

FINAL DRIVE ON BERLIN: 28 APRIL 1945

In and around Berlin, the end was approaching rapidly. Eight Soviet armies had begun attacking through the S-Bahn ring on the 26th. By nightfall on the 27th they had pushed the Berlin defenders into a pocket nine and a half miles long from east to west and one to three miles wide. In the center, the Soviets competed for the honor of taking the Reichstag-even though it had been a charred ruin since 1933! It was still the symbol of the Third Reich.

The battle for Berlin was fought outside the actual city, in the ruined suburbs. The troops involved in this scenario are the SS "Nordland" Division commanded by SS-Brigadeführer Gustav Krukenberg (about a battalion in actual size). The Soviets are from the 8th Guards Army.

Epilogue: The fighting in Berlin lasted as long as it did because a great metropolis, no matter how badly bombed out and no matter how amateurishly fortified, cannot be quickly taken even against a lame defense, particularly not by troops who know the war is over and intend to live to see home again. Berlin did not go down in a Wagnerian burst of glory but in a ragged wave of destruction and despair.

from: Army Historical Series, "Stalingrad to Berlin", by Earl F. Ziemke



Soviet

1x T-34/85(GHQ-1)
2x T-34/85 (HQ),
18x T-34/85
1x T-34 C (GHQ+0),
2x T-34 C (HQ),
18x T-34 C

Cohesion
13

This force represents the contents of one R150 & one R151.



Germans -

1x PzVI B (GHQ+0)
15x PzVI B "Tiger II"

Cohesion
15

This force represents the contents of one G153 Combat Command, less the unarmored vehicles.

TERRAIN SUGGESTIONS:

- The map should be approximately 24"x 48".
- Terrain is "Closed": Maximum sighting distance - 10"
- There should be one to six towns of no more than twenty square inches in all.
- 10 - 40% of the playing surface (or map) should be woods, broken up into small wood lots of 6 - 15 square inches each.
- There may be some high ground (Hills or Ridges), but no more than 15% of the map may be such.
- You may add other terrain as you wish. But total terrain features equal no more than 20% of the map.
- All "Clear" terrain is actually "rubble" and is to be treated as "Rough Terrain One".

SPECIAL RULES:

The Soviet force represents two brigades (-) each consisting of a GHQ stand, and two battalions. Each battalion consists of nine T34's and a T-34(HQ) stand.

SCENARIO LENGTH: 20 TURNS

INITIAL DEPLOYMENT:

The Germans should deploy on the playing surface no more than twenty-four inches (24") from the narrow edge closest to the Soviet player.

The Soviets should begin entering from the opposite edge on turn one.

VICTORY CONDITIONS:

The Soviets must exit the "German side of the map with 40% or more of their force by the end of turn twenty (20).

NOTES ON PLAY BALANCE:

This scenario is an assault, and as such, the German victory is gained by reducing Soviet success to a manageable level. This is an intense game to play, but it captures the feeling of those last desperate days of World War II.

FORCES: G153, R150 & R151

WEAPONS STATISTICS:

Weapon	Points	Firepower AP / HE	Range AP / HE	Defense	Speed W/T/F	Cargo Capacity	Transport Requirement
PzVI-B	111	11 / 8	25 / 25	[13]	8T	-	-
T-34/85	94	10 / 6	20 / 20	[9]	12T	-	-
T-34 C	70	8 / 5	16 / 16	[8]	12T	-	-