After a very difficult year in 1944, the Axis forces on the Eastern Front found themselves pressed back on almost every area. The defection of Romania, Bulgaria and Finland exposed the cracks in the Axis block, while Hungary was soon lost to Soviet and Romanian forces. As the Soviet forces pushed into Germany Hitler ordered the key eastern German cities to be fortified, and to hold on to the end.

The Soviets pressed relentlessly towards Berlin, the nerve center of Hitler's regime. For better or worse, the war would not be won until Berlin was under Allied control.

This scenario uses a large tabletop to show a scaled down version of the heart of the city where the critical fighting occurred. The key engagements that were fought at as the city fell were fought in this area. The scenario focuses on the heaviest fighting during the battle, which took place on April 30th as Soviet forces desperately tried to seize the Reichstag and the surrounding government buildings to meet Stalin's desire for a May Day victory. Berlin provides an opportunity to field a wide variety of interesting and unique Late War Soviet and German units in a unique setting.

Special Terrain rules:

- Urban Area – the scenario covers the fighting in the heart of Berlin as the Soviets worked to eliminate the final German defenders. Much of the city is represented on the table as urban areas, most of which are government buildings and posh residential areas nearby. Although it had suffered heavily from Allied aerial bombardment, many buildings were still intact for the fighting as Soviet artillery was only beginning to shift their targets to the heart of the city. The urban area therefore consists of a mix of intact and damaged buildings.
- Intact Buildings - Any stand touching an intact building (hollow or solid) should be treated as in concealing terrain and bulletproof cover. Stands within intact buildings (those that are hollow) follow the normal FOW rules – they must be placed within a room, combat is room to room, etc.
- Damaged buildings – any stand touching or within 2" of a damaged building is treated as in concealing terrain and bulletproof cover. Anywhere within 2" of a damaged building is treated as difficult going for vehicles.
- River Spee – was a significant obstacle during the battle. It may be crossed freely on bridges, and is treated as very difficult going in non-bridge areas.
- Plaza Areas – these are open and treated like roads. Units may not dig in while in plaza areas.
- Pond – the pond is impassable except to amphibious vehicles. It has no other effect.

Deployment:

The game starts with a very fluid situation as Soviet forces advance into the area from multiple directions, while scattered German forces resist, many to the last.
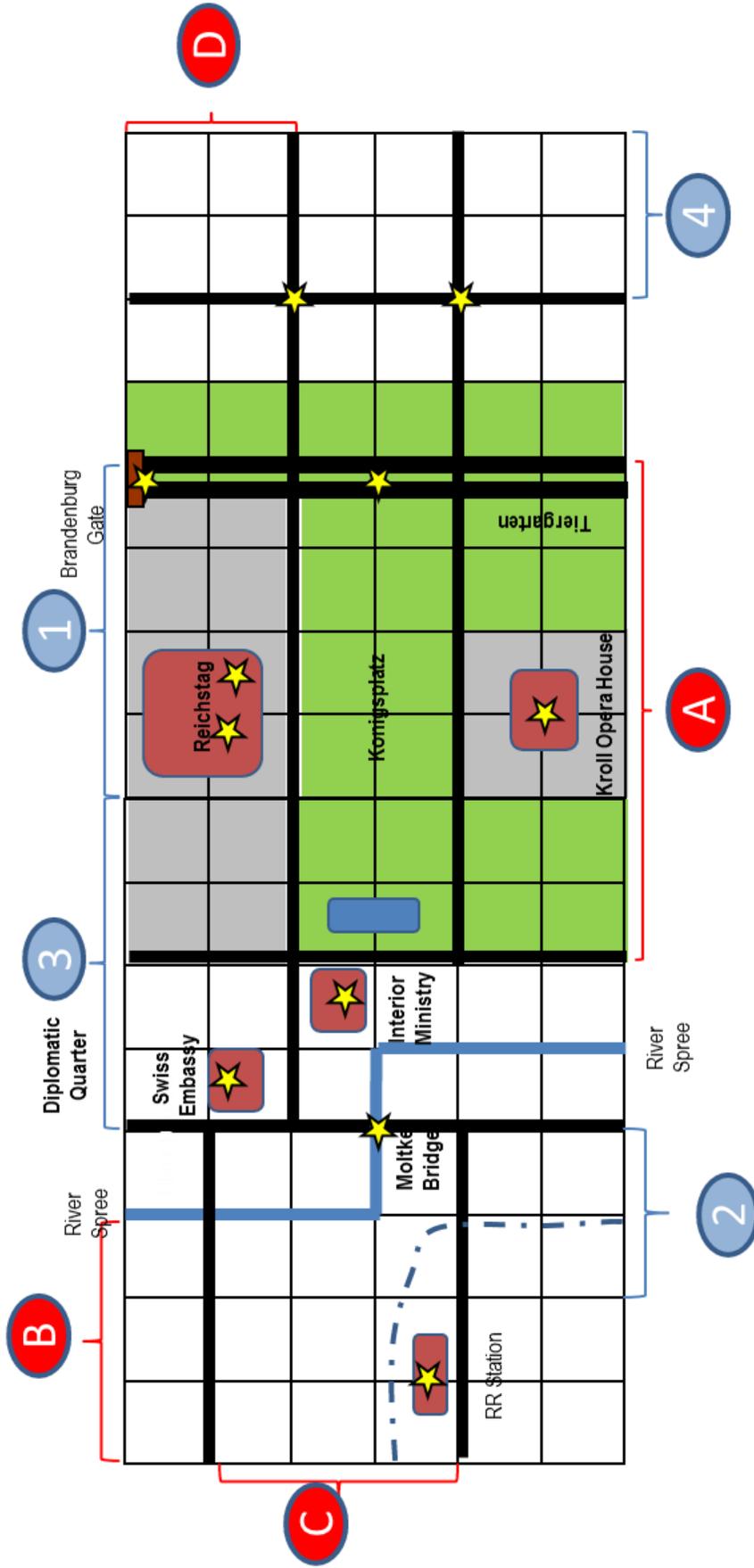
All of the forces of both sides will be entering the battlefield (see the force notes for assigning deployment zones). On their initial turn, each force assigned to a deployment zone enters its units from the table edge anywhere within that deployment zone. If multiple forces are assigned to a deployment zone, no more than one force may enter each turn, with the remaining forces being placed in reserve and entering automatically the following turn.

The Axis forces take the first turn.

Map:

FOW Mega-Game
Berlin, 1945

N

Legend:

Pond	Plaza	Open Ground	
Railroad Line	Avenue	Objective	
		Other Landmarks	

All terrain is urban unless otherwise noted

Landmarks labeled on map: Brandenburg Gate, Tiergarten, Reichstag, Königsplatz, Kroll Opera House, Diplomatic Quarter, Swiss Embassy, Interior Ministry, Moltke Bridge, RR Station, River Spree

Grid references: 1, 2, 3, 4, A, B, C, D

Axis Forces:

Each Axis force should be drawn from the Berlin book or the associated digital lists. Each force should field no more than 1200 points.

Axis forces should be assigned a deployment zone (numbered 1-4 on the map) by the overall Axis commander. At least one force should be assigned to each deployment zone before additional forces may be assigned to any deployment zone.

In addition, the Axis commander may allocate the following defensive fortifications to Axis force commanders:
- Up to 4 street barricades
- Up to 2 Pantherturm
- Up to 2 Panzerturm

Fortifications may be deployed on the table, within 24" of a table edge in their deployment zone.

Barricade Rules:
- Teams stop when they reach a street barricade
- Barricade is very difficult going, impassable to cavalry
- Provides concealment and bulletproof cover
- Bunker busters can gap a barricade by shooting within 16" by passing a skill test

Turret Bunker Rules:
- Pinned down bunkers rally automatically at the start of their turn
- Turret bunker is slow going for fully tracked or half tracked vehicles and foot, otherwise impassable
- Bunkers may only be shot by teams within 16", which hit on a skill test
- Turret bunkers take armor saves based on the turret facing
- Bunker busters destroy turret bunkers on a hit
- Save in close combat with top armor 1, counterattack and hit on a score of 4+

Allied Forces:

Each Allied force should be drawn from the Berlin or Desperate Measures books or the associated digital lists. Each force should field no more than 1500 points.

Allied forces should be assigned a deployment zone (lettered A-D on the map) by the overall Allied commander. At least one force should be assigned to each deployment zone before additional forces may be assigned to any deployment zone.

Special Rules:

Flak Towers:
Berlin has been a target of Allied bombing for an extensive period, and the German defenses included a number of FlaK towers. These were able to provide support to the defenders throughout the struggle for the city.

To reflect this, the German commander may roll each turn to request support fire from nearby FlaK towers. On a 1-4 they are too busy to offer help, but on a 5 or 6 receives 2 shots from a 10.5cm FlaK 39 gun, measuring range and line of sight from either the west or east table edges. Because the towers offered

excellent line of sight, targets are visible to the tower unless they are within 6" from an intact building lying between them and the table edge the fire is coming from.

Airpower:
Although the Soviet forces enjoyed air superiority, it was only sporadically available in the very fluid environment once their forces had breached the Oder. Overcast skies also limited air availability during the fighting.

Each turn the Soviet CiC rolls 1 d6. On a roll of 4+ he receives one flight of IL-2M Tip 3M Shturmovik aircraft which he can allocate anywhere on the tabletop.

Weather:
The weather during these actions was overcast and cool, but other than limiting air support (see above) the weather has no other effect.

Swiss Embassy:
Control of the area around the Swiss Embassy was critical to prevent the escape of any senior figures of the Nazi regime. No troops from either side may enter or target the Embassy building itself. It is controlled by the side having the greatest number of stands within 4" at the end of the game.

Red Banner Warriors:
The Soviet forces were issued with a number of Red Banner teams to try to plant them on the Reichstag and other key government buildings. To reflect this, each Soviet force will receive a hero strelkovy batalon with a red banner command team the first time they start their turn in control of an objective on the tabletop. The newly arrived red banner unit may be placed within 6" of the objective, and take a turn as normal.

Any red banner command teams that are within 6" of the Reichstag at the end of the game score an additional victory point for the Soviet side.

Winning the Game:

Berlin was a last stand for the embattled Nazi regime – although the end outcome was no longer in doubt, German forces fought hard to postpone the Allied victory as long as possible. On the other side, no Soviet commander wanted to disappoint Stalin, so quickly seizing the government sector was critical, and would speed the conclusion of the war.

To reflect this, there are 11 objectives on the tabletop:
- If the Soviet side holds any 8 objectives at the start of any of their turns the game ends with a strategic Soviet victory.
- If the Soviets do not win a strategic victory, the game will end after 6 turns. If at that point whichever side holds the majority of objectives wins a tactical victory. If neither side holds a majority, then the result is a draw.