

BERLIN: Red Vengeance

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



Berlin: Red Vengeance is a historical Module. designed for the ASL and miniature gamer. If ASL is used, the following modules are needed: Beyond Valor, Yanks, and KGP II. Included in this package are, 10 Historical scenarios, a 9 scenario Campaign Game, Rules covering the specific aspects of this battle, a 20" x 27" map (24x39 hexes) in color, and 56 die-cut, mounted counters.

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EX. If a 9-1, 7-0 and 7+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 RPh 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 BARRICADES⁵: 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: Only non-stopped fully tracked AFVs may attempt to cross a Barricade hexside and do so 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 MP or by any additional AFV making a Crossing attempt in that same MP (or in any subsequent MP) 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)⁶: 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.



BERLIN: RED VENGEANCE

The Battle for the Reichstag

ORDER OF PRESENTATION:

- | | |
|---------------------------------|-------------------------------|
| 1. No Quarter | 11. Bridges |
| 2. Hand-to-Hand | 12. Buildings |
| 3. RB applicable rules | 13. Roads |
| 4. Rooftops | 14. Red Banner |
| 5. Kindling | 15. Artillery |
| 6. Cliffs | 16. Miscellaneous |
| 7. Orchards | 17. Abbreviations/Definitions |
| 8. Infantry characteristics | 18. CG Special Rules |
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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, RB6, 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 x2¹
 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 LEADERS³: 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 GESTAPOS⁴: 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.



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 G18 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 Mortar s*M	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



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 task: 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.

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.

12.21 FÄLLEN 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 a LOS/LOF obstacle. All



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 $\geq +2$ 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 River/Canal hexes which contain Bridge locations are always considered No-Man's Land hexes (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 drm to their Ambush dr during any Night CGS (in addition to being Lax).

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 I6) 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].

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 "T" 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].



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



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-Mans' 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/Canal 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

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 BRV16.2).

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	A 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).

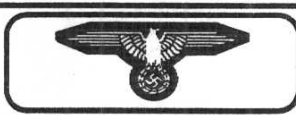
WEAPON REPAIR TABLE

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



7b) [EXC: An enemy ground unit may Release a Reserve Cloaking Counter's contents if it is ≤ 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 underscoring 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]. Any Out of Gas vehicle that is scrounged (if scroungable) is replaced by a Burnt-out Wreck also.

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

8.601 CONCLUSION OF MELEE

8.6011 ORDER OF RESOLUTION

8.602 MARKER REMOVAL

8.6031 RALLY & UNLOADING: The first two sentences are NA (see 8.6057)

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.



8.6203 US MEDIUM TANK MODELS: NA

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

Infantry Support Weapons Allocation

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

±x Critical Date Chart (CG31)

8.6206 LEADER DETERMINATION: Replace with the following chart:

Each Russian RG ID "T" 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 ^F
Trench	4 ^{CD} ^F
A-P Mine	1 ^{CD} ^{FG}
A-T Mine	3 ^{CD} ^{FG}
Wire	6 ^{CD} ^{FG}
HIP	1/2 ³ ^{AH}
"?"	1
Tunnel	21 ^{GL}
Roadblock	16 ^G
Barricade	9 ^G
A-T Ditch	12 ^{GDE}
Pillbox	(a+b+c) x1.5 (FRU) BCEFG
MMG Armored Cupola	10 ^{EG}
HMG Armored Cupola	21 ^{EG}
Supplemental Armor	22 ^R (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

Continued on next page



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-isolated units have their Depleted 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: A players total CPP for a CGS =Base CPP# (8.6161) +/- CPP Modifier (8.6162).

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 ≥12
CPP Modifier: +6 +5 +4 +3 +2 +1 +0 -1 -2 -3 -4 -5 -6

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	Wet	≤1
Overcast	3-4	Moist	2-4
Clear	5-11	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 ≥ 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 ≤ 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"

± x Critical Date Chart DRM (CG31)

-x Balance Provision (CG30)

8.6202 US INFANTRY-TYPE-PTN QUALITY: NA



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, Jeffry Allen, Sam Belcher, Scott Blanton, Laurent Closier, Sylvain Desne, Bryan Earll, Chuck Hammond, Jerry Hensly, Karl Johnson, Jerry Keeling, Locke Monroe, Matt Roney, David Rosner, Paul Simonsen, Steve Sulzby, Jeff Tomasko.

SPECIAL THANKS: Nadir El-Farra: HOB and the rest of the west coast design team thanks Nadir for his efforts in creating the art for our counters and for playing "team ball". All of the ASL community should be grateful for all unselfish efforts to improve our hobby.

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

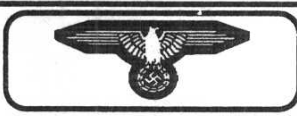
HISTORICAL BRV 10 scenario information:

PLAY AREA: Entire map is in play.

Historical situation continued:

The hard core of Berlin's defense was the central sector known as 'Zitadelle'. The forces in this sector were commanded by SS-Brigadeführer 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 northernmost 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 Corps 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.

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 Marschall 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 Marschall 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.



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.

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 boundary 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: I1 x2

60 CPP

Foxholes x5

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: I2 x1

RG: I3 x1

80 CPP

INITIAL-SCENARIO SPECIAL RULES:

I1. At CG start the Weather is Clear and the EC are Moist with no wind.

I2. After the Initial CGS all German AA RG are deleted from the German RG Chart.

I3. 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.

I4. The Russians may not purchase an Off-Board Observer for the Initial CGS.

I5. The German player may set up all of his purchased RG on board without the RePh 8.6194 additional 1 CPP cost per RG.

I6. Bore sighting is NA.

I7. 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.

I8. The north map edge is considered the Russian Front Line for the purpose of determining Reserve RG set up restrictions (CG22).

I9. 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.



GERMAN REINFORCEMENT

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	24

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 I7 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 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 251/1
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 in Berlin was as follows: Supreme command (Adolf Hitler); Army Group Vistula, LVI Panzer Corps (*General der Artillerie Weidling*); 11th SS Panzergrenadier Division; Volksturm 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 Volksturm. 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



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 ^{BC}	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 ^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-76m ^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	7	1	1
G5	Direct Fire Support II ²⁰	2/1	203mm ^{MC}	8	1	1
O1	Btn Mortar		70+ mm (see 15.1)	5	1	5
O2	Field Artillery		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	40
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 I7 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 recieved. If the dr is a 1-3 a Mk IV H is recieved; if the dr is a 4-6 a Mk IV J is recieved.

F. Vehicles of this RG are recieved 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 recieved 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
6.	Kfz 1

L. Make one DR on the 8.6206 Leader table.

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

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

OBA Footnotes: See BRV15.



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Various	<u>Allied Intelligence</u>	After the Battle, plainstown press	Great Britain, 1990
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Zeinke, Earl	<u>Stalingrad to Berlin</u>	Office of the United States Military	Washington D.C. 1968
Zeinke, Earl	<u>Battle For Berlin</u>	Ballentine	Great Britain, 1977, 1968

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 Fuhrrer. 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 (Himmlers' 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/radios; 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



BERLIN: RED VENGEANCE

Side:

Victor:

[illegible]

FORTIFICATIONS

[illegible]

NOTES:



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 Marschall 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.

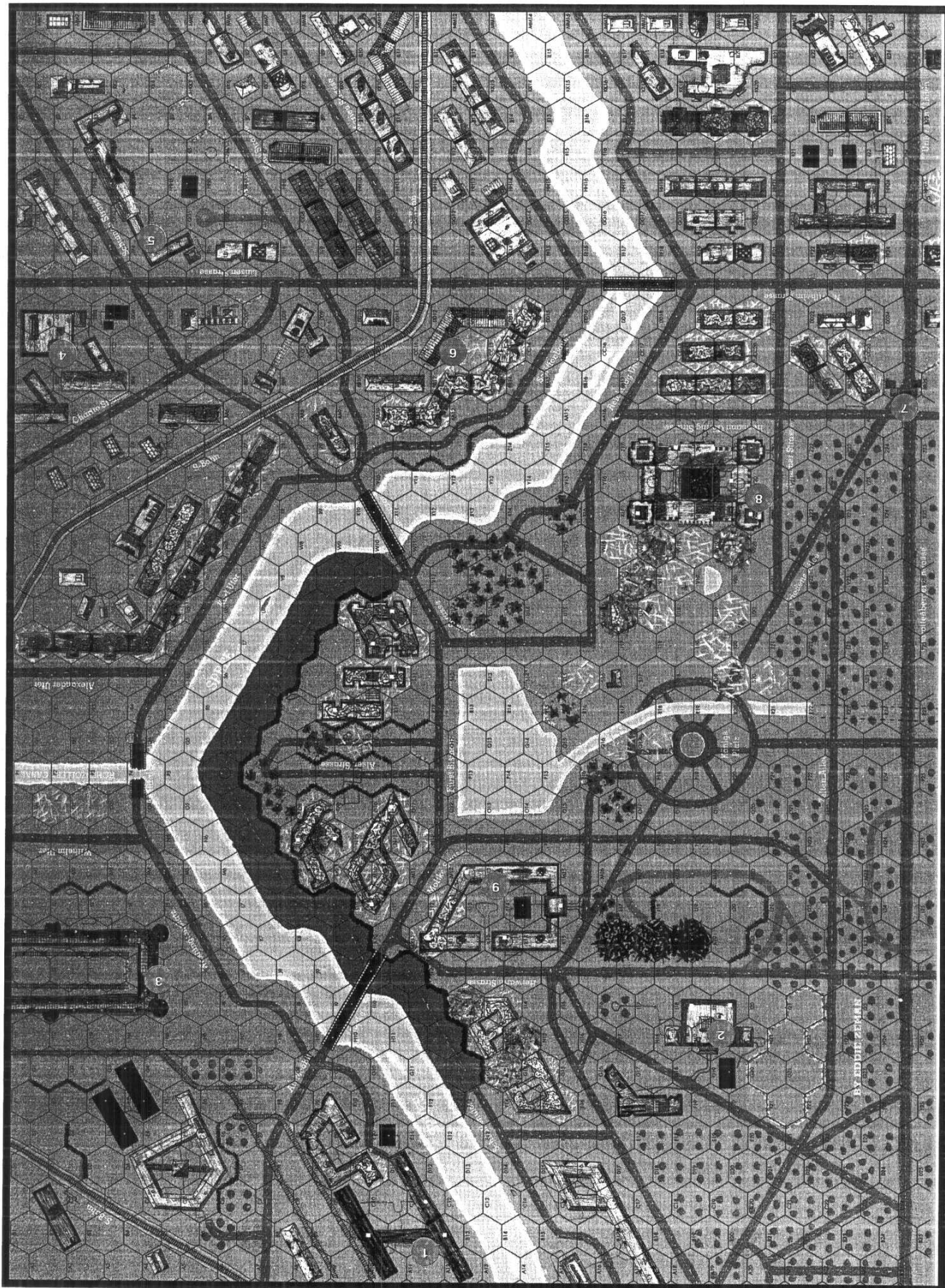
18. 8.621. **PURCHASING FORTIFICATIONS** As the Russian hordes approached Berlin the cry went out for 100,000 laborers to begin building Fortress Berlin. Only about 30,000 workers actually showed up for service. Most of the materials used to build fortification were in short supply but bricks seemed 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-Sonderwagen. 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.





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 |

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