I5	Engineer Ptn	3/2	6-2-8 ^{LH}	9	4	4
I6	Moabit Prisoners	6/4	3-3-7 ^L	4	4	6
I7	HW Ptn	MMGx2, HMGx2, .50calx1 ^B		8	2	2
I8	Guards HW Ptn	MMGx2, HMGx2 .50calx2 ^{BC}		10	2	2
I9	Banner Escort	2/1	6-2-8 (x1 Red Banner) ^L	5	3	3
V1	Lt Tank Ptn	3/2	T-70 ^L	4	3	3
V2	Medium Tank I ¹⁹	3/2	T-34/85 ^L	9	3	5
V3	Medium Tank II	3/2	T-44 ^L	10	1	1
V4	Hvy Tank Ptn I	2/1	IS-II ^L	8	3	5
V5	Hvy Tank Ptn II	2/1	IS-II ^m ^L	10	2	2
V6	Hvy Tank Ptn III	2/1	IS-3 "Pike" ^L	12	1	1
V7	TD Section I	3/2	ISU-122 ^L	11	2	3
V8	TD Section II	2/1	SU-100 ^L	6	2	2
V9	TD Section III	2/1	SU-76 ^m ^L	4	2	2
V10	Inf. Support I	3/2	ISU-152 ^L	10	2	4
V11	Inf. Support II	2/1	SU-122 ^L	8	2	4
V12	Btn Flamethrower	2/1	OT-34 ^L	8	2	2
G1	ART Sec	2/1	76L ^C	5	2	2
G2	AT Sec	2/1	100L ^C	7	1	1
G3	MTR Sec	2/1	82mm Mtr ^C	6	2	4
G4	Direct Fire Support I	2/1	152mm GP obr 37 ^M ^C	7	1	1
G5	Direct Fire Support II ²⁰	2/1	203mm ^{MC}	8	1	1
O1	Light Artillery	70+ mm (see 15.1)		5	1	5
O2	Battalion Mortar	80+ mm (see 15.1)		6	1	5
O3	Med. Artillery	120 mm (see 15.1)		9	1	3
O4	Hvy. Artillery	150 mm (see 15.1)		11	1	2
O5	Katyusha Barrage	200mm Rockets (see 15.1)		6	1	4
O6	Pre-Reg Hex	See Footnote A		2	4	28
O7	Spotter Plane	See E7.6 & CG10		1	1	4
O8	Offboard Obsvr	See CG10		1	1	6
M1	Sniper	SAN Increase +1		2	1	6
M2	Fortifications	8 FPP		1	4	24
S1	Shturmovik	1-3x FB44 w/Bombs		6	2	8
P1	Panzerfaust ²¹	PF Capability ^G		3	1	1

Order of Battle: 1st Byelorussian Front G. Zhukov Marshal of the Soviet Union Commanding.

2nd guards Tank Army; 12th Guards Corps, 1st Mechanized Corps

7th Corps; 93, 96, 97th Rifle Divisions

3rd Shock Army; 79th Rifle Corps:

150th Rifle Division; Regiments, 469th, 674th, 756th, and 328th (Art)

171th Rifle Division; Regiments, 380th, 525th, 713th, and 357th (Art)

207th Rifle Division; Regiments, 594th, 597th, 598th, and 780th (Art)

The Soviet Union had 5 Shock Armies. They were used for the initial thrust of an attack or breakthrough operations. The SA was always the asset of the supreme command.

A. A player may purchase ≤ 2 Pre-Registered hex/s per module and receives *one* additional Black Chit for the *first* Pre-Registered hex purchased with that module.

B. If depleted make a dr for each SW listed in the RG. If the dr is a 5-6 the SW is forfeited due to Depletion (players must continue to roll for the entire RG until at least one unit in the RG is forfeited and at least one unit is retained).

C. Each MG/Gun is accompanied by a 228 crew [EXC: Russian RG 17 comes with 1-2-7 crews for each of its SW].

D. To determine the Gestapo leaders created make 3 drs. If the dr is 1-2 an 8-0 is created; a dr 3-6 creates a 7-1; ≥ 7 creates no Gestapo Leader. If the RG is Depleted there is a +1 drm for each dr. Each Gestapo comes with a 3-4-8 HS.

E. Make a dr for each vehicle received. If the dr is a 1-3 a Mk IV H is received; if the dr is a 4-6 a Mk IV J is received.

F. Vehicles of this RG are received randomly. For each vehicle allotted (3 if the RG is Full; 2 if the RG is Depleted) make a dr on the following table to determine which vehicle the German player receives:

dr	Vehicle
1.	PSW 234/4
2.	PSW 234/2
3.	PSW 234/1
4.	PSW 232
5.	PSW 222 (L)
6.	SPW 250/sMG

G. The Russians have Panzerfaust capability for the next *played* CGS as if they were a 1944 German unit (C13.3) [EXC: The Russians may not fire more PF than the number of squads that they have in their OB]. Moabit Prisoners may not fire PF nor do they count as squads for the purpose of determining the # of PF available to the Russian player.

H. All Engineers are Assault Engineers.

J. NA until 4/29 PM.

K. Vehicles of this RG are received randomly. For each vehicle allotted (3 if the RG is Full; 2 if the RG is Depleted) make a dr on the following table to determine which vehicle the German player receives:

dr	Vehicle
1.	SPW 251/sMG
2.	SPW 251/I
3.	SPW 250/I
4.	SDKFZ 7
5.	NAG 4500
6.	Kfz 1

L. Make one DR on the 8.6206 Leader table.

M. Each Gun received comes with a IAG-6 Heavy Truck Truck.

N. For each vehicle received the German player makes a dr to determine if the vehicle received is a Stu IIIG or Stu IIIG (L). If the dr is a 1-3 a IIIG is received; if the dr is a 4-6 a IIIG(L) is received.



GERMAN REINFORCEMENT CHART

ID	Group Type	F/D	Unit Type(s)	CPP Cost	Max CGS	Max CG
I1	SS Rifle Ptn	3/2	6-5-8 ^L	8	4	10
I2	SS Hitler Youth Ptn	3/2	4-4-7 ^L	5	6	11
I3	SS Volksturm Ptn	4/3	4-3-6 ^L	4	6	13
I4	SS Engineer Ptn	3/2	8-3-8 ^L	10	2	3
I5	Gestapo Section	3/2	8-0/7+1 (see 8.5) ^D	4	1	3
I6	Party Leaders	3/2	6-5-8 (10-0, 9-0 x2)	10	1	1
I7	MG Section	2xMMG; 2xHMG ^{BC}		7	2	5
V1	Med Panzer Sec.	2/1	Mk IV ^{LE}	6	2	2
V2	Panther Sec. I	2/1	Pz Mk VD ^L	9	1	1
V3	Panther Sec. II	2/1	Pz Mk VG ^L	10	1	1
V4	Tiger Sec.	2/1	Pz Mk VIB ^L	13	1	2
V5	Sec.	2/1	Jgd Pz V ^L	9	2	2
V6	Assault Gun Ptn	2/1	StuG IIIG ^{LN}	5	2	2
V7	Lt Armd Support ²²	3/2	See footnote ^F	4	1	1
V8	Div. Transport	3/2	See footnote ^K	3	1	2
G1	Lt Artillery	2/1	75mm leFK ^C	3	1	1
G2	INF Gun Section	2/1	75mm leIG 18 ^C	3	1	1
G3	Mortar Section	2/1	81mm MTR ^C	5	2	2
G4	Lt AT Section	2/1	PAK 38 (50mm) ^C	3	1	2
G5	Med AT Section	2/1	PAK 40 (75mm) ^C	5	1	1
G6	Lt AA Sec	2/1	20mm Quad Flak ^C	5	1	1
G7	Med AA Sec	2/1	37mm Flak 43 ^C	5	1	1
G8	Hvy AA Sec	2/1	Flak 18 (88mm) ^C	7	2	2
O1	Med OBA	88mm OBA (see 15.1)		7	1	3
O2	Hvy OBA	128mm OBA (see 15.1)		10	1	3
O3	Pre-Reg Hex	See Footnote A		2	2	12
O4	Off Board Obsvr	See CG10		1	1	6
M1	Sniper	SAN Increase +1		2	2	6
M2	Fortifications	10 FPP		1	6	40

A. A player may purchase ≤ 2 Pre-Registered hex/s per module and receives *one* additional Black Chit for the *first* Pre-Registered hex purchased with that module.

B. If depleted make a dr for each SW listed in the RG. If the dr is a 5-6 the SW is forfeited due to Depletion (players must re-roll for the entire RG until at least one unit in the RG is forfeited and at least one unit is retained).

C. Each MG/Gun is accompanied by a 2-2-8 crew [EXC: Russian RG 17 receives a 1-2-7 crew for each SW received].

D. To determine the Gestapo leaders created make 3 dr If the dr is 1-2 an 8-0 is created; a dr of 3-6 creates a 7+1; ≥ 7 creates no Gestapo Leader. If the RG is Depleted there is a +1 dr for each dr. Each Gestapo comes with a 3-4-8 HS.

E. Make a dr for each vehicle received. If the dr is a 1-3 a Mk IV H is received; if the dr is a 4-6 a Mk IV J is received.

F. Vehicles of this RG are received randomly. For each vehicle allotted (3 if the RG is Full; 2 if the RG is Depleted) make a dr on the following table to determine which vehicle the German player receives:

dr	Vehicle
1.	PSW 234/4
2.	PSW 234/2
3.	PSW 234/1
4.	PSW 232
5.	PSW 222 (L)
6.	SPW 250/sMG

G. The Russians have Panzerfaust capability for the next played CGS as if they were a 1944 German unit (C13.3) [EXC: The Russians may not fire more PF than the number of squads that they have in their OB]. Moabit Prisoners may not fire PF nor do they count as squads for the purpose of determining the # of PF available to the Russian player.

H. All Engineers are Assault Engineers.

J. is NA for both players.

K. Vehicles of this RG are received randomly. For each vehicle allotted (3 if the RG is Full; 2 if the RG is Depleted) make a dr on the following table to determine which vehicle the German player receives:

dr	Vehicle
1.	SPW 251/sMG
2.	SPW 251/1
3.	SPW 250/1
4.	SDKFZ 7
5.	NAG 4500 Truck
6.	Kfz 1

L. Make one DR on the 8.6206 Leader table.

M. Each Gun received comes with a IAG-6 Heavy Truck.

N. For each vehicle received the German player makes a dr to determine if the vehicle received is a StuG IIIG or StuG IIIG(L). If the dr is a 1-3 a IIIG is received; if the dr is a 4-6 a IIIG(L) is received.

OBA Footnotes: See BRV15.

The German forces defending Berlin consisted of a conglomeration of all types of units and a vast difference in fighting quality; from school children and old men to hardened veterans. The nominal chain of command was: Supreme command Adolf Hitler; Army Group Vistula, *LVI* Panzer Corps (*General der Artillerie Weidling*): whose units consisted of the: 11th SS Panzergrenadier Division, Volkstrum units, 9th Parachute Battalion, 1st Flak division, and other various non-military formations.

LVI Panzer Corps consisted of about a Division and a half. With 60,000 or so men and fifty to sixty operational tanks. The city was divided into defense sectors. The sector around the Government area, and thus the Reichstag was titled, "Defense Sector Z" for Zitadel (Citadel). In the Diplomatic quarter the main fighting unit was elements of the 11th SS Freiwillige Panzergrenadier Division 'Nordland'. This unit had many ethnic Germans of foreign origin. Intermixed with elements of the 11th SS were Luftwaffe Parachute battalions and Volkstrum. All SS units were organized under Brigadefuehrer Mohnke. These units generally had a high combat value. Command and control had evaporated by the time of the Reichstag Fighting. Only local commanders on their own initiative could mount a serious threat to the Russian time table



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REFERENCE NOTES:

1. 8.2 SS UNIT REPLACEMENT: The addition of this ELR Replacement reflects the fact that the Volksturm were not part of the true military and were not under the command of military officers until the fighting actually started. They had a propensity to desert and run home.

2. 8.3 SS: Even though the Volksturm was not trained SS soldiers they came under the command of the SS when the battle reached them. As such, they reacted to the leadership of the SS officers that they were placed under and to the legendary fame which had followed the 'SS' in the headlines for so many years of war. The Volksturm do not receive Assault Fire bonus because they more likely to be carrying Italian or Hungarian rifles than the Mauser, much less automatic weapons.

3. 8.4 PARTY LEADERS: Party Leaders represent officers which served with distinction earlier in the war and were wounded or promoted beyond combat service. The policy of warfare that the Germans were now raging in Berlin was 'fight to the last-no retreat'. Such policy meant that when HQ's were overrun all officers would take up arms and fight to the last...for Volk and Furhrer. Although these officers had been out of combat for many years they represented the highest levels of the Nazi Government. Their ability to exalt their soldiers into super human efforts could be compared to that of the Commissars of the early Soviet Army.

4. 8.5 GESTAPO: These Gestapo rules represent the Military Police in Berlin who were legendary for their executions of perceived cowards/deserters. In reality, Gestapos were a civilian arm of the State Police, however, since many soldiers had tried to escape the fighting by donning civilian clothes they were able to carry out their work on these 'civilians'. These officers would not normally be this close to the front, however, since the Reichstag and Ministry Of The Interior (Himmels' House) area had been almost completely encircled they were forced into confined fighting areas and carried out their business...as usual. The

'Gestapos' had limited abilities in combat. They were not trained to operate special weapons/rifles; they fared poorly in combat; but, were able to effect the 'morale' of the front line troops who knew that they lurked at every street corner.

5. 9.2 BARRICADES: Barricades: The Germans used every available resource to build Festung Berlin. The work parties used mostly the rubble and debris which had been created from years of bombing to build their fortress. The most common way to stack this rubble was to push rail cars and trolleys into position and fill them with this rubble. Some of these were quite formidable but they often only slowed the inevitable Russian steamroller. One German said to a Major who was building a barricade that, "That will slow the Russians down for two hours and 5 minutes." The Major replied, "how can you be so precise in your estimate?" "Because", she said, "they will see this and not be able to stop laughing for two hours, then it will take them 5 minutes to bust through!"

6. 10.2 EXCAVATION PIT: The excavation pit in the center of the battlefield was the abandoned work site of the Volkshalle, planned and designed by Albert Speer. The pit was dug before the war and left unfinished. The constant bombing of the city caused the ground water to fill and flood the unfinished cellar and parking garage as well as the underground portion of the extended S-Bahn tunnel which linked it to the city. During the battle the Russians assumed it was a purposely built Anti-Tank ditch.

7. 11.311 PARTIAL BRIDGE COLLAPSE: At the start of the battle orders were given to have the bridges in Berlin blown in place and at once approximately 130 of Berlin's 280 bridges were downed. However, the Germans had a lack of explosives on hand and aerial bombs were used to make up this deficit, but, still, some of the bridges were only damaged. The Moltke was one such bridge.

8. 12.2 ROOFLESS BUILDINGS: During the blitz of Berlin many of the cities' rooftops were burned from incendiary bombs. Most of the debris



from these roofs had been cleared but as the bombings intensified the debris was simply pushed out of the roads and piled alongside the buildings. One such bombing attack by B-17s destroyed a scathe of buildings from the south to the north along North Wilhelm Strasse and petered out as it reached the Spree at the Marshall Bridge. Some bombs scattered into the Charity Hospital along Charite Strasse. The Allies dropped approximately 65,000 tons of bombs on Berlin, but the Fifth Shock Army fired 40,000 tons of shells in two weeks. Most of the destruction of the Reichstag area was a result of Russian artillery.

9. 12.3 **REICHSTAG:** After the burning of the Reichstag in 1933 Hitler ordered that the Reichstag should be closed. As a result the Germans bricked up every entrance to the building. The Reichstag remained this way until the Russians forced their way in on the night of April 30th.

10. 12.4 **TOWERS:** Originally, the rules allowed for a third level in these hexes with a rooftop location at level 3 1/2. This proved to be too powerful as the German player would put his 'killstacks' here and would be above any smoke in that hex. Although 'killstacks' may still exist at this level they become vulnerable to indirect fire and a trade-off exists.

11. 13.1 **S-BAHN:** The S-Bahn was an elevated train track (similar to the "L" in Chicago). In some areas of Berlin the track existed on an embankment but, as far as we could see, it was only elevated in the Reichstag area. After the war the entire block of buildings along Karl Ufer was razed and much of the debris was piled under this stretch of the S-Bahn and still exists today. Otherwise, various pillars and supports gave some cover to infantry.

12. 14.1 **RED BANNER:** Unit heraldry was not common during the first part of the War for the Russians. Indeed most armies still had regimental and unit colors but were cased in the rear areas. Stalin personally ordered that special Red Banners be issued to the units in position to take the Reichstag. 9 Banners were issued. Red Banner # 5 eventually made it to the top of the Reichstag in time for the May Day celebration. The original Banners were solid red. The photographs of the Red Banners were taken the next day because Sergeants M.A. Yegorov and M.V. Kataria placed the banner just before midnight. Latter the Banner was adorned with the Hammer and Sickle and the unit names.

13. 15.1 **ARTILLERY:** The only artillery available to the Germans was the flak guns situated in the two flak towers near the Zoo and the flak batteries setup in the Tiergarten. The batteries in the Tiergarten was overrun during the battle for the Reichstag but the two flak towers fired on until the end of the battle with their twin-mounted 128mm flak guns. Hitler once said that the 128mm Dual gun was the most beautiful weapon ever made.

14. 16.6 **VOLUNTARILY ABANDON:** This rule is emplaced to represent the importance of armor protection in such close-quarter fighting. It is highly improbable that crews would abandon the cover of their tanks unless the tank was damaged, therefore, the higher the Morale Level of the crew the less-likely they are to leave such cover (in an attempt to gain scenario/CGS victory conditions).

15. CG7. **NIGHT CGS:** By this time of the war the Russians disregarded most rules for maintaining secrecy of troop concentrations. There was little German artillery or aircraft to be worried about and the Russians were in a hurry to capture the Reichstag. Allowing Cloaking for Russian units fails to amplify the boldness and disregard for caution when on the offensive.

16. CG16. **MOABIT PRISONERS:** Just north of the Lehrterstrasse S-Bahn station (hex J4) was the Moabit Prison. As the 79th Corps overran the prison 2,000 inmates were 'liberated'. The inmates came from a wide background: some were implicated for the plot to assassinate Hitler; some were conscientious objectors, Jehova's Witness', admitted Communists and Russian POW's. Each was given the brown uniform of the Russian army, a meal, a rifle and a speech. Once released these inmates sought vengeance on the German capitol and its people. During lulls in the fighting (particularly at night and after the war) these inmates were prone to commit atrocities of the worst kinds on the soldiers and civilians of Berlin. The Russians, however, were able to conserve their own manpower with the use of these new 'reserves'.

17. 8.6151. **SECRET INITIAIVE SELECTION:** Due to the succession in which the CGSs are played (i.e. only hours in between CGSs and not a full

night) the decision to attack or not would have to be made quickly. The luxury of determining the amount of reserves available for the next attack could not be factored into the equation. In essence, it was the tactical combat situation which determined whether the assault was renewed or not.

18. 8.621. **PURCHASING FORTIFICATIONS** As the Russian hordes approached Berlin the cry went out for 100,000 laborers to begin building Fortress Berlin. Only about 30,000 workers actually showed up for service. Most of the materials used to build fortification were in short supply but bricks seemed to be everywhere. Pillboxes of all kinds sprang up throughout the city. Some pillboxes were built near bridges, some in the middle of the streets, and some were built right over an entrance to a subway so that their occupants could wait safely in the subway system.

19. **RUSSIAN RG CHART V2:** Although there are numerous pictures showing T-34 M43's in the streets of Berlin the T-34/85 was given priority to the Guards Divisions while the T-34 M43 were left to the regular units. Also, there were many Sherman's which were on lend to the Russians for the battle of Berlin, however, most of those were destroyed as they entered the city. The Russians also had large numbers of M4 Sherman tanks that were instrumental in the break in of the city from the south and south west.

20. **RUSSIAN RG CHART G5:** The Soviet doctrine for assaulting a city was to advance down parallel streets with a battalion of infantry covering each street. Each battalion was supported by two tanks or assault guns, 2 mortars and one or two 152mm GP 37 or 203mm tracked artillery pieces which would support in the direct fire mode.

21. **RUSSIAN RG CHART P1:** The Russians captured a large supply depot, containing Panzerfausts. These were distributed to Russian infantrymen and were used in the attack on the Kroll Opera House. The Germans were so well fortified in this building that the Russians threw everything they had at the Germans in an effort to soften them up before the assault. The Russians fired the Panzerfausts directly at the building and succeeded in breaking the defenders inside Kroll Opera.

22. **GERMAN RG CHART V7:** Almost every conceivable type of military fighting vehicle was used by the Germans in Berlin. Even Hitler's bodyguards had for his escape a Model 1921 Daimler Police Armored car called the DZVR Schupo-Sonderwagon. Whenever the Germans requested reinforcements they rarely received them but when they did they could count on nothing in particular. Any vehicle which was not damaged or in use and which had fuel would be sent to save the day.

HISTORICAL BRV 10 scenario information:

PLAY AREA: Entire map is in play.

AFTERMATH: As the Russians approached the Moltke Bridge they cleared the northern banks of the few Germans positioned there to slow the Red tide. Suddenly the Moltke erupted in flame and dust but remained standing. Only one of the three supports had been destroyed. Both sides traded volleys at each other during the day with three dug-in Panthers and a battery of 88 AA guns battling the newest Russian armored fighting vehicles. A section of King Tigers was summoned to the flashpoint to counter any Russian idea of crossing over the Spree. Seeing that the far side was built up and heavily defended the commander of the 79th Corps made the decision to wait until the cover of darkness to cross the Moltke. To the east of the Hohenzollern Canal the remnants of the proud 9th Para Division were pushed back across the Spree. The Russians tried to cross the Marshall Bridge but it proved to be under murderous fire from inside the Reichstag. Both sides traded shots at each other across the Spree but the Marshall wasn't crossed until the Reichstag fell on May 1st. Held up at all three bridges the Spree would delay the Red Vengeance for several days.

BERLIN: RED VENGEANCE

Side:

Victor:

[illegible]

FORTIFICATIONS

[illegible]

NOTES:



Berlin Red Vengeance German Reinforcement additions:

ID	Group Type	F/D	Unit Type(s)	CPP Cost	Max/ CGS	Max/CG
V9	Hitler Entourage	1/HS	Hitler, PSW L2H43, Daimler DZVR, 658 ^L	5	1	1
V10	Lt. Panzerjäger	2/1	Borgward B IV Panzerjäger	2	1	1

THE HITLER COUNTER

Although Hitler never appeared near combat during WWII the Hitler Counter has been provided because his Capital and Fortress were physically assaulted by his hated enemy the Russians. We feel that the *mere inclusion* of the Hitler Counter in this pack is as an extravagant a concept as we are willing to undertake with this subject. Therefore, the set of rules that we are including for the Hitler Counter will remain within the integrity of the ASL rules system and will not stray into the abyss of hypothetical possibilities of his presence on the battlefield. We have chosen to represent the most likely possible reaction to his unlikely presence on any given battlefield. This choice is designed to input a measure of realism into an unrealistic situation. The goal here is to provide additional fun during play without straying from the factors that make ASL what it was meant to be.

A25.10. HITLER: Hitler is treated as an SS unit for all purposes except as stated herein (A25.11). Hitler will never surrender via the RtPh method (A20.21) or become Disrupted. Hitler is considered to be Inexperienced (A19.3) with a normal MF of 3 (he receives a 2 MF bonus if moving with an unbroken leader). Party Leaders/Gestapos will not cause Casualty Reduction to Hitler by failing to Rally him.

A25.101. BONUS: All German units automatically Rally when being Rallied by Hitler, however, an original 2/12 DR will still have its HOB/Fate result [EXC: The +x "overstacking DRM" applies to each Rally attempt made in an overstacked location with Hitler. A *Final* Rally DR ≥ 12 will cause CR (A10.64) even when such units may still automatically Rally]. All German units are treated as being Fanatic when in/ADJACENT to Hitler. While stacked in the same location as Hitler a German unit is subject to Heat Of Battle after *passing* any MC by rolling an original doubles [EXC: An HOB Surrender result causes the unit to become Berserk instead]. In any scenario/CGS in which Hitler is present the Germans will not suffer ELR Replacement.

A25.102. DEATH: Any German unit in/ADJACENT to Hitler when he breaks must take a NMC instead of a NTC. All units ≤ 16 hexes and with an LOS to Hitler when he is eliminated must make a NMC. Failure of this NMC causes the unit to suffer Casualty Reduction rather than breaking (the last sentence of 25.101 still applies to any remaining HS/Wounded SMC even if they failed the NMC). During the course of any scenario/CGS in which Hitler is eliminated all German units will immediately have an ELR of zero for the remainder of the scenario/CG.

A25.103. SUICIDE: Prior to a unit attempting to roll for a capture Attempt in CC Hitler may attempt to commit Suicide. To successfully commit Suicide Hitler must pass a Suicide TC (STC). If he makes a final DR equal to his STC he is instead wounded. There is a -1/-2/-3 DRM for each un-Pinned, Good Order SMC/HS-Crew/Squad in the same location, respectively. Such a unit participating in the Suicide attempt must first pass a NTC (LDRM/ML-increase does apply by any participating Leader) in order to apply its appropriate DRM [EXC: Gestapos].

A25.104. CAPTURE: The Allied player automatically wins any scenario/CG if at the end of that scenario/CGS he is in possession of Hitler.

WAFFEN-SS: NO QUARTER, NO GLORY!

ERRATA

Waffen-SS #1 "FUHRERBEFEHL!": The T34's used in this scenario should be the T34-M41 having 17 MPs and a Front AF of 8-circled.

Waffen-SS #2 "THE PRECIOUS PRICE OF TIME": The German Balance should read, "Exchange one OB given LMG to a HMG."

Waffen-SS #6 "ONE EYE TO THE WEST": The "North Arrow" should be facing to the left of the page.

Counters: The four Pz IIF counters were printed with incorrect MPs, however, they have been corrected and are included in this pack.

Q & A

Q: Have the Special Ammunition Depletion #s printed on the SS counters been increased due to the last sentence of A25.11?

A: No. To avoid confusion we require the players to make note of this change normally as per C8.

Waffen-SS #1 "FUHRERBEFEHL!":

Q: As per HSR4, can the Russian player setup an RG on-map and enter an RG on Turn one?

A: Yes.

Waffen-SS #3 "BEAR HUNT":

Q: Is the Partisan OB choice 'secret'?

A: Yes.

Waffen-SS #4 "THE NOBLE CRAFT OF WARFARE":

Q: In HSR2 is the dr made for Dummy Minefields secret?

A: Yes.

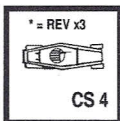
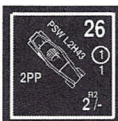


ABOUT YOUR NEW SS COUNTERS: All rules pertaining to SS (A25.11) apply to your new SS counters. Unless otherwise specified in your Scenario Special Rules, all 447/237 units are treated as being Second Line units, while all 436/236 units are treated as being Conscripts (A19.2). Only SMC, 838/658/468/Crew (and their HS) are considered Elite SS. Regardless of whether a scenario includes only 447/436 units the SS player still qualifies for Elite Ammunition status as per the last sentence of A25.11. All SS units have an underlined ML. A 447 will BH to either a 658 or 468, as per A19.13, depending on the date (see A25.1). (Note: A15.3 will automatically allow your 436 to BH to a 447, and a 447 to a 468/658; however, the reciprocal is not true since the underlined ML causes them to become two HS/Disrupted-HS, unless specified by SSR).

On May 1st, 1945, two vehicles were found immediately outside Hitler's bunker parked within the wreckage of what used to be Berlin. It is widely assumed that they were meant for Hitler's desperate escape as they were found directly outside his bunker and were the only vehicles seen along the street and still in working order. Any functioning vehicle during those final hours would have been swallowed up and put to use in some desperate task. All that could be salvaged for the final escape of Germany's great leader were these sad wrecks.

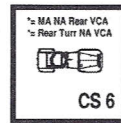
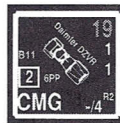
They represented the vestige that was the German war machine. Although neither of these vehicles would have been originally equipped with radios, it is difficult to imagine that they were not outfitted with at least some form of radio scrapped from Hitler's HQ. This is particularly true since the preparations necessary to bring the working parts of the SdKfz 3 to life, after years of sitting idle in a nearby museum, must have been tremendous. Ultimately, neither vehicle suffered the final indignity of having to transport Adolph Hitler to safety.

HOB 1. PANZERSPAHWAGON L2H43:



One of the two vehicles parked immediately outside of Hitler's Bunker was the PanzerSpahwagon. Latest research shows that this vehicle was produced in the Netherlands in 1933-4. Only three were built, one was a prototype that bore no armament. Neither of the prototypes were accepted for military use but two were purchased by the Dutch Army. One of the vehicles was subsequently captured by the Germans in May 1940 and sent back to Germany. The vehicle captured alongside Hitler's bunker was one of the unarmed prototypes. The non-prototype vehicles normally mounted the standard Dutch HMG, the Schwarzlose 7.9mm Mitrailleur 08. The armor plating was ballistically sloped and riveted to a thickness of between 9mm and 14mm

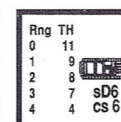
HOB 2. POLIZEISONDERSHUTZWAGON 1921 (SdKfz 3):



Produced in 1921 for use by the German police, this relic was produced under the Treaty Of Versailles. Only 150 armored cars were allowed under the treaty and they were for internal security only. In anticipation

of angry crowds this vehicle had two turrets diagonally mounted on the hull with each turret having one medium MG in place. Another version was made as an armored personnel carrier, of which 105 were presented to the 1st Company, 3rd Prussian Kraft-Abteilung in Berlin-Lankwitz. Photos of these vehicles can be seen in action holding back crowds in Berlin during a Nazi rally in the early 1930's. In 1945, as the war pressed home, several vehicles from a Berlin museum were resuscitated and forced into action, including a WWI British Mark IV tank. This armored car, ironically, worked its way up the ladder from crowd-control duty to the last-gasp escape car for the head of Germany itself.

HOB 3. Borgward B IV Panzerjäger with 8,8 cm Raketenpanzerbüchse 54:



Originally intended as a Heavy Load Carrier, the B-IV Panzerjäger was continuously modified throughout the war to do more than its planner's had intended. In 1945, during the desperate final hours inside

Berlin, the B-IV Panzerjäger was again modified to meet the needs of its time. This time six Panzerschrecks were installed on a slightly traversing mount just to the left of the driver's seat. Three smoke dischargers were mounted to the front in a "fan" pattern and side armor was built up around the crew compartment to give the normally continuously-exposed crewmen additional protection in its new combat roll. The mission of this vehicle was to attack in an ambush fashion by rushing towards an enemy vehicle and spraying it with its deadly rockets as per the shotgun principle. The crew then quickly jettisoned its smoke dischargers while reversing its way out of harm before the enemy could recover and return fire. Two of these vehicles can be seen near the Reichstag. One was abandoned along the Charlottenberger Chaussee about 200 metres west of the Brandenburg Gate. A second can be seen thoroughly destroyed about 150 metres west of the Reichstag itself (in approximately hex U17 on the B:RV map).

TACTICAL DOCTRINE

HOB

BRV-1

Battlefield Orientation:

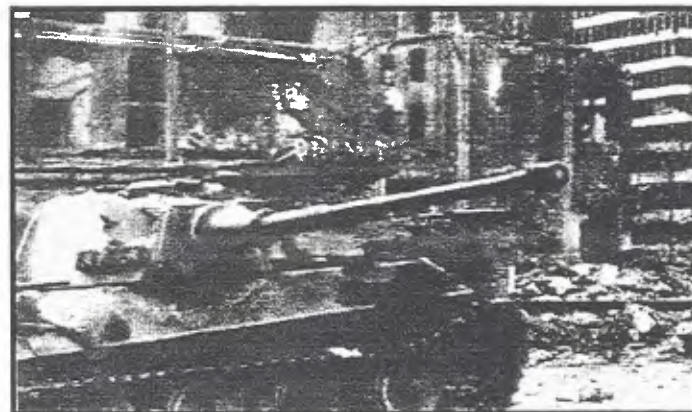


Play Area: All hexes south of the Spree River with a hex coordinate ≤ 14 between J and W.

Play Balance:

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

German: Decrease Game length to 4.5 turns.



TACTICAL OBJECTIVE: 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.

Historical Special Rules

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



Historical Perspective:

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.

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.

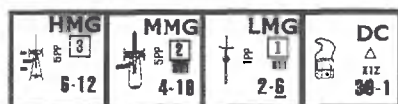
Russian Sets Up First [ELR: BRV 8.1] [SAN: 3] TURN

German Moves First [ELR: BRV 8.1] [SAN: 4]

756th Rifle Regiment, 150th Division, 79th Rifle Corps, 3rd Shock Army set up on/west of hexrow O:



2 4 2 4



2

BPV [94]

1
2
3
4
5

Remnants KG Weidling, Defense Sector "Z" and elements of the 11th SS Panzergrenadier Division "Nordland" set up on/east of hexrow R:



4 6 2



3 2

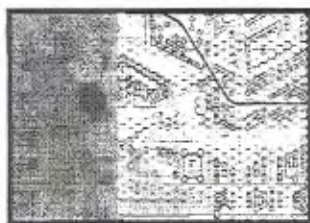
BPV [132]

RUN FOR YOUR LIVES

HOB

BRV-2

Battlefield Orientation:



Play Area: All hexes east of hexrow P are playable.

Play Balance:

German: The German player may Battle harden one OB given Leader..

Russian: The Russian Player may Battle harden one OB given Leader.



TACTICAL OBJECTIVE: 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.

Historical 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. The German 5-4-8s are not SS but are treated as having an underlined Moral Level. No Russian unit may enter a Bridge location.
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.



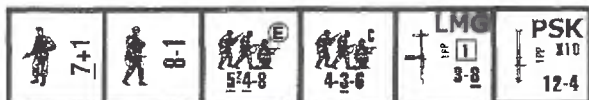
Historical Perspective:

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 steamrolled 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.

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.

German Moves First [ELR: 2] [SAN: 4]

Remnants of the 9th Fallschirmjaeger Division and Volksgrenadiers enter from the north edge of the play area on turn one:



3 9 2



BPV [84]

TURN

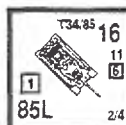


Russian Moves Second [ELR: BRV 8.1][SAN: 2]

B Company 176th Rifle Regiment enter from the north map edge on/after turn one:



7 2 2



RED BANNER NUMBER 5

HOB

BRV-3

Battlefield Orientation:



Play Area: All hexes with a hex coordinate ≤ 21 which are also south of the Spree River.



Play Balance:

German: Add Two Demolition Charges to the initial German OB.

Russian: Add one Red Banner counter to the Russian OB.

TACTICAL OBJECTIVE: 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.

Historical 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.



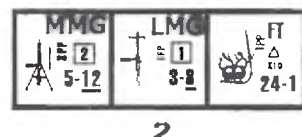
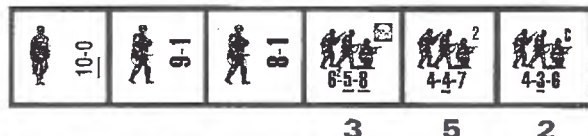
Historical Perspective:

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.

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.

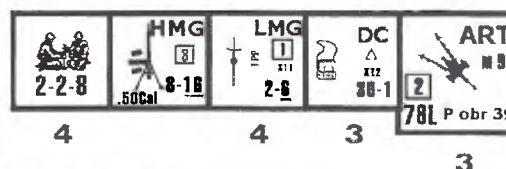
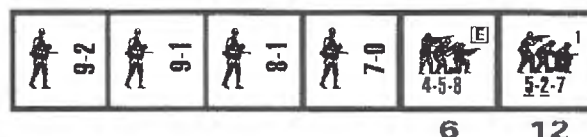
German Sets Up First [ELR: BRV 8.1] [SAN: 3] TURN Russian Moves First [ELR: BRV 8.1(-1)][SAN: 3]

Reichstag detachment of Defense zone "Z" set up in any location of the Reichstag:



BPV [90]

B Company 176th Rifle Regiment set up on/west of the following perimeter; W10-S12-S13-Q14-Q16-R17-R21:



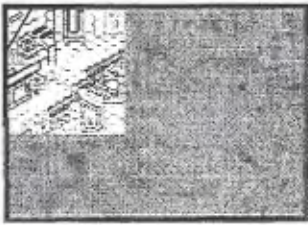
BPV [150]

AT LAST THE SPREE

HOB

BRV-4

Battlefield Orientation:



Play Area: All hexes west of hexrow P with a coordinate of ≤ 15 are playable.

Play Balance:

German: Add 6 AP mine factors OR 3 AT mines to the German OB.
Russian: Any Russian Elite MMC possessing any DC/FT is Fanatic while on/south of the river.

TACTICAL OBJECTIVE: 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.

Historical 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.

German Sets Up First [ELR: BRV 8.1]

[SAN: 2]

Elements of Defense Sector Z and 11th SS Panzergrenadier Division "Nordland" set up in any non-bridge location south of the River Spree (see HSR 2) No more than two MMC may set up per hex:



2 4 8



2 2 2



BPV [116]



Historical Perspective:

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.

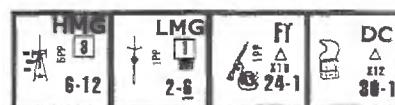
Aftermath: The Moltke Bridge was stormed about midnight by one battalion from each of the divisions of the 79th Corps. The Germans had strong positions on the south bank with enfilading fire. Unfortunately for the Germans, the charges set to collapse the Moltke did not all go off. Only half of one of 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.

TURN Russian Moves First [ELR: BRV 8.1][SAN: 2]

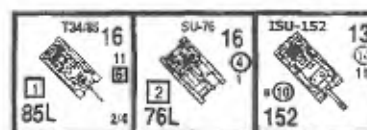
Elements of the 79th Corps, 3rd Shock Army set up north of the River Spree ≥ 2 hexes from H9:



2 6 12



2 4 2 3



85L 16 76L 13



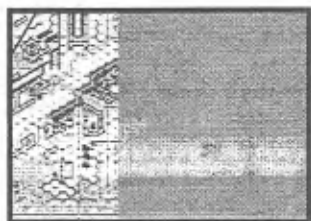
BPV [150]

HIMMLER'S HOUSE

HOB

BRV-5

Battlefield Orientation:



Play Area: All hexes on/ west of hexrow P are playable.

Play Balance:

German: The German player may Battle Harden one OB given Leader and place a Fanatic marker on ≤ 4 MMCs at game start.

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

TACTICAL OBJECTIVE: 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.



Historical Special Rules

1. EC is Moist with no wind at start. Due to the early morning darkness the EI.7 +1 LV DRM applies to the first two Game Turns only.
2. 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 locations.
3. Before all set up a collapsed bridge counter is placed in hex 19 (See BRV 11.312).
4. The Russian OB given 8-0 Leader is considered Heroic at scenario start, (mark it with the appropriate hero counter at scenario start).
5. 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.
6. 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.

Historical Perspective:

Königsplatz, 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.

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 its 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.

German Sets Up First [ELR: BRV 8.1] [SAN: 4] TURN

Russian Moves First [ELR: BRV 8.1][SAN: 2]

Remnants of Defense Sector "Z" with elements of the 11th SS Panzergrenadier Division set up in the following road net; A16-B15-J10-N12-N21-M22-G22-A19: (See HSR 5)



4



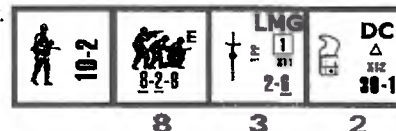
BPV [123]



674th Rifle Regiment, 150th Rifle Division set up in building M10 and/or north of the Spree River: (See HSR 4)



Enter on/after turn 1 from any map edge hex in play north of the Spree River.



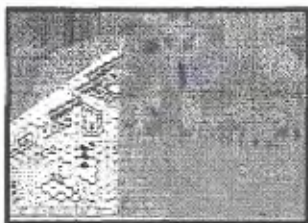
BPV [212]

OPERA OF DEATH

HOB

BRV-6

Battlefield Orientation:



Play Area: All hexes on/ west of hexrow P and south of the Spree river are playable.

Play Balance:

German: Increase FPPs from 40 to 60.
Russian: Decrease German FPPs from 40 to 20.

TACTICAL OBJECTIVE: The Russian player wins at Game End if they control ³ 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 perimeter). 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].

Historical 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).



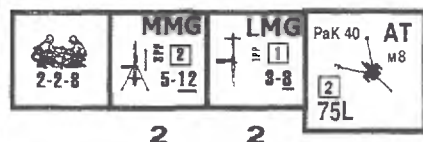
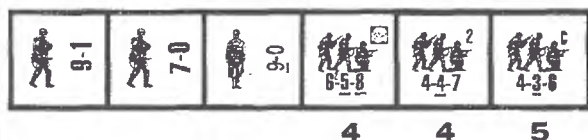
Historical Perspective:

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.

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.

German Sets Up First [ELR: BRV 8.1] [SAN: 4] TURN Russian Moves First [ELR: BRV 8.1 (-1)][SAN: 3]

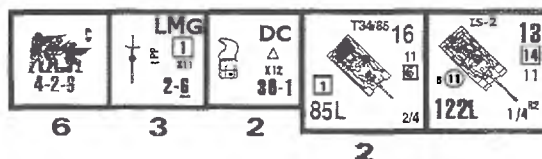
Remnants of Defense Sector "Z" set up south of the following perimeter A14-J10-J15-P18:



BPV [113]

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598th Rifle Regiment, 207th Rifle Division set up north of the German set up perimeter:



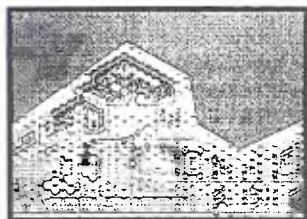
BPV [144]

GRIZZLY BEAR

HOB

BRV-7

Battlefield Orientation:

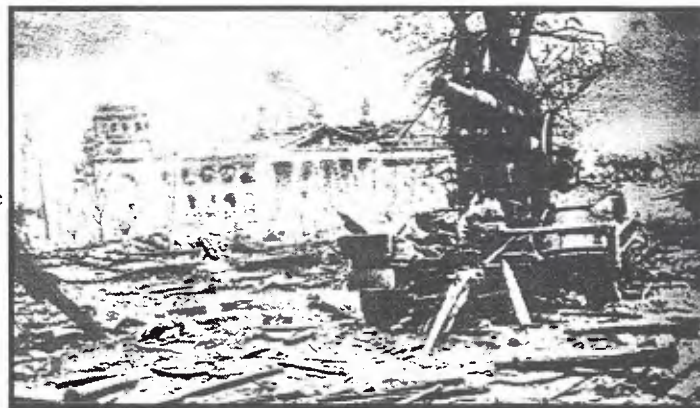


Play Area: All hexes south of the Spree River are playable.

Play Balance:

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

Russian: Add one ISU-152 and one 8-1 Armor Leader to the At Start Russian OB.



TACTICAL OBJECTIVE: 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).

Historical 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.



Historical Perspective:

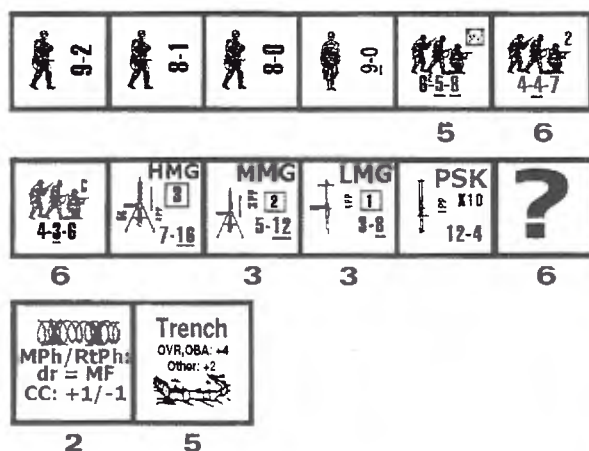
Konigsplatz BERLIN, GERMANY, April 29th, 1945: After 21 hours of intense fighting for the Ministry Of The Interior, the surviving three-fourths of the 150th Rifle Division were immediately ordered to attack the Reichstag. The hasty plan called for an assault across Alsenstrasse to grab the east end of 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.

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.

Russian Moves First [ELR: BRV 8.1 (-1)] [SAN: 3]

German Sets Up First [ELR: BRV 8.1] [SAN: 4] TURN

Defense Zone "Z" (KG Weidling) set up on/south of the perimeter Q6-Q14-L17-K16-A21:



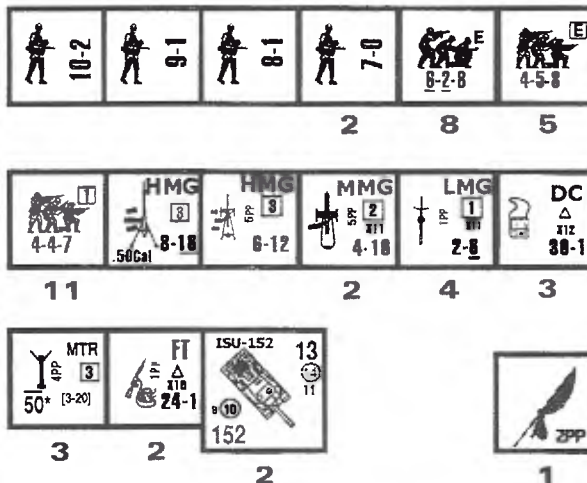
Setup ≤ 6 hexes from Y18 (may set up concealed with OB given "?" but may not set up HIP).



BPV [147]

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9

674th Rifle Regiment, 150th Rifle Division set up in/adjacent to buildings M10, N8, K13:



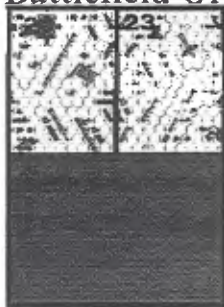
BPV [228]

POLISH PRIZE

HOB

BRV-8

Battlefield Orientation:



Play Area: Only hexes A-P of boards 20 and 23 are in play.

TACTICAL OBJECTIVE: The Russian Player Wins immediately upon controlling all ground level locations of building 20H3.



Play Balance:

German: The German Player receives 40 FPPs

Polish: The German Player receives 20 FPPs

Historical Special Rules

1. 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).
2. 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 its manning crew.
3. No German unit may enter a Bridge Location. The German 5-4-8/2-3-8s are not SS but are treated as having an Underlined ML.
4. Any/all roadblocks may be removed by a KIA or K/ result as per B29.5
5. No Quarter is in effect and both players may declare Hand-to-Hand as per J2.31.
6. 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.

Historical Perspective:

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. **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.

German Sets Up First [ELR: 2] [SAN: 4]

Remnants of the 18th Panzergrenadier Division set up on/south of hexrow D and west of the Canal:



4 6



2 3



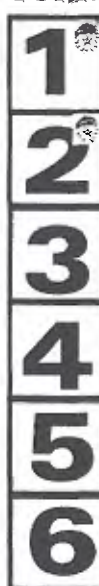
30 FPP from the following Chart:

- 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



BPV [94]

TURN



Poles Move First [ELR: 3] [SAN: 2]

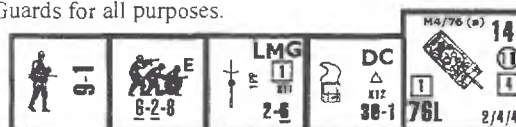
Elements of the 1st Polish Rifle Division enter on Turn one from the north map edge:



12 3



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.



4 2 2 2

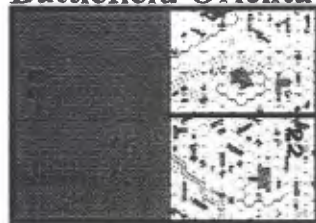
BPV [132]

JAIL HOUSE ROCK

HOB

BRV-9

Battlefield Orientation:



Play Area: Only hexes A-P of board 22 and R-GG of board 23 are in play.

Play Balance:

German: The German Reinforcements arrive on Turn Two.

Russian: The Russian Player may Battle Harden 4 MMC at Scenario Start.



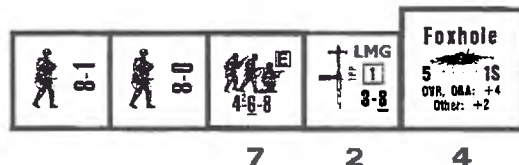
TACTICAL OBJECTIVE: The Russian player wins at Game End if he has earned ≥ 35 VPs. The Russian player earns CVPs normally (including double CVPs for captured units) and earns VPs for Good Order Russian units (including Liberated Prisoners, see SSR 5) which are south of the canal at Game End [Treated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

Historical Special Rules

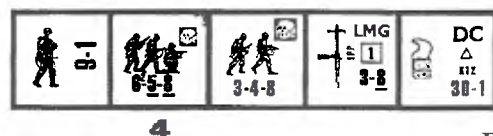
1. EC are Moist with no wind at start. No unit may enter a Canal water location. The Stream is Deep. Due to the heavy bombing of the area all Orchards are considered Out-of Season. Buildings 23Y7 and 22G5 are warehouses and are treated as Factories (B23.74). Kindling is NA. All multi-hex wooden buildings on board 22 are Prisons and have a ground level only.
2. 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 1MC 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.
3. The German reinforcement units are SS and are treated as having an underlined ML with an ELR of "4".
4. As the first action of the first Russian PFP (only) the Russian player may place one +3 TEM Smoke counter and one +2 Dispersed Smoke counter in any non-Canal hex (es) which is/are on/adjacent to a Canal bridge hex.
5. 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.
6. The Germans may fortify three non-prison building locations during set up.
7. No Quarter is in effect and Hand-to-Hand may be declared by either side as per J2.31.

German Sets Up First [ELR: 0] [SAN: 4]

Pro German Volunteer Russians set up south of the Canal in any building and/or in any OB given foxhole (no more than one MMC may set up per building):



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



BPV [158]

Historical Perspective:

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. **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.



TURN

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5
6
7

Russian Moves First [ELR: 4] [SAN: 2]

Elements of the 79th Rifle Corps., 3rd Shock Army set up north of the Canal (see HSR 4 & 5):



BPV [111]

BRV-10

Battlefield Orientation:



Play Area: Entire Map.

Play Balance:

German: Decrease Game Length to 8 Turns.

Russian: Increase Game Length to 10 Turns.



TACTICAL OBJECTIVE: The Russian player wins at game end if he has earned more than 1.5 times as many VPs as 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.

Historical Special Rules

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.

Historical Perspective:

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. The hard core of Berlin's defense was the central sector known as 'Zitadelle'. The forces in this sector were commanded by SS-Brigade-furher Wilhelm Mohnke and they included half a division of Waffen and Allgemeine SS under his direct command. But the real strength in this sector was the Tigers from Panzer Abteilung 503. The northern-most edge of the Zitadelle was the line of the Spree River. It was here that the Germans would make their last stand. The Russian 79th was originally positioned to the northeast of the Reichstag but on April 22nd it was ordered to swing to the east to cross over the Hohenzollern Canal and approach the Reichstag from the northwest while passing through the Moabit district. On the morning of the 28th the Russians assaulted the Zitadelle. CONTINUED ON PAGE 16 OF THE RULES



German Sets Up First [ELR: BRV 8.1] [SAN: 4] TURN

Defense Sector "Z" and elements of 11th SS Panzergrenadier Division "Nordland" set up on/south of the Spree:



3

4

14



8

2

4

6

2



3

10

3

3



5

4

Enter on/after turn 2 from the south map edge ≤ 3 hexes from BB24.

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

BPV [330]



2

Russian Moves First [ELR: BRV 8.1][SAN: 3]

Elements of the 79th Rifle Corps., 3rd Shock Army 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:



2

2

6

10



14

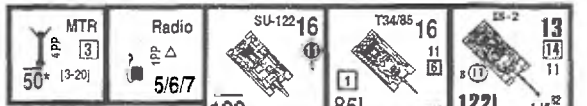
2

4

4

2

3



3

3

2



1

Enter on/after turn 3 from the north map edge



2

BPV [280]

KING OF THE HILL AND BRV ERRATA AND Q&A:

Thanks to all of your supportive offerings and comments, the following errata should be incorporated into your KH/BRV rules/scenarios.

Logistics and Supplies: Some of you recieved BRV copies which contained countersheets with counters cut on the reverse side, thereby off-setting some of the layout images on them. As we promised earlier, we are now in a position to correct this problem. We have a small supply of countersheets which are correctly cut. If you were one of the unfortunate ones who recieved a bad copy please send us an SASE and we will ship them off to you free of charge. If you are ordering Fortress Cassino, please make a clear notation to grab our attention and we will include one in your Fortress Cassino package at no extra charge. Again, we only have a limited supply, so it is on your honor that we will send you a new free sheet. Thank you for your support and cooperation.

KOTH ERRATA

1. Cover page (page 1) should read "28 hexes by 49 hexes".
2. Page 3 KH 3.21: Last sentence should read "The following Rocket To Hit DRMs modify the C5 chart and use the Black To Hit #s:".
3. Page 5: Definitions: SLoc should read "Any hex containing woods, +2 TEM, Good Order MMC, Ditch, Hill 112 or 111 symbol (i.e. hex)."
4. Page 10: Legibility for FPP Footnotes:

Foxhole: a F

Trench: c d E F

AP Mine: c d E F G I

AT Mine: c d E F G I

Wire: c d E F G I

HIP: a

"?":

AFV Revetment: d E F I

5. Page 11: ISSR 2 should read "(either RG O7 x1 & RG O8 x1; or RG O8 x2. See RG Chart footnote "G")."
6. The Typhoons should have a STAR with a "3" inside it as if a 44FB.
7. German RG Chart O8: CGS Max should be "2" not 1.
8. Fortification Chart Footnote for Foxholes should be "b", b= 1/2/3 squad foxhole.

Q&A:

Q: May a 5/8" Gun setup in a Rv?

A: Yes. Normally, only a crew is allowed to be set up in a foxhole. In an Rv, both crew and Gun may set up in the Rv.

Q: In the KH CG if an OBA module uses only its IR capability may it be retained?

A: Yes.

Q: In your scenario WINDSOR KNOT, are the Typhoons available as per E7.2 or are they available on turn one? If the Arrival dr is required, do the KH 3.1 drms apply?

A: They are available as per the E7.2 Arrival dr. Yes, the KH 3.1 drms would apply (see KH 1. Terrain); however, since none of those drms actually apply to this scenario there are no drms which are applicable (note: the +1 drm for CGS taking place in the AM only applies in a "CG" not scenario).

Q: Are Rocket hits against vehicles treated like bomb hits (i.e. Direct Hits and Near Misses)?

A: No, all hits are treated as Direct Hits.

Q: Do the German At-Start forces in set up area "B" have to pay the extra CPP cost to set up on map as per RePh 8.6194?

A: No. They are free to purchase for on-map set up. Additionally, there is no Depletion DRM for this purchase type as per RePh 8.6201

BRV ERRATA

SCENARIOS

Scenario BRV1: "Tactical Doctrine": Reverse the nationality symbols in the Turn Record Chart (the Russians still set up first, and the Germans still move first).

Scenario BRV2: "Run For Your Lives": Add to SSR4- "The German player receives one Roadblock and one Barricade counter".

Scenario BRV5: "Himmlers House": End of Russian OB should read, "(See SSR 4)".

Scenario BRV8: "Polish Prize":

German set up should read, "Set up on/south of hexrow D and WEST of the Canal".

SSR3: Delete and replace with the following: "No German unit may enter a bridge location".

Scenario BRV9: "Jail House Rock": SSR4 Clarification- The Russian smoke placement occurs only during the first Russian PFPh.

Rules:

3.0. The reference to rule "RB6" should be "RB16".

12.1 Add to the end of this rule, "...all multi-hex buildings containing a square Stairwell symbol contain a ground, 1st and 2nd levels (as well as a cellar/rooftop locations [EXC: roofless buildings]).

13.2 Hex Q18 is a Runway hex not G18.

15.1 Russian 76mm OBA should be "Light Artillery" without the "M" Footnote.

CG RULES

CG14 Second sentence should read, "All non-bridge River hexes are always considered No-Man's Land (see RePh 8.6051)".

CG19: Add to this rule the following: Guns may not be removed from a pillbox/fortified location.

CG27: Delete the last sentence of this rule.

RePh Rules

RePh 8.6031: Add the following: All broken units are now rallied. Delete "(see 8.6057)".

RePh 8.6052: Under the notes section, delete the word "/Canal" from the first sentence. Since an S-Bahn bridge existed just north of the Admiral Scheer Bridge and was in Russian control *Russian* units are not separated into different Set Up Areas solely by the Canal.

RePh 8.6071: Fighter Bombers are NOT retained if unused or if not entered during a CGS (CVPs are NA for unused/unentered FB unless earned normally during play).

RePh 8.6112: Change "(see BRV 16.2)" to read: (see BRV 16.10).

RePh 8.61411: The end of the first sentence should read, "...by making a DR ≤ 2 with the following DRM:".

RePh 8.6146: Replace with the following, "All non-captured/non-isolated units have their Depleted/Low Ammo status returned to normal".

RePh 8.6204: Russian RG listed as "BRVS Rifle Ptn" and "BRVS SMG Ptn" should ~~instead~~ be "GDS Rifle Ptn" and "GDS SMG Ptn".

RePh 8.621: Anti-Tank Ditch footnote "D" is NA.

RePh 8.6233 b): Night Dual Attack CGS both sides are considered the Scenario Attacker.

RG CHARTS

Russian RG 01: The Group Type for this RG should read, "Light Artillery".

Russian RG 02: The Group Type for this RG should read, "Battalion Mortar".

Russian RG M2: The CG Max should be "24".

German RG M2: The CG Max should be "40".

RG FOOTNOTE "J": Footnote "J" is NA for both players.

Q&A

1. **12.3 Q:** May the +1 TEM provided by the "built up" Reichstag be increased to +5 TEM (total) if a ground level Reichstag location is subsequently fortified as per B23.9?

A: No. +4 is the maximum TEM [EXC: Indirect fire].

2. **Q:** Did HOB use the 0 TEM for bridges as per B6.3 or did it use the -1 TEM listed on the Chapter B Divider?

A: HOB used the 0 TEM printed in B6.3.

3. **9.21 Q:** 9.21 states that only "...fully tracked vehicles may attempt to cross a Barricade". Are infantry allowed to cross a Barricade, or was the reference to fully tracked vehicles for vehicle types only?

A: Yes, infantry may cross a Barricade as if it were a roadblock. The reference to fully tracked vehicles is for vehicle types which may attempt to cross it.

4. **Q:** Russian vehicle note "J" says that some Russian tanks "may" receive sM. Do such tanks receive them automatically or must a player roll for it or is it by SSR only?

A: Yes. HOB's understanding is that the vehicle carries them inherently and, therefore, the vehicle may/can use them as per the specific note (i.e. no SSR or optional armament dr is needed).

5. **Q:** May OBA/ordnance SMOKE be placed on a bridge hex?

A: Yes.

6. **Q:** What are the dark hexside depictions along the dark green hexsides near the Spree River (hedges or cliffs)?

A: They are cliff depictions.

7. **Q:** Is AA fire allowed from a roofless building location?

A: No.

8. **Q:** What happens to a set DC which ends a CGS but has not been fired/exploded?

A: If the DC is in a controlled set up area it is retained by the side which controls that set up area; otherwise, it is treated as non-set DC and remains in its current location as any other unpossessed SW in an uncontrolled set up area.

9. **CG16 Q:** Are Moabit Prisoners ~~treated~~ as Green units or Conscript units for MF determination?

A: MoPs are treated as being Conscript for MF determination.

10. **RePh 8.621 Q:** May DC be purchased as "set" by spending FPPs to do so.

A: No. A DC must be in a side's OB in order to be set in this manner. The BRV table and its footnotes are designed to replace the KGP I/II table/footnotes altogether.

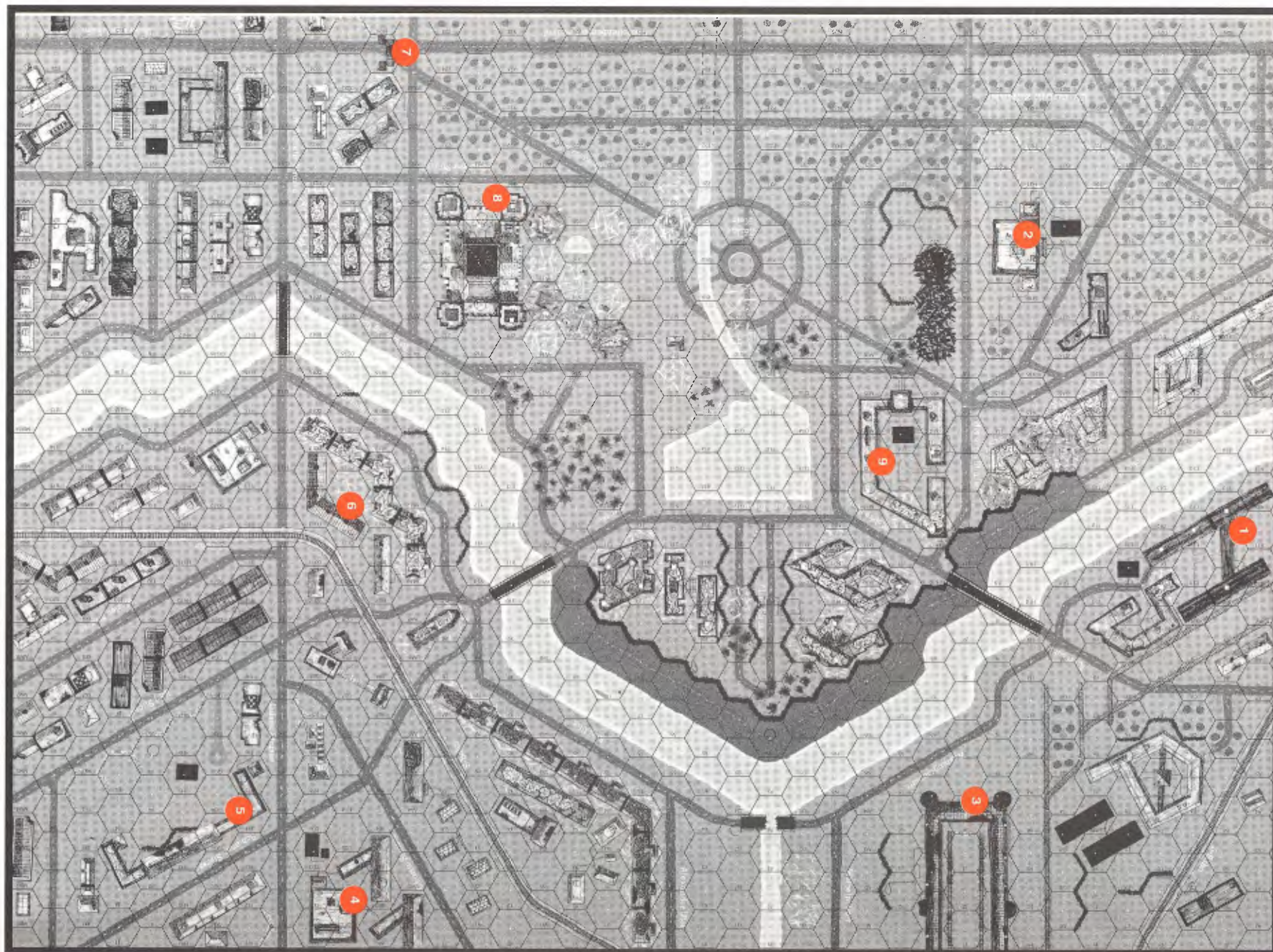
11. **RePh 8.621 Q:** Can Armored Cupolas lay down Fire-Lanes?

A: No. As per the last sentence of D9.5 (i.e. "...Armored Cupolas are treated as an Immobile tank except as modified below..."). Since vehicles may not lay down Fire-Lanes, neither may Armored Cupolas. (Note: Please see '96 Annual for 9.51 errata).

12. **RePh 8.6242 Q:** If a bridge is partially destroyed can a vehicle which ended the previous CGS on one side of the bridge set up on the other side using only the partially destroyed bridge as its crossing point (assuming that the vehicle is setting up in friendly territory)?

A: Yes, but immediately prior to setting up that vehicle the owning player must take a bridge Collapse DR as per 11.313. (make sure to inform the German player of this attempt so as to determine the current weight limit of the bridge).

Please keep this sheet with your other HOB products.





BERLIN: RED VENGEANCE

Campaign Game Order of Battle



ON MAP FORCES

OFF MAP FORCES
(CG12)

RESERVE FORCES
(RePH 8.6194; CG22)

ISOLATED UNITS
(RePH 8.6241)

AREA A

AREA B

AREA C

HIP UNITS

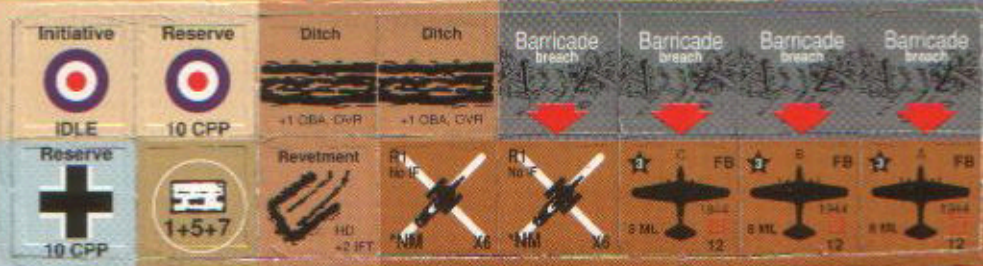
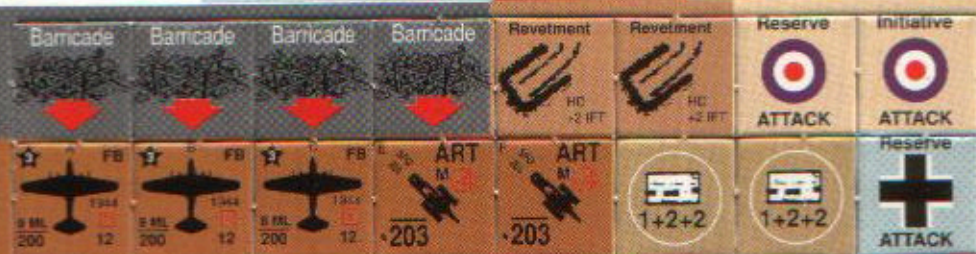
HIP FORTIFICATIONS
(RePH 8.6073)

ARMOR LEADERS

CLOAKED PASSENGERS
(BRV 16.1)



- LEGEND (See Reverse Side)
- | | | |
|-----------------------------|----------------------|-----------------------------|
| 1. CUSTOMS WAREHOUSE | 4. CHARITE HOSPITAL | 7. BRANDENBURG GATE |
| 2. KROLL OPERA HOUSE | 5. SCHUTZ POLIZEI HQ | 8. REICHSTAG |
| 3. LEHRTER STATION (S-BAHN) | 6. ELECTRICAL WORKS | 9. MINISTRY OF THE INTERIOR |



HEAT OF BATTLE PRESENTS

BERLIN: Red Vengeance

DESIGNED BY JAMES BROWN

1 2 3 4 5 6 7 8 9

10 20 30 40 50 60 70 80 90 100



2 3 4 5 6 7

1 2 3 4 5 6 7 8



Berlin: Red Vengeance

HOB

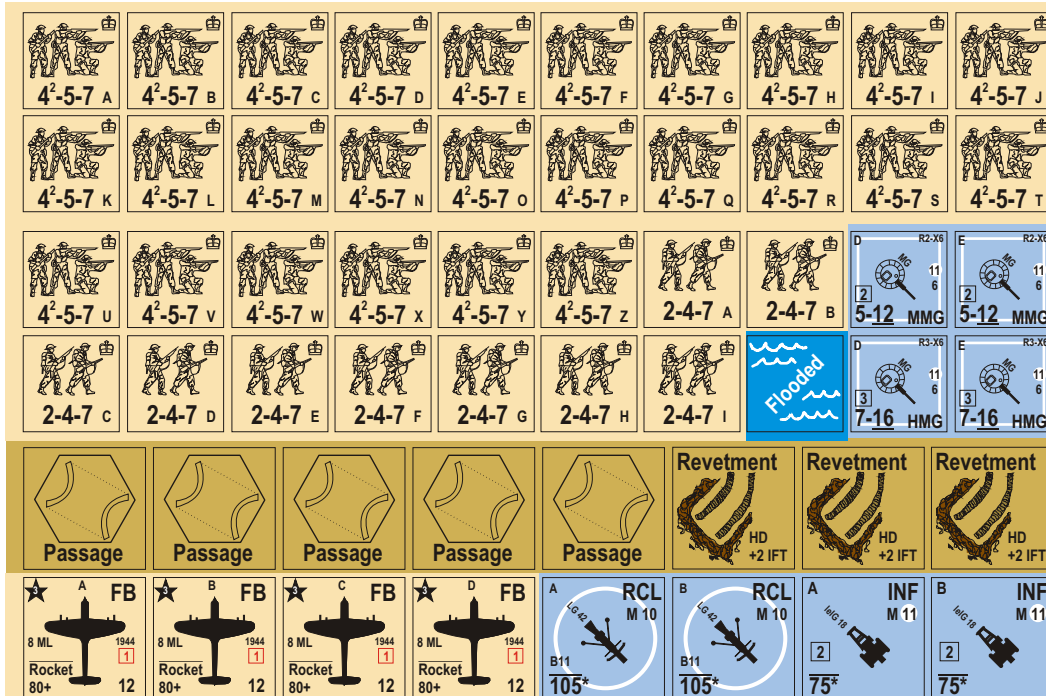
Front



Fortress Cassino

HOB

Front



НОВ

[Back](#)



Fortress Cassino

НОВ

[Back](#)

